

Golden Sun: The Lost Age FAQ/Walkthrough

by Super Slash

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Golden Sun: The Lost Age
FAQ/Walkthrough
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VERSION HISTORY
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v 1.0 - Submitted the guide

NOTE: To find what you're looking for, hold Ctrl and press F (Apple for Macs), and type in, for example "IV. Walkthrough", without the quotations. Do this for any section you may be looking for.

To ensure you are using the latest version of this guide, make sure you are viewing it from GameFAQs.com.

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I. Story
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Since I don't have the story from the instruction booklet (I assume there is one), I will have to explain the story of this game in my own words.

This game takes place right before the end of the story for the original Golden Sun. Felix, Kraden, and Jenna are shown in the Venus Lighthouse, in a room with an electrical barrier. This scene takes place before Isaac and co. reach the lighthouse (your old party from the first game). After they get out of the Venus Lighthouse, Felix and the others end up on a strange new continent. They must now complete the quest they started: lighting the beacons of the four lighthouses, with only two remaining. If you want to know the full story, you will find out what it is when you start the game.

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II. Controls
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"A" Button: Brings up the menu. Also confirms stuff and talks to people, as well as examines certain objects (such as barrels or jars)

"B" Button: Cancels out of menus and such. Hold B while walking to run

"L" Button: Uses a customized shortcut for Psynergy. Also gives you a view of your surroundings while on the world map

"R" Button: Uses a customized shortcut for Psynergy. Also brings up the map while on the world map

"Start" Button: Brings up the Pause screen, where you can save your quest, put the game in Sleep mode, or change the game's settings

"Select" Button: Brings up the menu. Also randomly changes the window color and brightness on the Change Settings screen

D-Pad: Moves character

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III. Game Basics
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NOTE: This section was all copied from my FAQ for the original Golden Sun, with only a few things changed/added. This is because both games play almost exactly the same.

In this section, I will list the basics of the game. If you are new to the Golden Sun series or new to RPGs in general, be sure to read this section before playing!

The Battle System

Golden Sun plays like most RPGs out there. It is turn-based, and in a battle, you have a list of commands to choose from. You can choose to do your basic attack with your weapon, and you can even choose to use your equipped Djinn. Once you use a Djinni, you can use a summon on the next turn with that character. However, most of the summons require you use more than one Djinni in order to be able to use them. You can tell how many Djinn you have to use by looking at the number next to the summon. You can also use items in battle, and can even run away. Running away isn't always successful, however, and you can't run from a boss battle (why would you be able to?).

Other Game Mechanics

Hit Points

This is your health in the game (way more commonly known as "HP"). The more you level up, the more HP you will obtain. Characters get more or less HP with each level you gain, and HP is a very important element in every RPG. If the HP of a character reaches zero, that character falls. You must use an item or certain skills to revive the character, and there's always the sanctuaries you can use in the towns.

Psynergy Points

This is more commonly known as "PP". Psynergy Points are basically your magic points in Golden Sun, and they're also a really important element in the game. Like with HP, you gain more PP for each level up, more or less with each party member. It's important to conserve as much PP as possible, simply by not using Psynergy skills that are pretty much worthless, and by exploiting the enemy's weakness. PP is recovered the same way as HP is.

Psynergy

Probably the most important aspect of Golden Sun. Psynergy is like your magic in this game, only it can be used outside of battle as well. Depending on the type of Djinn you equip, you'll learn other Psynergy spells. They are required to use in order to access certain areas of the game, making them a nessecity. Sometimes you might have to switch around Djinn to certain characters to learn certain spells you'll need. However, you can just switch them back once you get past that area of the game. Psynergy that's used outside of battle can have a shortcut set to it. Put the cursor over the Psynergy you want to create a shortcut on, then hold Select and press L or R. You can then use that button to

use the Psynergy immediately.

Djinn

Another new aspect to RPGs. Djinn are strange little creatures shaped like small balls, only with wings, ears, eyes, and a small mouth. You are forced to get at least one Djinni in this game. Djinn are sometimes difficult to find, and they are scattered at random locations at random spots in the game. Some are even found by battling on the World Map itself, and you have to go to a certain spot just to find it. There are several different types of Djinn, too, and you can either give your party members one type of Djinn, or several types. These also affect your character classes (you can find info on that in the Character Classes section). You can't use them outside of battle like Psynergy, but only in battle.

Djinn do certain things in battle, and you have to use a certain amount of them in order to be able to use summons (they MUST be equipped in order for you to use them). After using them, they take a "rest" for a few turns before they are ready for use again. You can see how many turns are left before it becomes available again by looking at the Djinni list in the battle. There is a number to the right of the Djinni you used which determines it. In case you're confused, Djinni is singular and Djinn is plural.

Game Events

If you beat GS1 and transferred your data from one of your files over to GS2, certain events during the game will occur if you did certain things in GS1. These are entirely optional (obviously) and do not add much to the game, other than a few interesting scenes. I will list what you must do in GS1 to get these events to happen in GS2 below.

- If you talked to the mayor after beating the Bandit and Thieves in Vault, then you'll have to battle them a second time in Madra. Defeating them nets you a pair of Golden Boots

- If you came in first place in the Colosso, then you'll have to fight Navampa, Azart, and Satrage in the Shaman Village Cave. For defeating them, they let you have a Golden Shirt. Also, in Mikasalla, there will be a gladiator from the Colosso who will warn Felix that Navampa, Azart, and Satrage are seeking revenge on Isaac

- If you saved Hsu by using Lift on the boulder at Alpine Crossing, Feizhi will appear at Champa and give you a Golden Ring. She refers to Hsu as "Ulmuch", which is a translation error. Maybe that's the name in the Japan version, but I really don't know

- If you defeated Deadbeard at Crossbone Isle, then two pirates in Alhafra will talk about Isaac defeating him before you go to Champa

- If you did the Lunpa Fortress side quest (thus, saving Hammet), you will get an Orihalcon from a messenger from Vault

- If you talked to Dora (Isaac's mom) while she was ill, then Isaac will comment on how she looked sick at the end of the game

Transferring Data

Once you beat the original Golden Sun, you get the opportunity to save your game to a file. This game has "(Clear data)" next to it once you save, and that file cannot be loaded again. In Golden Sun 1, go to the main menu that appears when you boot up the game, then hold Left on the D-Pad, the R Button, and then press Start. Do not release Left and R until the menu appears again, then release them. The option "Send" will now be available on the right. Choose that option, and you'll get to choose a file that has "(Clear data)" on it. Choose the file you want and you will have two options: "Password" and "Cable". If you don't have two GBAs and a link cable, then you'll have to choose "Password" to transfer your data. I will explain both of them.

Password

When you choose Password, you then have to choose between the Bronze, Silver, or Gold password selections. Each medal has a longer password than the other. The Gold password is your best bet, but it's really lengthy (260 characters), and the passwords are case-sensitive, so if you mess up, you have to go through each and every page and double-check the password to find the error. Each medal has a password that transfers a limited amount of things.

Bronze:

- Character levels
- Djinn

Silver:

- Character levels
- Djinn
- Character stats

Gold:

- Character levels
- Djinn
- Character stats
- Items
- Coins

Despite what the game says, however, they transfer more than that. All of the passwords also transfer your quest data and your items that enable certain Psynergy. The quest data is basically stuff that triggers certain events in Golden Sun: The Lost Age.

Cable

This is by far the easiest method of transferring all of your data. All you must do is link up with two GBAs using a Game Boy Advance Link Cable. This makes your data all transfer over to GS2 instantly. Keep in mind that I'm only going by what I've heard, because I have never used this option; I always use the passwords.

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IV. Walkthrough

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When you start a new file, you'll get to name the main character of this game. By default, his name is "Felix", which I will be referring to him as throughout this guide. You will then be asked if you want to transfer data from the original game. By selecting "Yes", you can choose to do it through a password or a link cable. By selecting "No", you simply get to name Isaac, who's name will also be referred to as such throughout the guide. You will have to name him regardless. If you are playing on a linked game, you will be brought up to a screen with Isaac, Garet, Ivan, and Mia. Just press Start twice to begin the game. The game starts with an opening that explains everything that happened in the first Golden Sun game. After this, the intro plays and the game finally begins (err, continues from the previous game).

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Venus Lighthouse

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Felix, Kraden, and Jenna are shown in a room of the Venus Lighthouse, with an electrical barrier blocking their path. Felix uses the "Move" Psynergy on a nearby statue, which he moves onto a switch. This disables the barrier in their way. Felix leaves and then Alex appears, and a long scene occurs. After awhile, Alex will suggest leaving before they fire the beacon, then Jenna heads downstairs and you gain control. Take the door on the left and head all the way south. Go through the door there; ignore the stairs, as they lead to nothing of importance. Head south a few more areas to exit the lighthouse.

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Outside Venus Lighthouse

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Out here, head south and you'll see some men from Lalivero preparing to invade the lighthouse. After a lot of mindless jabber, Kraden will ask Jenna what they should do, and she suggests fighting since there's no other way around it. When Alex suggests they regroup from the road that's away from Lalivero, accept, and he'll give you directions on how to reach Idejima where you'll meet him. After you see Alex use his uber h4x to scare the people of Lalivero, follow the western road and you'll spot another one of those goons from Lalivero. He's waiting for backup, but he's so scared. He's gonna try taking you down! You fight only with Jenna right now, but this fight is so easy you could win with your eyes closed, and with your feet.

Simply use her "Fume" spell and you'll defeat the Ruffian with one shot. That was easy, wasn't it? Continue to the Suhalla Gate.

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Suhalla Gate
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Head west and up the flight of stairs, and you'll come to another Ruffian. Just like the last one, he thinks he can take you on now that Alex isn't with you. Show him what you're made of and proceed to the next area. If you keep going left, Kraden will stop you, so climb down the two vines and head up to the cave. You'll be stopped by three more Ruffians, but don't worry, two more doesn't make it any harder. Enter the cave after defeating them, then head down the stairs and enter the next room. Follow the path in here and you'll be attacked by another easy enemy: the Punch Ant. One Fume will also take care of it. After Kraden rambles on about how he loves fighting, he suggests continuing to the peninsula. Examine the purple stone on the ground, which is a Psynergy Stone. It restores all of your PP. Follow the path to the exit.

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Idejima
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This is the peninsula Alex wanted you to meet him at. When you step outside, Jenna and Kraden will soon notice a ship in the water that Menardi spoke of. She was one of the villains from the first game, for those of you who didn't play it. After a bit of bickering between Jenna and Kraden, Alex appears and they all wonder why the Venus Lighthouse beacon hasn't been lit yet. Right after that, it gets lit, and a tremor causes a rift to tear in the Suhalla Range. Idejima will then slowly float away, and you'll see a scene of it completely out in the open water, away from land. You will see a scene that occurred in GS1 all over again. At the end of the scene, Alex shows Jenna and Kraden two people lying on shore: Felix and Sheba. The title screen appears at this point, so press A to continue with the game.

The scene continues as Sheba wakes up, and eventually Felix too. If you can't tell, in this game, Felix is mute (he wasn't in the last game). Eventually, Felix and the others spot a new continent that Idejima is approaching, but it's accompanied by a tidal wave caused by the tremor at the lighthouse. It washes everyone on Idejima away. Felix wakes up with Sheba and Kraden unconscious. Check yourself for injuries if you want, although it's not required; it's just for kicks. Talk to Kraden and he'll wake up, and he'll find out that they were all washed onto the continent they spotted earlier. Talk to Jenna and Sheba and they will join your party (Kraden is not a party member, he just joins with you). Head all the way west and Kraden will wonder where Alex went. After some talking about the Great Western Sea and Sheba, you'll regain control. Continue west and you'll be on the world map.

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World Map
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Welcome to the world map! It's enormously huge in this game, and about three times as big as it was in the original Golden Sun (the game itself is about twice as long, as well). Anyway, our first destination is Daila, a town to the south. It's the only place you can visit from where you are right now, so just follow the path leading to the village.

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Daila
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Before we go on, equip the Shaman's Rod on Jenna (preferably). This is a key item that was obtained in the original game. To give it to Jenna, go to the Item screen and go to Felix's inventory. Go to the Shaman's Rod and select it, then choose "Give" and move the cursor over to Jenna. Give it to her and choose to equip it on her. Viola! Now that that's done, feel free to explore the village a bit and speak with the townsfolk. They're all still in shock over the massive tidal wave, which explains why there is salt water everywhere. You will also learn about the Kandorean Temple if you speak with enough villagers. At the northern end of the village is a sanctuary, but there's not much of a point in going there right now (much later in the game, we'll go there). At the southwestern part of the village is the Inn.

Examine the barrel at the entrance of the Inn to get a Sleep Bomb. Go around the outside of the building to some barrels. Examine those until you find a Smoke Bomb. At the northeastern end of the village is a house on a raised cliff, which you need to climb up some steps to reach. In the mayor's house, examine one of the jars until you find 12 Coins. Exit and go behind the house by going left, then head up the steps and examine the jar to find an Herb. Go past the mayor's house and head down the steps, then go around the big house there and go inside. Inside one of the jars, you can find 3 Coins. That's it for the items in here (there's a couple more, but we can't get them yet). Go to the Equipment Shop located at the southern end of the village. Buy some new armor for your characters and buy Felix a Wooden Shield as well.

At the Weapon Shop, buy Felix a Long Sword. If you don't have enough cash, just sell the Sleep Bomb and Smoke Bomb you just found; they're not really worth keeping. Once you're done shopping, take the southern exit out of the village.

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World Map
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Immediately after exiting the village, you'll encounter your first Djinni. If you played the original Golden Sun game, you'll know how these things work. Since I'm too lazy to explain, say "No" to the last thing the Djinni asks and he'll explain. Otherwise, just refer to the Game Basics section. The first Venus Djinni, Echo, will join Felix. Set the Djinni on him. I suggest having Venus Djinn on Felix, Mars Djinn on Jenna, Jupiter Djinn on Sheba, and Mercury Djinn for your fourth party member you'll get later on (you'll have to keep the Mercury ones on someone else until you get him). Now then, take the southern path and follow the dirt path all the way to a bridge. Head south from that bridge to find another one; cross it, because it's a shortcut. Follow the path up to the Kandorean Temple.

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Kandorean Temple
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You will notice that the entrance is blocked off. If you talk to the two gate guards, you'll learn that you cannot enter the temple because there is a meditation session going on, with someone named Master Poi. Head around the left side of the temple's walls and you'll come to a wall of ivy. Kraden says

it looks suspicious, and it is. Have Sheba use Whirlwind on it while standing in front of it to blow it away, then enter the cave that was revealed. Follow the watery path and you'll come to a well at the end. You can climb it up. Do so and you'll be back outside. You can see some of Master Poi's students meditating in front of the entrance. Without delay, enter the temple (they must not be very good at meditating if they can't even sense your presence). In here you will see Poi, who is training his students to levitate in the air.

They ultimately end up failing, then one of them begs Poi to let him enter the trials. He proceeds through the cave, so follow him into it. Inside, head north and open the chest to find...a Mimic! Mimics are basically fake chests that attack you when you examine them, and each one has more HP than the other. This particular one has 207 HP, a decent amount this early in the game. Use your best spells and you'll take this thing down in no time. It gives you 64 EXP and 46 Coins, along with a Game Ticket. Once it's defeated, take the western path and maneuver your way past the stones. After a really long path, take the stairs down to the next room. Climb down the ladder here and head south, walking through the maze of pillars. Head left and you'll see one of Poi's students lying on the ground (this must be the guy that took the trials when we entered the temple).

Talk to him if you wish, then go right and maneuver your way through those pillars. You will eventually come to a ladder at the northwestern corner of the room. Climb it up and follow the path south, past the red rock. At the end of the path, jump onto the pillars on the right and hop your way across them to the northern end of the room. Proceed to the next area. In here, you'll have two paths to take. The eastern one leads to a dead end, so take the western one and head into the next area. Here, climb down the ladder and you'll see a waterfall. The water flows really fast, and it'll slide you down if you stand on it. Head south until you find an opening in the rocks where you can cross the waterfall. Run across it and use the rocks to prevent you from going all the way down. Make your way east and then run up the path of water (you can run up, it's just a little slow).

When you see the path branch off to the right, take that path and keep going until you reach the next area. You will see two water vents in this room, along with a log. Push the log onto the western vent when it is closed, then go over to the right one and stand on it. The water will raise you all the way up, so stay there and you'll be taken to the upper floor. Jump to the chest and open it to get a Mysterious Card. Whenever you equip this card, that character's class will change to Pierrot. Jump back on the vent when it comes up and let it take you back down. Now, push the log onto the right vent this time, then stand on the left one. Let it take you up to the upper floor, then jump to the ground and go up the ladder at the end of the path. Follow the path to a tightrope, then walk across it.

Ignore the second tightrope and go up, then right (ignore the ladder). Use Move on the log and push it right once, then jump across and go across the second tightrope. Don't go down the ladder. Go right and head around the path, then jump your way across and go down the ladder at the end. Enter the next room. In here, go forward and you'll see a Mercury Djinni. We can't get it yet, so for now, just keep following the path through a couple of more areas. You'll eventually come to a sign and a pot of boiling water. The sign says to extinguish your desire to cool the fire, and to empty your mind and you'll feel no pain. Yeah. Whatever. Use Move on the pot and push it aside, then head up and you'll encounter three giant gorillas.

Chestbeater (x3)

HP: 155 (each)

PP: 0

Weakness: Fire

Strengths: Wind

Attack: 44

Defense: 11

Agility: 20

Luck: 24

Experience Points: 120

Coins: 84

Items Obtained: Nut

Boss Strategy: This fight isn't all that hard. The three gorillas can dish out a lot of damage if you don't keep your party healed, though. Just attack with Felix (or use Spire) and Sheba. Since they're strong against Wind-based attacks, don't bother using Whirlwind. It's just a waste of PP. If she has it, have Jenna use Flare Wall to hit all three of them at once. Otherwise, have her use Fume on one at a time until they're down. Keep your team healed by having Felix use Cure or by using an Herb, and as long as you are healed, you'll have little trouble with this fight.

Climb up the ladder that is revealed after the battle, then follow the path to the next room. In here, Poi will mistake you for one of his students, but quickly notice that you're a new guy. He'll find out that you came here through the cave, and as a reward, he says he'll give you a power known as "Lash". He will demonstrate the technique on a rope nearby to connect it to another peg on the ledge above. Poi calls it "spiritual power", but apparently that and Psynergy are one and the same. When Poi climbs up the rope, you do the same, then examine the pebble on the pedestal. You'll get the Lash Pebble. Lash can be used on ropes like the one Poi just used it on. Equip the Lash Pebble on someone to learn Lash, then backtrack the way you came until you get to the room where the Mercury Djinni is. Use Lash on the rope near it, then climb it up to reach it. It won't join you without a fight.

This Mercury Djinni has 165 HP. It's weak against Fire, so make good use of Jenna's spells. Just do whatever with Felix and Sheba. If it runs away, reenter the area and it'll come back. Once you defeat it, you'll get the Mercury Djinni named Fog. I suggest leaving it unset on one of your characters for now, until you get the fourth party member (which won't happen for awhile). Use Retreat to get back to the entrance, then exit the temple. Outside, go south and the gate will open, so continue out onto the world map.

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World Map
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Now that we have Lash, go back to Daila and take the eastern path this time. You took the southern path to reach the Kandorean Temple, remember? Anyway, follow the eastern path to a cave, the Shrine of the Sea God.

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Shrine of the Sea God
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Go forward and you'll see two children. One is by a rope and another one is on the platform across from the rope. Their names are Riki and Tavi (Riki is the one by the rope, Tavi is the stuck one). Eventually Riki will leave to go get help, and you'll regain control. Climb up the nearby ladder and use Lash on the rope to create a path. Tavi will think that Riki did it and will then climb down, but soon finds out that you're not Riki. Riki will enter the room again and they'll start jabbering, talking about a critter that flies away when they try to catch it. A Djinni! When the two brats leave, climb up the rope and go through the door ahead. In the next room, head left across a couple of walkways, then head south and cross the walkway there. You'll see a Jupiter Djinni, but before you can reach it, the walkway collapses. Approach the ladder and it will retreat.

Climb up the ladder and follow it, then it'll retreat again. Keep following it and head down the stairs. In the next room you'll see some footprints; it's from the Djinni, no doubt. Follow the footprints to some water. Walk across the water and you'll come to three stairways. Take the southern one up to the next room, then climb down the ladder and go forward. You'll see the Djinni on a ledge above you, and he'll head left down a staircase. Go back to the previous room and take the left staircase this time. Follow the path and the Djinni will run to the north on the floor below you. Head down the staircase to the east and climb down the ladder again. Go forward and you'll find the Djinni, but it will retreat onto a stone wall nearby. Before chasing after it, push the torch in the middle of the wall up twice.

Chase after the Djinni again and it will run, but will be forced to stop at the flame. Now you've got it cornered! Like the last one, though, you'll have to fight to get it to join you. This one has 184 HP and isn't too difficult. Once you defeat it, you'll get Breath. Use Retreat and leave this place for now.

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World Map
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Head west and go back to Daila.

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Daila
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Here, you'll notice that most of the water is dried up. Go northeast and head to the mayor's house, and you'll find Alex. He says that he spoke with the mayor, and that there's a boat at Madra, to the south. After a little bit of talking, you will regain control, so leave the village.

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World Map
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From the exit of Daila, head south and turn east at the fork in the road. Follow that path across a couple of bridges, and soon you'll come to a mountain-like area, which is where you need to go.

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Dehkan Plateau
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Head up the stairs in this place and you'll come to two holes and some cracks in the ground. Walk on any of the cracks twice to fall through. Once you fall through, head right and take the southern exit (you should be able to tell that there's a part of the wall that's really a door). Climb down the vine here and open the chest to get a Full Metal Vest, then head back into the cave and go up the stairs ahead. From there, head east to the next area. There are stone pillars in this area, and if you jump on them once, they crack. Jumping on them twice causes them to break. Jump across the one to the far north and open the chest to get an Elixir. You'll have to jump to the pillar again. Once you fall down, climb up the vine and hop across the other two pillars (the only ones you haven't crossed). The big pillar to the north is blocking your path, so head south and follow that path to some cracks and holes.

Walk along the cracks and make your way to the northernmost one. Step on it once to fall into a cave, on a ledge right next to a chest. Open it to get a Mint, which permanently boosts a party member's Agility. Slide off of the ledge and climb up the vine, then follow the path which leads back outside. Push the log into the hole to create a path for you to jump across. Do so and go back north to the cracks again. Manuver your way through the cracks and this time, jump over the hole in the middle, then head all the way north and to the next area. You'll notice some more stone pillars in this area. Hop across the only one that is possible to hop to from your position, then hop to the platform there. Hop to the next platform, then to the last stone pillar. Jump on it twice and it will crumble to the ground, opening a path to a vine. Climb up the vine and open the chest to get Themis' Axe.

Equip this on Felix and make your way back to the previous area, then come back here. The stone pillars will have reappeared. Jump across the first one, and this time, jump across the ones to the south. From there, jump your way to the northwestern part of the area, then follow the path to a new screen. Here, fall down any of the cracks and you'll fall into a cave, where you should head south to another room. Head up the stairs in that area and you'll be back outside. Go forward and you will find a Mars Djinni, who will flee and fall through a crack, opening more of another crack in the process. Fall down the crack in front of you, then exit the cave you fall into. Follow the path and climb up the vine, then go forward and the Djinni will retreat. Before following him, push the log ahead into the hole below.

In the next area, you'll see the Djinni on the bridge. Approach it and it will run away again. Head south and climb down the vine, then follow the path to a couple of tightropes. Walk across both of them and push the pillar with a vine on it all the way to the right. Climb it up using the vine, then jump to the platform and use Lash on the rope. Climb up the rope you created to reach a chest, which contains a Nut. Head back down and push the vine pillar to the left off of the platform. Climb down the vine and head all the way south, then climb up the vine there. You'll see the Djinni again, who will use the Pound Psynergy to pound a stone pillar into the ground. It will then retreat. Follow it to the next area, and it will hop across two stone pillars, then fall through a hole. Climb down the vine and push the vine pillar over to the right, then climb it up and jump across.

Jump to the two stone pillars, and jump back to the first one when you're on the second one to make it crumble to the ground. Take the path that was revealed and you'll come around to another vine pillar. Use Move on it to move it left twice, then climb onto the pillar and jump to the stone one to make it

crumble. Climb up the vine nearby, and then push the pillar here off of the platform. Climb back down the vine and go around to the pillar, then move it once using the Move spell. Go back on the platform and jump across the pillar to reach the next platform. Head down the stairs which lead to a cave. Follow the path here, then turn right and head into the next room. The Djinni is in this room, surrounded by a lot of cracks. Head up to the northwesternmost one, but do not step on the darkened one in the corner.

Instead, walk across the lighted one and step onto the second crack, then go south and step on the next crack. From there, turn right and run across that crack, then head south to another room. Head up the stairs there and you'll be back outside. Follow the path to two almost-broken cracks. Step on the rightmost one and you'll fall back into the cave and land right on the Djinni. It'll drop a cube, then retreat to the next room. Pick up the cube and you'll get the Pound Cube. This gives the Pound spell to whoever equips it, so equip it on somebody and use the northeasternmost crack to get to the stairs the Djinni went down. Follow it to the next room, then follow that path to another room. The Djinni is right next to two pillars in this room, and the left one is one that cannot be crumbled. Climb down the vine and walk up to it, then use Pound to pound it into the ground.

Climb back up the vine and attack the Djinni; we've finally ended this wild goose chase! This one has 203 HP. It's not really any more difficult than the others you've faced so far. After you defeat it, the Mars Djinni, Cannon is yours! Climb down the vine and head right, then climb up that vine too. Go through the next few rooms and you'll be back outside. Follow the path down and head down the stairs, then go all the way left and push the pillar left. This creates a shortcut back to the previous areas. Head back down the stairs and head south, then follow the path out of this place.

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World Map
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Simply head south and you'll see a boat on the shore. Approach it.

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East Indra Shore
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Here, Kraden will notice a ship which he says belonged to Menardi. It must've drifted here since Saturos and Menardi are dead, and apparently it won't run without a certain orb. Since we can't do anything with this boat just yet, exit this place, then follow the path west to a cave which you should enter.

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Indra Cavern
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In this cavern, go forward and you'll see a rope and a log. Use Move on the log and move it right once, then use Lash on the rope and climb it up. Jump across the log and examine the stone tablet. The tablet will disappear and a bunch of weird letters will appear on the screen, then you'll get the Zagan summon! To summon it, you need 1 Venus and 1 Mars Djinni on Standby. That's all we came here for, so exit the cave.

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World Map
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You'll have to take a bit of a long walk to reach Madra. Head west and follow that path. After you cross a few bridges, you'll soon come to a town, which is Madra. Before entering it, head back west and cross the bridge there, then go all the way west to the water and trees. Keep walking around that area and you will eventually fight a Venus Djinni in a random encounter. It has 223 HP. For defeating it, Iron will join you. Go back and enter Madra now.

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Madra
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When you enter the town, go forward and the two people guarding the entrance will examine Felix and Kraden. Apparently, some pirates from Champa have been coming here to try and free their leader, Briggs. They will let you pass, so go through the gate to the true part of town, then enter the Inn and go upstairs. There, examine the jar to the left to get a Sleep Bomb. Before exiting the Inn, head south two rooms and you'll be on the balcony. Walk on the tents to the left, then jump across and open the chest to get a Nurse's Cap. Go back into the Inn and exit it, then enter the small house just south of here. Examine the barrel at the end of the room and you'll find a Smoke Bomb. Go to the northwestern part of the village and enter the house on the raised cliff. This is the mayor's house. Examine the wooden box to find 15 Coins, then exit.

There is a Weapon Shop, an Armor Shop, and an Item Shop outside at the tents, but there are no weapons worth buying. Buy a Leather Armband for Jenna (and anyone else if they need one, but only Jenna needed one for me) and a pair of Leather Boots for all three of your party members. Now, go to the exit of the village, but from the middle of the staircase that goes to the exit, turn right and follow that path to a graveyard. Head north from there and take the ladder down to the Madra Catacombs.

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Madra Catacombs
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Not much we can do here right at this moment. Head south to that room, then go through the western door. Follow the path and climb down the ladder, then follow the path to another room. In this room, head west and climb up the vine on the stone structure, then use Move on the wooden pillar ahead. Head west across the pillar, then climb down the vine and go through the hole in the wall. Here, jump across the gap and go forward, then go down the stairs and through the door. Open the chest in here to get the Tremor Bit. For now, use Retreat and exit this place.

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Madra
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By equipping the Tremor Bit on a character, that character will learn the Tremor spell, which we will be needing eventually. Head all the way to the northern side of the village, past the tents, and enter the cavern on the left. Inside, examine the jar next to the guy laying in bed to find an Elixir. If you use Mind Read on the sick guy, then he'll say something about eyes shining in

the darkness. This is sort of a clue on what we must do. Other people around the town tell you that the boat we saw on shore earlier is one from Champa, and you'll also learn that there is some prisoner in this village. Head over to the left side of the village and enter the rundown building, which is actually a jail. Inside, you'll see two people interrogating a man named Piers. He looks a lot like Alex (at least to me), but it's not him, despite his rather calm and collective attitude.

He will use the Frost spell on a puddle that one of the interrogators is standing on, which sends him plummeting to the ground. After both of the interrogators leave, go up to Piers' cell and read his mind. He will sense someone using Psynergy, then notice you. After you read his mind, leave the jail area. Back outside, you'll see some dialogue concerning Piers, and eventually the lady will notice you. She grants you permission to enter Osenia, so once you regain control, exit the village.

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World Map
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Go right and to the Madra Drawbridge (it looks like a normal bridge; approach it to enter a new area). The two people here will let you pass since you got permission from that lady, so continue off to a new area. From there, simply head right and to the Osenia Cliffs.

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Osenia Cliffs
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Here, go north (ignore the vines for a moment) and you'll find the wreckage of a ship. Climb the tightrope to get on a piece of the wreckage, then jump to the northern piece and then to the eastern piece. Use Lash on the rope, then climb it to find a chest to the south. It contains a Pirate's Sword. Since the weapon isn't that much better than the one you have now for Felix, I recommend giving it to Jenna. Go back and cross the tightrope again and then make your way back to the entrance of this place. Climb the vine on the right and jump across to the rock on the right. Follow the path leading out of here.

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World Map
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Continuing on the world map, follow the path and you'll come to a broken bridge. Ignore that and keep going, and eventually you'll see an open desert. Head there.

=====
Yampi Desert
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When you enter this desert, head southeast and follow the long path to a wooden peg. Pound it into the ground using Pound, then open the chest to obtain a Guardian Ring (I recommend giving it to Sheba; she has low HP). Once you get it, head north and to the next screen. There, follow the path and talk to the people standing there. They're trying to find a way through the desert so that they can get to Alhafra. Just follow the path that leads to the next area after

you talk to them. Pound the wooden peg here and go forward. Ignore the peg guarding the chest. Go around to the right and at the end of the path, use Pound on the peg there. Follow the path going left to reach the chest, which contains an Antidote. After getting it, go right and use Pound on the peg by the wall. This reveals a stone wall you can climb up.

Climb it up and go left, then follow the path as you jump across the wooden pegs. You will eventually come to a dead end. Head south from there and jump across those two pegs (I hope you didn't use Pound on them!), then follow the path and you'll find a Jupiter Djinni. Don't worry, there's no wild goose chase with this one; you'll just fight it. It has 267 HP. Once you win the fight, you will get Blitz. Now, head south and slide off of the platform, then go left and head back around to where you went earlier (the path that takes you to the two raised pegs in front of each other, which you just jumped across). At the end of the path (keep going right), slide off of the platform and continue on to the next area. You will see a Psynergy Stone dead ahead upon entering this area; use it, then use Pound on the rightmost pillar by the wall. Climb up the wall and enter the next area.

Here, you will see something scuttling along in the sand. There are several wooden pegs here, too. Set Pound as a shortcut; you'll need it (put the cursor over it, then hold Select and press L or R. You can then press that button to use the Psynergy quickly). Go up to the wooden peg and use Pound when the moving object starts approaching it. If it didn't work, keep trying until you trap it and it moves onto the next area (it turns out it's a scorpion, as you can see when it retreats). Follow it, and you'll have to do the same thing here except the log placement is different. This one is pretty easy; I don't have any really useful tips for you. When it retreats, follow it to another area. This is the hardest part. I suggest using Pound on the right pillar when he moves around towards the left; that's how I did it. If you fail, reenter the area and try again. Once you trap him, walk up to the sand pit and he'll use Scoop to drop you into a cave. Prepare for a boss battle.

King Scorpion

HP: 1064

PP: 0

Weakness: Fire

Strengths: Wind

Attack: 101

Defense: 32

Agility: 39

Luck: 40

Experience Points: 440

Coins: 228

Items Obtained: Vial

Boss Strategy: This thing has a crapload of HP. Not to worry, though; it's not all that hard. Start by unleashing all of your Djinn with all of your characters (except maybe the Mercury one, as there's no good reason to), then have Felix summon Zagan (Ramses works well too). The scorpion has some minorly powerful attacks, but nothing to be afraid of, really. If need be, have Felix heal your party. Once you use your summons, do whatever until the Djinn are set again, then unleash them and repeat the process until you win.

After the scorpion goes down, you get the Scoop Gem the monster was carrying. Equip the gem on anybody, then use Scoop in the middle of the sand to uncover a water jet. Stand in the middle when the water jet isn't shooting out, then it will shoot you out of the cave and back to the previous area. Now, use Retreat to get back to the entrance of the desert, then go to the second area. Go right and then follow the path to the southwestern corner, where you'll find a patch of sand in the middle of a four-rock formation. Use Scoop to uncover a ladder, then climb it down to a cave. Follow the path to another ladder which you should climb, then exit the cave. Climb up the walls here and keep going. The people that are trapped here notice that you made it up on this cliff. They're so clueless. Ha! ...Or maybe not. One of them finds the ladder you uncovered, then they all take that route. Continue to the next area.

Here, you'll see several patches of sand that you can scoop up. Go to the one in the southeastern corner and scoop it up to find a whopping 315 Coins! Head north and enter the cave there. In here, sand is flowing across a path, and you have to cross it. Head north and let it take you up, then move up when you see an opening in the rocks at the top. Run across the sand flow and go south, then let the sand flow take you back to the left. Run up to the chest containing a Hard Nut, which permanently boosts a party member's Defense. Make your way back over the sand flow again, and then you'll come to a second one. Run up the flow and it'll start flowing toward the right. Let it carry you right, then move up in between the three rocks. Face the wooden peg and use Pound on it, then have the flow carry you over to the right a bit more. Move up to the chest and open it to get a Blow Mace. Give this to Sheba.

Have the sand flow take you over to the right side of the room, then climb down the ladder and head out of the cave. Back outside, head north and to the next area. There are a few sandfalls here. Run across the first one and let the second one take you down, then follow the path. You'll come across nine rocks along the way. If you come here with Reveal and use it in front of them, one of the set of nine rocks will form an arrow pointing towards the northwestern part of the area. That is of no importance at the moment, though. If you later use Reveal in front of the second set of nine rocks, you'll find a Lucky Jewel. Anyway, keep going past the rocks and climb up the stone wall you find. Run across the two sandfalls and climb up the stone wall, then head around and run to the far right side of the second sandfall. Let it bring you down, then follow the path and you'll finally be out of this place.

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World Map
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On the world map, go north and enter Alhafa.

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Alhafa
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Go forward in this village and you'll see that the people from the Yampi Desert made it out alive. They talk about going to see the mayor and such, and after a bunch of talking, one of the villagers show them the way to the mayor's place. Head left and you'll find some weirdo by a well. He says something about Briggs

and takes off running. Head all the way to the right and enter the Inn, then head upstairs and go left. Alex is here. He says that he'll rest here for awhile since he's weary. When he's done, examine the jar of water south of Alex to find an Apple (why did someone throw an apple in a jar of water?). This permanently increases the Attack of a single party member. Exit the Inn and head west, then go north and enter the upper part of the double house (two houses connected together). Inside, examine the barrel for an Elixir.

Now, head directly west and to the entrance of a cave. Examine the pot there to get a Sleep Bomb (enter the cave if you wish, though there's no need to). Head up the stairs near the cave's entrance which goes up to the mayor's mansion. You can't enter right now, so when you find the mansion, head east and go around it, then examine the uppermost box to find 32 Coins. That's all of the hidden items we can get for right now, so head south and down all of the stairs, then head all the way to the eastern part of the village and enter the next area.

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Eastern Alhafra
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Here, head all the way north and examine the northwestern pot at the end of the pier. You'll find a Smoke Bomb. Head up onto the boat which has a broken mast, and you'll hear some people debating on how they're going to get the mast back up. There are many things holding it down, the biggest problem being a big rock in the water, which is so big that they can't move it at all. When they're done talking, head inside the ship by going north and through that door, then head down to the basement. Inside, you'll hear a conversation taking place with Briggs and a pirate. Eventually, Jenna gets mad and opens her mouth, then they notice you, and you enter battle against them.

Briggs / Sea Fighter

HP (Briggs): 984
PP (Briggs): 0
Weakness (Briggs): All
Strengths (Briggs): -
Attack (Briggs): 129
Defense (Briggs): 29
Agility (Briggs): 76
Luck (Briggs): 42

HP (Sea Fighter): 197
PP (Sea Fighter): 0
Weakness (Sea Fighter): All
Strengths (Sea Fighter): -
Attack (Sea Fighter): 119
Defense (Sea Fighter): 28
Agility (Sea Fighter): 61
Luck (Sea Fighter): 26

Experience Points (Briggs): 333
Experience Points (Sea Fighter): 89
Coins (Briggs): 891
Coins (Sea Fighter): 130

Items Obtained (Briggs): Vial

Items Obtained (Sea Fighter): -

Boss Strategy: Be careful in this battle, because it can get a bit rough. Make sure you start off by using all of your Djinn with each party member so you can bring out the summons. Briggs can call out an extra Sea Fighter at any given time, even if there's already one out on the field. Briggs is the dangerous one, really; his Sea Fighters aren't all that much of a problem. He might also use a Nut to heal himself up by 200 HP, and his Sea Fighters might also use Herbs and the like. They also have Smoke Bombs which work on your party members almost every time. Be extra careful and have Felix heal when needed. Use your best summons and spells and hope you bring him down, along with any Sea Fighters.

Once the battle ends, a really long scene will take place. Chaucha, Briggs' wife will enter the room, then soon after, the mayors of Madra and Alhafra enter. After a really long scene, it is decided that Briggs will free Piers and that Briggs will also be locked up for his crimes. Once the scene finally ends, head all the way south and use Move on the crate to move it to the right. Go through the door that's revealed, and inside, you'll see a slice of bread sitting on top of a box. Use Tremor to knock it down (tap Left and Right on the D-Pad quickly and repeatedly for the spell to work effectively). Pick it up and you will get the Large Bread. Head back outside the ship, then Kraden and Jenna will recommend that we try and fix the mast. We can get rid of some of the objects right now, but we can't get rid of the big rock until way later in the game. Let's do what we can for now, however.

Start by walking onto the mast, then walk down and push the small block thing to the south all the way down, and it will fall into the water. Next, use Move on the crate sitting on the sail and move it into the water. Head back north and head back up the mast again, then get off of it and use Move on the block that's blocking the log. Use Move on it over and over until you move it down so that it falls into the water. Next, go up to the western edge of the log while you're on the boat (not the mast) and roll it down, and it will fall into the water. Jump across to the right and head south, then climb down the rope and onto the log that's now in the water. Use the platforms to jump across to the ground. Head north and ignore the crate, then at the end of the path, jump across the platforms and use Pound to pound the stone pillar into the water. This detaches the ropes tied to it.

Head back south and stand by the three sandy rocks, then use Move on the crate and move it left once. Now, jump across the platforms to the left again and climb up the mast, then jump to the boat and make your way to the tightrope on the mast. Climb it up and then jump across to the left and onto the boat. Go north and use Lash on the rope there, then climb it up and climb down the two vines. Jump across the platforms again and head south, then use Move on the crate and move it left once. From there, just push it left and into the water. Use it to reach the other platforms in the water, then you'll come to the big rock. Jenna will say that there's nothing we can do about it right now, so we will have to head back. Make your way back to the boat and tell Kraden that you're done here for now. Go back to the village.

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Alhafra

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Go in between the two ruined buildings now that the water is gone, and examine the pot to get a Lucky Medal. If you go to the ruined building to the left, you will see a short scene where a lady found five coins that she plans to use for food. Anyway, follow the path and you'll see a crying boy by the stairs. Talk to him, and he'll say that he's starving. Give him the Large Bread (select the item and select "Use"), and he'll ask you if you like adventures. Say you do and he'll grant you permission to enter the Alhafran Caves through the back entrance, and tells you to go see his dad. Before we do that, however, let's pay the mayor a visit like he asked us to after defeating Briggs. Go to the mayor's mansion (all the way at the northwestern corner of the village), and once inside, enter the room to the southeast. Inside, examine one of the crates to get 7 Coins.

Exit that room and go through the middle door. Speak with the mayor and he'll say something about trading with other towns. We can't do anything about that right now, though. Once he's finished talking, exit the mansion and head due south. Enter the cave to the left when you head down the stairs. Inside, you will see Briggs in his cell, along with Chaucha and Eoleo, their son. Eoleo can use Psynergy, as you can see from this scene. Once the scene ends, read Briggs' mind if you wish, then exit and head up the stairs going to the mayor's house. Head left after the first set of stairs and talk to the man there. He will let you pass since you helped his son, but asks you not to take any of the mayor's treasures inside. But we can't accept that, now can we?

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Alhafran Cave

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Take the stairs in this cave down to the next room. There, simply follow the path down and to another room. In the next room, go left and use Pound to smash the stone pillar into the ground. Head down the ladder you come to and use Lash on the rope. Climb it up and open the three chests to get 123 Coins, an Ixion Mail, and a Lucky Medal. We can't get anything else here for right now, so just exit the cave.

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Alhafra

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We're finally done with this place for the time being, so make your way out of the village.

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World Map

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Since you have nowhere else to go at this point, head south and back into the Yampi Desert, and head due south this time. Ride the sandfall down, enter the cave, go through the cave, and you'll be back on the world map. From there, simply follow the path and you will come to a bridge, which leads to a huge desert. Ignore it and continue following the path, then you'll come to a town. This is Garoh.

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Garoh
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This place has some nice music. Climb up the flight of stairs here and jump across the gap, then push the log you come to down. Slide off of the platform and keep climbing up the stairs. Jump across again and push the next log down, then slide off of the platform and continue to the next area. Here, go forward and you'll hear a howl. You will find out that it is really a werewolf, and Sheba will notice it, then it runs away. Kraden seems overly excited that there are werewolves in this rundown village, and after a bit of bickering, you regain control. Head into the next area. There are many normal villagers here, who cover themselves up in coats. When there is a full moon, they'll turn into werewolves if they look at it. We can't buy anything at the Weapon and Armor Shops, so we might as well leave the village for now. On your way out, push the logs out of your way.

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World Map
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Get ready for one of the longest dungeons (if you can call it a dungeon) in any RPG, and quite possibly the longest area in the game. Head north of Garoh and cross the bridge you ignored earlier. In the center of the desert is a big mountain; go there.

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Air's Rock (Exterior)
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Relax and get comfortable, because we'll be here for quite awhile. Go north and read the sign, which says something about Wind Stones. They are the key to getting past this part of the level, and there is one in front of you; it looks like a rock sticking up. Stand by the southern side of it and use Whirlwind with Sheba (you might as well make it a shortcut; you'll need it often). This will cause some wind to tear through a wall of sand which blocks the way. Head down that path, then go left and go as far north as you can go. Then, open the chest to the right and you'll fight a Mimic. This one has 431 HP. For defeating it, you get a Lucky Medal. Once it's defeated, head south of the chest and follow the path to a fork. Head right and go south, then follow the path and head right, then north. Stand on the right side of the Wind Stone, then cast Whirlwind to blow away a wall of sand that blocks a chest.

From where you are, you can't get the chest, so head all the way south until the path ends. Stand on the right side of the Wind Stone and use Whirlwind again. This gets rid of another wall of sand. Go back around to the other side of the rocks and take the path that Whirlwind just cleared for you. You will come to another Wind Stone. Use Whirlwind on it from the south (that's the only way you can face it from this direction anyway) to blow away more sand. Go back east and head north, past the rocks. Head left and then take the southern path, then follow the path back to where the Mimic was. Go left and take that path down again, then go right and follow the path. You'll eventually end up by the Wind Stone you just used. From there, go left and you'll be back at the very first Wind Stone, from the right side this time. Use Whirlwind on it and you'll clear away another path.

Backtrack until you get to the point where the road forks again. Take the western path and use Whirlwind on the Wind Stone, from the northern side of it. This clears yet another path. Go around to the right, then head south and then

west, then you'll reach a chest containing a Smoke Bomb. Use Whirlwind on the Wind Stone while facing it from the south and you'll clear away another path. Go back around to the right, then up, then left, and take that new path. At the end of the path, go right and you'll find a giant cyclone. Use Whirlwind on it, and a big tornado will appear which blows away the sand covering the wall. Go right and climb the wall until you reach the next area. In the next area, you will see mini-cyclones being shot over to the right. Head left and you'll see a Tiki, which is what is shooting the mini-cyclones. Climb up the wall after it shoots out a cyclone, then go left and climb that wall.

Now, slide off of the platform and let the Tiki's cyclone blow you over to the right. Slide off of that platform and then the next one, then go left and let another cyclone take you over to the right. Push the wooden pillar off of the platform, then go right and push that pillar off as well. Follow that path and ignore the climbable walls. When you see a climbable wall that goes down, climb it down and you'll be at the previous area. Go left here, and if you blew away the wall of sand earlier, open the chest to get the Storm Brand. Give this to Felix; it's a much better weapon than what he has right now. Go back up the stone wall, and when you're back in the previous area, climb up the wall to the right. Be careful of the Tiki. Climb up the next wall and let a cyclone take you away to the left. You'll bump into a wooden pillar and drop down.

Head right and climb down that wall, then get blown away by a cyclone again. In front of you is a climbable wall; climb that one up, followed by another one, then push the wooden pillar down. Stand there and let a cyclone blow you away, then climb up the wall in front of you and enter the next area. Here, you'll see a Tiki lying down by a chest, which shoots cyclones upwards. Climb up the wall next to you, and watch out for the cyclones; there's a lot of Tiki statues on the way up. When you make it up, go all the way right and slide down the platform, then push the wooden pillar aside and climb down the left wall. Walk over the Tiki statue before it shoots a cyclone, then open the chest to get a Sleep Bomb. Stand on the statue and let it blow you up, then you'll be back on the upper ledge. Head all the way right and to the next area. Climb up the wall here until you see a path going up and a path going to two pillars.

Take the right path. Use Move on the left pillar and move it to the left once. Now, get back on the wall and climb back down a bit, then head all the way right and get on the platform there. Go right and slide down the platform to two Tiki statues. You can only stand on one, so head right and stand on it. You will get blown upwards. Go all the way left and use Move on the pillar there. Move it left once, then hop across and slide down the platform. You will land either on a Tiki or directly into a cyclone it shoots out. Either way, you'll end up on the top platform. Once that happens, go left and climb the wall over to the other side, then enter the next area. Here, simply climb up the wall and you'll be in a new area, where there is haze. Climb up the ladder there and use Move on the pillar to the left. Pull it towards you and then go back two areas.

Back in this area, climb the wall back over and head all the way to the right. Slide off of this platform and the next one, then head all the way left and climb up the wall. Keep climbing until you reach the next area, then climb up the wall there to reach the hazy area again. Climb your way up and you'll see a purple cyclone, like the one you saw earlier. Use Whirlwind on it to activate it, which will cause a giant tornado to blow away all of the haze. This was necessary, you see, because if you didn't do this, you'd be climbing up this mountain endlessly with no progress. Go back two areas, then climb the wall down, past the wooden pillars. Then, climb to the right and get on the platform above the one with the pillars. Go right and slide off of the platform, then head right and stand on the Tiki.

When it shoots you up, head left and jump across, slide off of the platform,

and let yourself get launched up. Climb the wall back to the next screen once again, then climb up the wall on that screen, leading back to the area with the giant cyclone we just used. Climb your way up this screen to another area, in which you will find a chest. It contains the Fujin Shield. Give this to Felix, as well. Climb back down three areas and you'll be back at the area with all of the Tiki statues. Go all the way right, slide off of the two platforms, head left, climb up and enter the next area. Climb up here too, and you'll be back at the purple cyclone area. You're getting tired of this, aren't you? Climb up the left part of the wall and go north, then climb that wall up to the next area. Go forward and use Whirlwind on the giant cyclone. This opens the entrance to a cave, the interior of the rock.

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Air's Rock (Interior)
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We're roughly about half way done. Told ya this place was long. Pick up the Psynergy Stone in front of you to restore the party's PP, then head south and keep following the southern path. After a long walk, you'll reach a stone wall you can climb down. Do so and keep following the path until you reach another climbable wall. Climb it up and enter the next room. Here, head left and go through the door there, then follow the path and climb down the wall. At the end of the path, push the wooden pillar as far to the left as it can go, then go back to the previous room. This time, head all the way to the right and enter that door. In this room, go right and head through the northern path, then climb down the wall. This is a little puzzle, full of wooden and stone pillars. Start by pushing the southwesternmost pillar under the other pillar in that block (by "block", I mean around the white line; in this case, the one on the left).

Go back south and climb up the wall, then head all the way north and jump to the pillar. Cross over using the pillars and you'll end up on the easternmost platform. Head south and climb down the wall here, then jump across to a Wind Stone. Face it and use Whirlwind on it to blow away a wall of sand. Hop back across and cross over the pillars again, and when you're on the westernmost platform again, head south and climb down. Go north and through the path you just opened, then climb up to another Wind Stone. Face the northern side of it and use Whirlwind. This will plow through another wall of sand. Climb down and head back south, then climb up to the platform again. Follow the path south and go through the newly opened path, then climb down the wall when you reach it. Push the wooden pillar here to the left as much as it can go, then climb back up and go around the path.

Keep going around the path until you get back to the entrance of this room. Go south from there and hop across the wooden pillar to the next platform. Then, head north and descend the stairs. In the next room, follow the path going north and you'll find a stream of water being shot out. Climb down the wall and ignore it, then head east and climb up that wall. Follow the path to a wooden pillar which is blocking a stream of water. Push it aside in either direction to let the water shoot out freely. This stops the hole in the wall on the left from shooting out water. Take that path and go north, then follow the path and climb down the wall. Head left and stand in the middle, facing the wooden pillar. Use Move and move it to the right, then go north and stand a little bit to the right of the hole. Face the pillar and use Move on it again, then move it back to the left. If you did it right, the water in front of you will not push you down.

Climb up the wall and hop across the pillar, then follow the path and climb down the wall. Push the pillar all the way down, then climb up the wall ahead

and follow the path (don't hop across the wooden pillar just yet). Push the pillar blocking the water to the right, then go back to the pillar you just pushed and hop across it. Slide down the platform at the end of the path, then go left and climb up the wall. Make your way to the next area. Here, go left and hop across the platforms, then you'll come to a door which you should go through. Follow the path in here and climb down the wall, then face the eastern part of the Wind Stone and cast Whirlwind. This will cause a platform to point horizontally. Climb back up and jump to said platform, then jump across to the left. Climb down the wall and climb up the wall to the left, then follow the path left. Climb down the wall when you can and face the northern part of the Wind Stone. Cast Whirlwind and you'll shift around the bridge platform again.

Now, climb back up and go all the way around, taking the northern path this time around. Walk across the tightrope and push the wooden pillar down, then walk across the tightrope again and jump onto the bridge platform. Walk across it and jump across to the south, then walk across the tightrope and follow the path to the next room. In here, you have two paths to choose from. Take the southern one to a chest which contains an Elixir. Go back to the entrance of the room and take the northern path, then climb down the wall at the end and head right. Hop across the floating platforms here, then hop to the south and then to the right. Climb up the wall here, then follow the path and hop across to a tightrope. Before walking across it, climb down the platform and face the southern part of the Wind Stone. Use Whirlwind to move a bridge platform and make it turn vertically.

Climb onto the platform and walk across the tightrope, then hop across to the bridge and cross it, hopping over to the north. Walk across the tightrope here and climb down the wall, then face the right side of the Wind Stone and cast Whirlwind. This makes the bridge platform turn horizontally, so climb up the wall and jump across to the bridge again. Walk across it and hop over to the left, then follow the path. Don't slide down the platform; instead, go past that part of the platform and hop over to the wooden pillar. Get on the tightrope and walk across it, then follow the path and hop across to the next platform. Keep following the path and hopping across the platforms, then enter the next area. Here, jump across to the platform on the right and climb down the wall to the very bottom platform. Then, take the stairs down to another room. This room has purple walls with a huge crystal in the center.

That's actually a Psynergy Stone that you can use over and over. Follow the path to the middle of the room, then jump to the north and examine the stone to restore everyone's PP. Jump back across and continue right, then north. Ascend the stairs to the next area. Here, go south and hop across the left floating platforms. You will come to another set of floating platforms, along with a big purple cyclone in the middle. Use Whirlwind on it and the large Tiki will get activated, causing the small Tiki behind you to activate as well. Stand on the small Tiki and it'll shoot you up to another room (the floating platforms you saw on the left lead to a dead end, so don't worry about them). At the very top room, go north and use Whirlwind on the purple cyclone. This activates another large and small Tiki head. Jump over to the left, then use Move to move the wooden pillar one square to the left.

Jump over to the pillar and move it left once more, then hop across to the south. Go around to the right and stand in front of the Tiki. It will blow you away to a chest. Open it to get a Vial, then use Move on the wooden pillar to the north. Move it right once, then jump across and push it to the right, then use Move to move it down. Jump across to the right and go around the room clockwise, then climb up and take the stairs down to another room. Head right and go through that door. In this room, go right and take the southern path, then jump across the wooden pillar and follow the path to the next room. In here, follow the path and make your way to the lone pillar that's in a white

line which we haven't done anything with yet. Push it to the right once, then backtrack and go north of the two holes in the wall. Take the eastern path and follow the path to some water being shot out of the wall.

You solved a little puzzle here earlier; you may need to do it again. If so, move the pillar to the right using Move, then go up to the hole that's not shooting water, step to the right a bit, face the pillar, and use Move to move it to the left again. Climb up the wall and jump across, then follow the path and use the Tiki to get blown over to the left. Face the northern side of the Wind Stone and use Whirlwind. This will blow the wooden pillar you pushed earlier over to the southern part of the room. Make your way back around and head back to the entrance of the room. Push the pillar into the gap and then use it to jump across, then examine the stone tablet to get the Flora summon! This one takes 2 Jupiter and 1 Venus Djinni on Standby to use. Now, use Retreat to get back to the entrance of the interior, then make your way through the main room and you'll be back at the room with two paths. Head left and enter that room.

Head north and let the Tiki blow you away. Then, hop across to the wooden pillar and follow the path, then you'll see a Tiki statue. Push it up as far as it can go, then go around to the narrow walkway in the center and have the Tiki blow you over to a chest. Open it to get a Clarity Circlet. Slide off of the platform and follow the path, then climb up and jump across to the right. Go back up to the Tiki statue and push it down four times, then have it blow you across to the left again. Follow the path until you come to a wooden pillar, which you should push off of this platform. Go northwest and take that path to some platforms. Hop your way across them until you get on the northeasternmost one. Then, use Move to push aside the log blocking a stream of water. This will cause the water on the right side to stop shooting out.

Make your way back around to where you pushed the wooden pillar off of the platform, then take the southern path and enter the next room. Here, climb down the platform and follow the path to a tightrope. Walk across it, and then walk across another one. Climb up onto another platform and walk across the tightrope there as well. Descend the stairs at the end of the path. In here, go left and around to a Wind Stone. Face the left side of it and cast Whirlwind to blow away a wall of sand. Face the northern side of it now and cast Whirlwind again. This blows away a Tiki statue and makes it land on another platform. Go around the room and climb down the platform, then follow the path and climb up the platform with the Tiki on it. Have it blow you over to a platform with a chest, which contains 666 Coins (o_o).

Slide off of the platform and keep following the southern path, then climb up the platform on the right and descend the stairs to the next room. Head all the way left in this room, and follow the path. Jump across and open the chest to get a Vial. Head north of here, then use Move and push the Tiki statue to the right. Head back around to the entrance of the room and go north, then enter the next room. Here, simply follow the path into another area, where you should climb down the wall and head south. Let the Tiki blow you all the way over to the right side, then go north and climb up the walls until you reach the top. Hop to the floating platforms here and hop across until you reach the last one. Examine the object on the wall to reveal a doorway, which you'll enter automatically. You are now in an outside area and are above some purple clouds.

Hop across the platforms to the north (which disappear each time you hop off of one) and you will reach an altar, with a stone tablet on it. Examine the tablet and it will say something about the wind. Sheba asks if she should touch it, then she does so and gets the Reveal spell. Hop across the floating platforms to the west, and you will come to some red floating platforms forming a circle. Use Reveal while standing on the first red platform, and you'll see another one

in the middle. Use it to hop across to the right, then hop across to the south and you'll reach a chest. It contains a Psy Crystal. Get it and go back to the stone tablet, then hop across the eastern platforms this time. Use Reveal at the red platforms, then hop across and hop your way back to the entrance of the room.

Go through the door and use Retreat, head up the stairs, then use Retreat once more. It's time to leave this place. Take a deep breath, my friend; we are finally done.

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World Map
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Now that we got that over with and have Reveal, we need to return to Garoh. Head right and cross the bridge, then go due south and follow the path to reach the town.

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Garoh
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Make your way up the steps and through this area, just like last time. It's so easy to make your way through here, I shouldn't even need to tell you how to do it. Anyway, when you make it to the next area, head north to enter the village. Head northeast and up the steps, then you'll see a big rock house and see someone use Reveal. A big werewolf will come out and then run away when he sees you. Use Reveal and enter the hideout. Inside, go forward and you'll hear a howl. The same werewolf kid we saw last time will appear again, then it will run away. Kraden suggests we follow it. Head north and jump across to the left, then go through the northern door. In the next area, follow the path and jump across, then you'll come to a path going north. Take that path and Kraden will notice that we've reached a dead end.

Soon after, the werewolf kid and the big werewolf will come out of the hideout in the middle using Reveal. You'll learn that the big one's name is Maha. After a bit of a lengthy conversation, Felix and the others will rest at an Inn (you rest there automatically). When you wake up the next morning, exit the Inn. Since it's not nighttime, the villagers aren't hiding under cloaks anymore. What's more, the Weapon and Armor Shops are now open for business! Enter the hut with the sword on it to find both shops. There aren't any good weapons for you to buy for any of your characters. Buy the Adept's Clothes for Jenna and Sheba, and the Wooden Cap for Felix. That's all you should need. Exit the shop and go to the northeastern part of the village, then head back into the hideout that you have to use Reveal at to enter.

Go back to where Maha lives and he will appear again, at the same location. Another conversation will take place about werewolves and Adepts. When the conversation ends, Maha will reward you with the Jupiter Djinni, Ether. Once you regain control, make your way back outside, then head to the northwestern part of the village and head down the stairs there. In here, head left and go south, and you'll see a circle of platforms. Jump to one and use Reveal to make another one appear, then head up the stairs until you end up outside. From there, go south one screen. In this area, jump on the tightrope and then jump south to get off of it, then open the chest to get the Hypnos' Sword, a great weapon for Jenna (the Storm Brand is still better, so don't give it to Felix). Walk across the tightrope and slide off of the platform, then head south and to the next area. Make your way out of the village.

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World Map
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Follow the road due south of Garoh, and you'll come to a bridge. Cross it and continue following the road, then cross the next bridge you come to. From there, keep following the path and turn left when the path splits. You will see a village, so enter it.

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Mikasalla
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We'll start off by getting some hidden items in this village, like usual. Head to the southeastern end of the village, and check the barrel by the two people in front of the house to get an Elixir. Enter the house right in front of you and check the pot for an Herb. Next, go north and enter the Inn, then head to the end of the room and examine the barrel to find a Lucky Pepper. This boosts the Luck of a party member permanently. If you are playing a linked game and won at the Colosso in GS1, there will be a gladiator from the Colosso here. Talk to him and he'll ask if you know Isaac. Tell him you do, and he'll say Navampa, Azart, and Satrage are still looking for him to this day, in order to avenge their loss. Uh oh. Exit the Inn and climb up the first ladder to the right of the Inn (not the second one). Jump across to the right and follow the path to the next area.

Here, you'll see a Mars Djinni that you cannot reach from this spot. Don't worry, we'll get to that. Open the chest ahead to get 82 Coins, then go back to the previous area and jump back across. Climb down the ladder and go to the southwestern corner of the village, where you'll find a sheep and a chicken. Examine the barrel here to get a Nut. If you Mind Read the chicken, you'll get a vague hint about something being hidden here. Use Scoop and dig on all spots of the sand until you uncover a ladder, then go down it. There, just head north and follow the path until you end up outside, at the back side of the village. Go north and to the next area, where you'll find the Mars Djinni, Spark. It will join you without a fight. Go back through the cave to get back in the main part of the village, then enter the building with three red dots on the front.

This is the Equipment Shop. You might want to buy an Armllet for Jenna and Sheba and a Bronze Helmet for Felix, but you don't really need anything else. When your shopping errands are done, exit the village.

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World Map
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Head north from this village and turn to the right, to an enclosed area surrounded by mountains. Fight around the river here until you encounter a Mercury Djinni. It has 291 HP, and isn't that hard. Defeat it and Sour will join you. Now, head north of here and enter the cave there.

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Osenia Cavern
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Go around the rocks in this cave and go to the X on the ground. Use Scoop on it to uncover a ladder. Enter it and then go left and climb up the ladder, and you'll end up on the other side of the rocks. Examine the stone tablet here to get the Megaera summon. It requires 1 Mars and 1 Jupiter Djinni on Standby to use. Exit this cave.

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World Map
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Go south and then follow the western path back to Mikasalla. From there, go left and follow the really long path. When you come to a bridge, ignore it and head east. Follow that path past the Yampi Desert, and eventually you'll reach the Osenia Cliffs. There, simply climb the vine and jump across to the left, then climb down the vine and exit. Head south to the Madra Drawbridge, cross it, then go past Madra and head all the way left. Cross the bridges and keep following the path that goes left, and eventually you will reach an area called the Gondowan Cliffs.

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Gondowan Cliffs
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When you enter this area, notice the dog sniffing the ground. Use Scoop in the same spot he's sniffing at and some water will shoot up. Stand on the crack when the water isn't there and let the water shoot you up, then jump to the left. Now, slide off of this platform and jump over to the left, then follow the path and climb up the vine. Go north and climb up the next two vines, then you'll see a Mars Djinni. We can't reach it yet, so slide down the middle crevice on the platform. Head left and follow the path to a stump across from you. Use Move to push it into the water, then go back south and slide off of the platform. Climb down the vine and you'll have to hop across some stones. Hop west three times, north twice, west once, north once, west twice, south twice, west once, north three times, east four times, north three times, and west twice to reach a vine.

Climb it up, then climb up the next vine ahead. Go south a bit and jump across to the left side, then climb the vine to the north and follow the path to a chest. Open it to get a Sleep Bomb, then go back to the vine and climb it down. Climb down the next vine and then follow the path, climbing up the next two vines. Ignore the tightrope and climb up the third vine, then follow the path and climb the vine. Go right, ignore the next vine, and head south as far as you can go until you find the Mars Djinni. It'll fight before joining you, so I suggest saving your game before fighting it (you don't want to do all of that again, do you?). This one has 403 HP. It's a little bit harder than the others, but nothing you can't handle. When you defeat it, Kindle joins you. We could get the Laughing Fungus, a red mushroom, but it's completely useless, so let's just ignore it.

Head all the way back north, then west. Climb down the vine and go west, then climb down that vine too. Walk across the tightrope to the other side, then you'll have to climb down a couple of more vines. Do so and follow the path that leads back onto the World Map.

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World Map
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Out here, simply follow the road all the way north and eventually you'll reach a town. Head a bit south of it and you'll find a bridge. Cross it, then head all the way south and cross that bridge to reach a forest. Keep going south and at the end of the path, fight some enemies in the forest and eventually a Mercury Djinni will appear. It has 414 HP. For defeating it, Chill joins you. Now, head back north and then east, then enter the town to the north.

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Naribwe
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This is a strange town. It looks kinda prehistoric and stuff. Head west from the entrance and examine the jar by the Equipment Shop for an Elixir. Speaking of which, you might want to enter said shop and buy a Battle Rapier for Jenna. Anyway, head east from the Equipment Shop and you'll see the Inn. To the right of it is a rope you can use Lash on. Do so and climb up the rope, then climb down the log you're standing on. Open the chest to get a Thorn Crown. Climb back down the rope and enter the Inn. Examine the blue jar by the bed to get a Sleep Bomb (I see what they did there). Go to the double house located at the northwestern corner of the village, and enter it. Inside, examine the jar on the left for 18 Coins. Enter the other end of the house and then exit it. Go left out here and use Whirlwind on the ivy to blow it away, revealing a ladder. Climb it up and use Reveal to locate a chest in the center.

Open it to get the Unicorn Ring. If you go to the northeastern part of the village and enter the house there, you can get your fortune read for 20 coins by giving the Witch Doctor one of your items (he'll give them back). Give him the Shaman's Rod and listen to what he has to say; it's rather interesting. Regardless, whenever you're ready, head north and exit the village. Follow the road all the way north to the Kibombo Mountains.

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Kibombo Mountains
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Head up the stairs here and you'll overhear two Kibombo warriors. They'll say that no one is allowed in Kibombo while Akafubu's ceremony is going on, among other things. Eventually one of the warriors will leave, leaving the other one to keep a close watch on things. If you get caught by a Kibombo warrior, you will have to try to sneak past them again from the start, so we've gotta be stealthy. Push the box ahead all the way over to the right, then all the way up. Next, use Move on the box to the right of that one and move it left once. Climb up the vine and hop across the boxes to the next platform, then follow the path and walk across the wooden gate. You will come to a wooden pillar. Push it into the gap, then take that path and climb up the vine. Head up the stairs, taking note of the Kibombo warrior patrolling the area ahead.

When the guard is patrolling to the right, go behind the box. Push it to the right twice when he's not looking, then wait until he's not looking again (just to be safe) and climb up the vine. Head right and ignore the other vine, then slide down the crevice near where the box is. Use Move on the box to move it down once, then push it down as far as it can go. If you want to be mean and trap him, go ahead and do so by pushing the box all the way to the left. With both boxes in front of him, he'll be patrolling aimlessly in front of two boxes. Hah! From there, you can take the Disk Axe from the chest to the north. It's a good weapon for Felix. Don't go down the nearby stairs or the guard there will catch you. Climb up the vine to the left and head up to a rope. Use

Lash on it to connect it, then climb it down and head south. Climb down the vine and follow the path to a wooden pillar with an overgrowth.

Push it off to create a shortcut, then go back north and climb back up the platform. Continue to the next screen. In this area, go north and move the box here to the southwestern corner. Wait until the Kibombo warrior is right under the box (not really under it, but right next to it), then push it off. If you did it right, he will be captured inside the box! Climb down the vine and open the chest to the left to get some Power Bread. This permanently increases the HP of a single party member. Go left and be careful of the dog to the north. Climb up the vine surrounding the stump, then go forward and jump across to the right. Move the wooden pillar to the northeastern corner, and time it so that when you push the pillar off, it captures the dog on the upper side of the pillar. Once you capture it, use the pillar to jump across to the right, then climb down the vine and open the chest for a Tear Stone.

Exit the area through the way you entered it from and do the first step over again (trap the Kibombo guard). This time, capture the dog so that it is captured on the southern side of the pillar. Once you do that, jump back across to the left and climb down. Go north and to a crate with a bone on it. Ignore it for a moment and enter the cavern next to it. Inside, examine the wooden box on the right to find a Smoke Bomb. Exit the cavern and move to the right, so that you are facing the wooden box. Then, use Tremor to make the box shake, causing the bone and the box to fall off. This will make the dog go over to the bone and gnaw on it, so head right and use Whirlwind on the wall of ivy. Enter the cavern that's revealed and follow the path leading out of it. Climb up the two vines and follow the really straightforward path until you get out of here. We can't get the Jupiter Djinni there just yet.

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World Map
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Cross the bridge and follow the path north. The sky will darken as you approach the town of Kibombo.

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Kibombo
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As you can see, every building is blocked off by candles (why do they have candles lit so close to the roof?). Head west from where you enter and examine the jar there to find a Lucky Pepper. If you go north, you'll be at the consecration where everybody is blocking the way to the Gabomba Statue. All the way at the southwestern corner of the village (west of the red pillars at the entrance) is a rope. Use Lash to connect it, then climb it up and jump to the red pillars. Jump your way across them until you reach the eastern side, then follow the path up and ignore the vine. Head all the way north, then jump to the red pillars. Jump to the southwesternmost one, then jump west to a roof. Walk across both roofs and jump over to the left, then head north and to the next area. You will see that the ceremony is beginning now.

Once the scene is over, go forward and you'll see Piers! He forgets who you are for a moment, but soon he remembers. After a small conversation, Akafubu will try to offer the Black Orb as a sacrifice to the Great Gabomba. It refuses the offer, however, and now it looks like Piers is in a pickle since he wants that orb back. When you regain control, head north and climb up the vine if you want to use a Psynergy Stone. Then, climb back down and use Move to pull the wooden

pillar into the gap. Piers will then see that you can use Psynergy and they'll get into a big conversation. It turns out Piers is from Lemuria. After a long discussion about Babi and Lemuria, he joins your party. Give him one of the Mercury Djinni you have and set it to him; he can't have all of them yet. Head along the path you created using the log, then climb down the vine at the end and use Scoop on the X to uncover a ladder. Climb it down to enter the statue.

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Gabomba Statue
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Follow the path in this underground area and eventually you'll come to a ladder. Climb it up and the rotating pinions will push you forward. Continue to the next room. In here, go north and go right, then take the first southern path you see. Open the chest to find a Mimic, which has 536 HP. Once you kill it, you'll get a Hard Nut. Go back north and head east, then head south and follow the path there which leads to a chest. It contains a Bone Armlet. Go back around and take the last path which leads to a ladder. Climb it down to reach the next room. In here, you'll see some rotating pinions and gears. Go left and follow that path up, then you'll find a rope. The pole the rope connects to is on the blue gear in front of the rope. Wait until the pole is close to the rope, then use Lash to connect it and stop the gears and pinions. Backtrack and head north past the pinions that have now stopped.

Go right and climb the ladder up to the next room. In this room, head south and ignore the Venus Djinni you see for now. Jump across to the left and keep following the path, going past all of the gears. Eventually, you'll come to a ladder which you should climb up. This room has a lot of gears, as you can see upon entering. Make your way south past all of the gears, then you'll come to a ladder. Ignore that and keep going, then eventually you'll see a rat. It will demonstrate a technique as it climbs onto gears and jumps from them, something you'll also have to do. Follow the path past the gears and jump across, then head north and jump across again. Take the ladder down to the next room, then head south and down that ladder as well. Follow the path going south and eventually to the right, then you'll reach a stone pillar.

Use Pound on it. Now we have to get the one on the other side. Go back to the room where the mouse was, then head west and jump across. Head south and jump across to the right, then follow the path up and then go in between the blue and the red cogs. Jump onto the red cog from there, then onto the blue one. Jump your way across the gears and when you make it across, follow the path to a ladder and enter the next area. Climb down the ladder in this room, then go left and follow that path to a chest. It contains an Elixir. Once you have it, go back around and take the eastern path this time. Keep following the path and you will reach a second pillar. Use Pound on it, and with both pillars pounded, the gears will rotate in the opposite direction. Go back two rooms and head around the gears until you find two pink ones. Jump on the left one and it'll drop you down one floor.

There is a green gear and a blue gear that the Venus Djinni is next to. Go to the green one and walk past it to reach the Djinni. It will fight you. It has 446 HP, which is a bit high for a Djinni. Once you defeat it, you'll get Steel. Now, walk past the two gears again and use Lash on the rope there. Climb it and climb down the ladder, then make your way to the ladder at the northern end of the room and climb it up. Back here, head due south and you'll come to another ladder which you ignored earlier. Climb it up, and in the next room, have the pinions push you forward. Climb up the ladder in here to reach another floor. Here, you'll see a small Gabomba statue at the northern end of the room. Go all the way right and take the ladder up to yet another floor. Here, you will see a

scene where Akafubu tries to offer the Black Orb again, but to no avail.

When he offers the Black Orb, inside of the statue is shown, and it appears that the power conduits are broken, which is why he won't accept it. After the scene is over, we have to solve a puzzle. It's really simple, though. Use Pound on the pillar at the northern side of the room, which causes the tiles to be raised up. Use Pound on the upper-left tile from the right, then step on the curved tile to the right of the Pound pillar. This rotates the tiles around. Simply Pound the rest of them in, then wait until Akafubu tries to offer the orb again. If you did it right, the red and blue lights will power up the statue, allowing the ceremony to be a success. The statue will eat the Black Orb, then Akafubu will enter the statue via the tongue. Back at the room with the small statue, Piers wonders where the orb is.

It suddenly enters the room and rolls through a small hole in the staute. Just as Piers has lost all hope, Akafubu enters and Jenna shows him how they helped him complete his ceremony. As a reward, he places a red orb into the small statue to reveal another room, and will allow you to take the Black Orb. Head into the next room once it's opened, then head up the hallway and ride the elevator down. In the next room, go forward and you'll see Akafubu and another small Gabomba statue. After Akafubu talks, examine the statue and it will come to life. It will say that Akafubu is the new witch doctor, then he leaves the room in excitement. The statue was going to give him some kind of magic item, but he ran off too fast so he decides against it. After some talking, the statue opens a new path for Felix and the others.

Felix takes the Black Orb, which is actually called the Black Crystal, then he and Kraden leave to deliver the message to Akafubu that the Gabomba statue told them to deliver to him. You will be back in Kibombo.

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Kibombo
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You will see a scene where Felix and Kraden are delivering the Gabomba statue's message to Akafubu and his father. When the scene ends, head down the ladder and exit the house. You can now enter the houses. First, enter the house at the northwestern end of the village. There, enter the back room and examine the jar to get a Lucky Medal. Next, go to the Inn and go to the back room, then climb up the ladder. Examine the barrel to the left to find a Nut. Exit the Inn and go to the Equipment Shop to the west. Go to "Artifacts" instead of "Buy" on the Weapon Shop, then buy a Frost Wand for Sheba. Now, exit the village.

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World Map
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Out on the world map, head west and follow the road south to a bridge. Cross it and enter the Kibombo Mountains.

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Kibombo Mountains
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Here, go south and hop across the rock in the water, then head up two flights of stairs and go south to a puddle. Use Frost with Piers to freeze it and turn it into a pillar of ice. Go up another flight of stairs and the head south,

jumping across the pillar to a sprout. Give Felix a Mars Djinni or Jenna a Venus Djinni to make that character learn the Growth spell. Use it on the sprout to turn it into a vine, then give Felix/Jenna their Djinni back. Climb up the vine and you'll see a Jupiter Djinni, who will not join you without a fight. It has 440 HP. Once you defeat it, Waft joins you. Now, climb down the vine you created and climb up the vine to the right, then follow the path to the next area. Here, slide off of the platform. There are no more Kibombo warriors here, so you won't get caught. Make your way south, climbing down the mountain until you reach the exit.

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World Map
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Go south and past Naribwe. However, if you want, you can go back there and get your fortune told (use any item). You'll be told to gather three pieces of something to defeat a mortal enemy, which we'll have to do in the future. Anyway, go past Naribwe and at the end of the path, turn right and head into the Gondowan Cliffs.

=====
Gondowan Cliffs
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Follow the path here and climb up the vines, then walk across the tightrope. Climb up the vine here and head right, then climb up that vine and keep going right, then down. You will come to a puddle. Use Frost on it to create a pillar of ice, then head north and climb the vine there. Follow the path down and jump across the pillar of ice to the next platform. Slide off of that platform and follow the small path (don't slide off of the platform yet). You will come to a green mushroom, so examine it to get a Healing Fungus. Go back north and slide off of the platform, then head south and slide off of that platform. Climb up the vine to the right and use Lash on the rope. Climb it up and climb down the vine, then slide off of the platform. Jump across the platform and continue following the path. When you see the dog, continue east and you will exit this place.

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World Map
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Head east and across the bridge, then head south and across another bridge. Follow the path east and then turn north, crossing that bridge. Keep going and you'll reach Madra.

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Madra
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First, go to the Inn and head west of it, then turn south and enter the house with two floors. Inside, talk to the old man, then your menu will pop up. Go to Items, then go to the Healing Fungus and select Use. The old man will ask Felix if he went all the way up the mountains just to get this for him, then Felix nods even though we've never seen the man before. Eventually he and his wife go upstairs to get a reward for you, then they bring down a Mars Djinni! You will then get Char. Exit the building and head north, then head towards the stairs

on the left. Some red-headed girl will say something about her sister, Menardi! Head up the stairs and enter the house. Inside, go left, and the party will tell the mayor and the others that they got the Black Orb back. Piers now trusts Felix and his group, and says that they actually are good people.

After all of the farewells from the people of Madra, exit the building. Back outside, the mayor will come out and say that he promised a reward awhile ago, and that it's time to give you that reward. He will give you the Cyclone Chip, which gives a character the Cyclone spell. You'll be needing it. Once the mayor leaves, the girl that spoke of Menardi earlier will have heard Felix's name, then she'll ask what happened to her sister. Once Karst find out that she is dead, she vows revenge against Isaac. Eventually, she leaves, then Sheba makes Jenna embarrassed by calling her and Isaac an item. Once you regain control, head all the way east and climb down the ladders to enter the Madra Catacombs.

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Madra Catacombs
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We've been here before, but now we can do more since we have Reveal. Head south and enter the next room, then follow the path west and enter that room. Here, follow the path and climb down the ladder, then read the tablet on the wall. It says "Look upon me with eyes of truth... Then the door will open...". This is a small clue. Use Reveal and a switch will appear on the wall where the tablet should be. Flick the switch to open the door, then go through it and head all the way north, then west. Go through the door to the next room. In here, go right and enter that door. Head to the northern end of the room and take the stairs up to another room. Go through the hallway here and to another room, where you'll find a chest containing a Lucky Jewel. Once you get that, go back three rooms and you'll be back at the main hall. From there, just head south and exit this room.

Back here, go south and then east, then head north to the ruined walls where a puddle is. Use Frost to turn it into a pillar of ice, then head north and follow the path to a chest, in front of some walls. Open it to get an Apple. Go right and use Move on the wooden pillar to move it into the hole. Head north of the chest and you'll come to a wooden pillar with an overgrowth on it. Use Move to move it to the right, then climb it up and jump across. Go north and then turn right. Walk on the walls and jump across, then at the end of the path, jump to the right and onto the wall of dirt. Jump over to the right and then follow the path south and then west. Jump across the wooden pillar to a wall, then jump over to a rope. Use Lash on it, then climb it over to another wall and slide down.

Don't slide down the next wall. Go left and up to the icy pillar, then jump to it and head north. Jump to the left and go through the door, and in the next room, go through the door ahead. In here, you'll see a chest sitting on top of a bookshelf. Go north and face the bookshelf, then use Tremor to make the chest fall off. It will fall down the gap in front of you. Go back two rooms and you will be back in the main room. Follow the path south and then east, then climb down the vine to reach a chest. Open it for a Mist Potion. Climb back up, then go right and slide off of the wall. Follow the path northwest and enter the door there. Back in here, go through the door to the north. In here, open the chest to the left which is the same one that dropped down earlier. It contains the Ruin Key. Exit the room and go through the door on the right.

There, head down the stairs nearby. In this room, examine the big red door and use the Ruin Key to open it. Some torches will light up. Go north and examine the stone tablet, then you'll get the Moloch summon. It requires 2 Mercury and

1 Jupiter Djinni on Standby to use it. Use Retreat and exit this place.

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Madra
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We don't need to do anything else in this village, so just exit it.

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World Map
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If you talked to the mayor of Vault in the first Golden Sun and are playing a linked game with that file, then three bandits will appear from out of the village right now. They want to know where Isaac is, but Kraden tells him that he doesn't know. They decide to battle you instead.

Bandit / Thief (x2)

HP (Bandit): 346
PP (Bandit): 0
Weakness (Bandit): All
Strengths (Bandit): -
Attack (Bandit): 200
Defense (Bandit): 42
Agility (Bandit): 98
Luck (Bandit): 34

HP (Thief): 212
PP (Thief): 0
Weakness (Thief): All
Strengths (Thief): -
Attack (Thief): 196
Defense (Thief): 38
Agility (Thief): 87
Luck (Thief): 26

Experience Points (Bandit): 136
Experience Points (Thief): 115
Coins (Bandit): 183
Coins (Thief): 169
Items Obtained: -

Boss Strategy: This fight is a joke. Seriously, you shouldn't have any trouble at all with these guys. Just have all four of your party members use their best multi-target Psynergy, and you will more than likely defeat them all in one turn. If not, just do it again and you'll win for sure.

After the battle, the thieves beg for you to let them join you, but Kraden

refuses. They then leave a shiny boot behind and run away in fear. Press A in front of the boots to get the Golden Boots. Equip this on someone, as they're quite useful. Now, head northwest and cross the bridge, then head north and cross that bridge as well. Go northeast and follow that path, ignoring the cave you come to. Head over to the ship in the water, which we went to earlier in the game.

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East Indra Shore
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Here, head to the southwestern corner and freeze the puddle using Frost. Now, climb up the vine to the north and jump across the icy pillar, then examine the wooden box to get a Cookie. This permanently increases the PP of a single party member. Jump back across and climb down the vine, then head south and walk along the shallow water. Climb up the ladder at the end and you'll be on the boat. Head left to a door, then Piers will use the Black Crystal to open up the door. He says that we must head belowdecks in order to get this thing going, so enter the ship.

=====
Lemurian Ship
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Head west and follow the path to a door, which you should go through. In the next room, you will see a jellyfish-like monster. They're all over the ship. Examine it and you'll fight it, so just use normal attacks to defeat it. Once it's defeated, it will turn into a puddle, so jump over it and head down the ladder. Defeat the Aqua Jelly there and freeze the puddle it turns into, then climb back up and jump across the icy pillar. Open the chest to get a Potion, then jump back across and follow the eastern path down the stairs. Go through the door here, and in the next room, you'll see a lot of Aqua Jellies. They are on the floor below you, so you can't get to them yet. Go through the door on the right to enter a hallway with another door, which you should go through. In here, climb down the ladder and fight all of the Aqua Jellies on ground level. Once they're all defeated, freeze the southwestern and southeastern puddles.

Push the box into the southeastern part of the square it's in, so that it's lined up with the two icy pillars. Then, climb back up the ladder and jump across the icy pillars and the box, going through the door at the end. Here, use Move to move the box to the left once, then push it into the gap and go through the door on the far right. In this room, climb down the first ladder and defeat the Aqua Jelly, then freeze the puddle and climb back up the ladder. Jump across to the right side, then climb down that ladder and go north. Defeat the Aqua Jelly there, then freeze the puddle and defeat the next one to the north. Freeze the puddle and then go south, then look to the left and use Move on the wooden box there. Push it to the left once, then go back to the entrance of the room and head down the northernmost ladder this time.

Defeat the Aqua Jelly and freeze the puddle, then climb back up and jump across to the next platform. Climb down the ladder and defeat the Aqua Jelly, then freeze the puddle and move the wooden box down once. Climb back up the ladder and hop across the icy pillar, the box, and to the platform. Head right and do the same, then follow the path and climb down the ladder. Defeat the last Aqua Jelly in this room, then freeze the puddle, climb back up the ladder, go right, then jump across all the way over to the left. Go through the door to a small hallway, where you should go left and through that door. In here, an Aqua Jelly will see you, then get startled and retreat under a metal bridge. Climb down

the ladder and fight it, then freeze the puddle to hold the bridge up. Climb back up the ladder and go through the door to the left. In the hallway, go left and through another door.

In the next room, head down the steps and go south, then hop onto the boxes to the left. Examine the Aqua Jelly to the north, and all of the Aqua Jellies in the room will merge into one.

Aqua Hydra

HP: 2276

PP: 70

Weakness: Fire

Strengths: Water

Attack: 173

Defense: 38

Agility: 63

Luck: 44

Experience Points: 963

Coins: 1612

Items Obtained: Vial

Boss Strategy: This fight can be pretty hard. Start by having all four of your party members use their Djinn on him. If need be, you can attempt to put him to sleep by having Sheba use the Sleep spell. Granted, it doesn't work most of the time, but it can. Once you use all of your Djinn, bring out the summons (preferably fire-type since that's what he's weak against). Don't bother using water-type spells or summons; they won't hurt much. Keep your party healed at all times, and watch out for his attack that poisons you. Once you use up all of your summons, either use your Djinn again and try again, or just use Psynergy.

Water will be filled up in the middle of the room after the battle is over. There's also a green chest under the water, but you can't get it yet. Hop across the boxes and make your way to the northwestern corner of the room, then go through the door. In the hallway, go through the door on the left. Here, walk up to the pillar on the right and use Douse on it to fill it up. Push it onto the water symbol and the pillar will sink in place, matching with the other water puddle to the left. The door in this room will then open. Before going through it, set all of the Djinn back on your characters if you used them against the boss. In the next room, follow the hallway to another door which you should enter. You're now completely belowdecks. Piers will insert the Black Crystal into the pedestal, and power will be restored to the ship. I will consider the outside of the ship a part of the World Map.

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World Map
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The ship will get moving automatically, and everybody is shown on the deck of

the ship already. Piers suggests that we sail around first to get used to sailing a ship, then Jenna suggests we go to Tolbi and Vale. Even if you agree to go, we won't be able to. Kraden explains why. Too bad, huh? =P. Anyway, after some dialogue, you'll gain control. You can now sail around the Eastern Sea in your very own ship! You can't go to the Western Sea yet, however. Also, while sailing, there's a chance you'll get caught by some monsters, and you'll have to fight them (you can run away though). Press R to bring up the map, then sail to the first island northeast of here. Once you reach it, sail up to one of the beaches and press A to disembark. Enter the town area there.

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N Osenia Islet
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This is a pretty dead place. There's a small farm, and the town is only populated by a few people. There's only one thing to do here right now. Head north and enter the house there, then go left and examine the barrel to the south to get a Lucky Jewel. Now, exit the town.

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World Map
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Walk up to your boat and press A to get on it. Bring up your map with R and look to the left. Use the D-Pad to put your cursor over the dots, which are areas you've already visited. Look for Kibombo and then sail in between the two continents (the one that Madra is on and the one that Kibombo is on). Sail all the way towards the Gondowan Cliffs until you come to a beach on Kibombo's continent, where you should disembark. Head all the way north past Naribwe, then go through the Kibombo Mountains. After that, follow the path to Kibombo.

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Kibombo
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There's nothing for us to do in the village; you're actually going to go back into the Gabomba Statue. Head north to the next screen, and walk across the statue's tongue to enter it again.

=====
Gabomba Statue
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Head north to the next screen, then proceed down the hallway and take the elevator down. Go north in that hallway and head down the ladder that the statue opened for us last time we were here.

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Gabomba Catacombs
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When you enter here, head south and climb down the ladder. Go north and through the path of rocks, then you'll find some weeds. Equip the Cyclone Chip onto someone and use Cyclone to blow away the grass. You will be teleported through a teleportation circle, and you will be dropped into another room. In here, go

right and you'll have to fight the Venus Djinni here, which has 500 HP. Once you defeat it, you'll get Mud. Now you should have 5 Djinn of one type, which means you can give another Mercury Djinni to Piers. You shouldn't have the Djinn mixed up anymore (like Jenna having a Mercury). Anyway, head left and slide off of this platform, then go south and climb up the ladder. Follow the path north and head up the stairs to the next room. Slide off of the platform here, then go all the way west and use Cyclone.

You will reveal another teleportation circle, and will be teleported down to the lower room again. Head west and follow the path up, then take the eastern path to another room. Here, go north and use Cyclone on the weeds to reveal a Mint. Pick it up and go north to find a ladder. Climb it down and follow the path south, then use Cyclone to uncover a puddle. Freeze it using Frost, then climb up the ladder to the north and go south. Jump across to the platform on the left, then you'll see six weeds in a circular formation. This is a clue. Use Reveal by those weeds to reveal some stairs. Descend them to reach the next room. In here, go west and cross the stream of water. When you get to the other side, get back on the water and follow the path up (where the pillars are, there are open paths that you can take).

Eventually, when you reach the top of the water, make your way onto the land to the west. Follow the path to the bottom of the rocks, then use Cyclone to uncover a puddle. Freeze it and go back to the stream of water. Go down a bit, then make your way onto the western land on the other side of the rocks, where you froze the puddle. Climb up the ladder there and hop across the pillar, then take the stairs down to the next room. Here, go left and climb down the ladder, then head north and use Cyclone at the weeds. This makes a Mad Plant appear, which will attack you. These are basically the same thing as Mimics, and this one has 449 HP. For defeating it, you get a Game Ticket. Head north and climb up the ladder, then the Gabomba statue will say that you've proven your power. He then gives you a Tomegatericon (try saying that five times fast). Pick it up after the scene and use Retreat to get out of here.

=====
Gabomba Statue
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Exit the statue and you'll be back at the village. Exit the village, go through the Kibombo Mountains again, go past Naribwe, and board your ship.

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World Map
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Sail away from the continents you are in between, then bring up the map. You want to sail to the southeastern continent. On the far eastern side of said continent, there are two beaches, and one is big while the other is relatively small. Sail over to the small one and you'll see a river going up in between those beaches. Sail up the river, and when you come to a bridge, disembark there and enter the village ahead.

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Yallam
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The main purpose of being here right now is for the blacksmith named Sunshine. He lives at the northwestern part of the village, inside the lone building

there. He is lying on a bed, and will take your weapons that you give to him and forge it into something more powerful. For more information on that, see the Weapon Forging section. Anyway, from the entrance of the village, head directly north and enter the Inn. Inside, go past the two beds and examine the big wooden box to get an Elixir. Exit the Inn, and from where you exit it, head left and examine the jar by the side of the building for 16 Coins. Make your way to the upper level of the village, going toward Sunshine's house. By the walkway, there are two weeds. Use Cyclone to blow them away, revealing an Antidote which you should pick up.

Enter Sunshine's house, and head to the northern end of the room. Examine the barrel there to get an Oil Drop, then head to the southeastern corner of the village (as far to the southeast as you can go). Blow the weeds away there using Cyclone, then you'll find a Nut. Finally, exit the village by taking the northern exit.

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World Map
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From the northern exit of Yallam, follow the road west and then turn south when the road turns. Keep going until you come to a bridge, which you should cross. From there, head right and enter the swamp there.

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Taopo Swamp
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Here, simply go east and to the next screen. In this area, go right and use Move on the stump, then pull it toward you and it will fall into the swampy water, sinking all the way down. Jump across to the walkway there, then go north and use Whirlwind on the leftmost wall of ivy. This will reveal a cave. Inside, follow the path and you'll come to something buried by the three rocks. Examine it and then use Scoop to pull up a Tear Stone. Once you get it, exit the cave and go right, down the stairs. You will see bubbles in the swampy water. If you don't stay on a bubble, you will gradually sink into the swamp with each step. So, start by standing on the first bubble by the stairs, then move over to the one southeast of this one. Next, go to the one southwest of here (you should barely make it), then the one west of here.

Slightly west from here is another one. Go to that one, then head south to another one. On the opposite side of the walkway you're standing by is another bubble. Run to that one, then run to the one southwest of here, but be sure not to hit the two wooden poles sticking out of the swampy water. Don't be fooled by the ground to the left; it may look convincing, but it's unreachable. Instead, run south to some stairs and another bubble. Get on the bubble before you sink, then head up the stairs to the next area. Here, open the chest at the end of the path to get a Cookie, then go back to the previous area. Here, go down the stairs, go to the bubble to the north, then to the one northeast of here, then to the one on the opposite side of this one. Then, head southeast to another bubble.

Head east to another one, then northeast to the one by the rocks. Head directly east to the next one, then north to another one, then east to the next one, and finally, southeast to the last one. Head up the stairs and use Whirlwind on the wall of ivy there, then enter the cave. Go north and head down the stairs, then head southwest and head down those stairs. In here, follow the path to some weeds, then use Cyclone on them to uncover a Bramble Seed. Head back upstairs.

Now, go right and you'll see holes in the wall that shoot out air, just like in the other part of the cave. The one on the far left will shoot air, then that one will stop and the other two will also shoot air. When the one on the far left stops, time it so that you go all the way right before the one on the left starts again, but right after the other two stop. Use Move on the wooden pillar and move it left into the indentation.

Go around the Venus Djinni and head all the way over to the bottom-right side, then make your way past the air vents here as well. It's basically the same as the previous ones. Use Move on the wooden pillar at the end and move it into the indentation, and with both air holes covered by wooden pillars, the air hole where the Djinni is will shoot out a lot of air, pushing it off of the platform. Head right and slide down the second crevice from the left. You'll land on a small, narrow platform in the lower room. Jump across to the platform where the Venus Djinni is, and as usual, you'll have to battle it to get it. It has 590 HP. After you defeat it, you will get Flower. Slide off of the platform and use Cyclone at the weeds here to uncover a Mad Plant. This one has 518 HP, and you get a Lucky Medal for winning.

After it's defeated, head all the way east and then north and head up the stairs. Back in this room, go west and head down the stairs there, then go down the hallway and down some more stairs. Go down this hallway and you'll see another buried Tear Stone. Examine it and use Scoop to dig it up, then go back up two floors. Make your way over to the western side of the room (you'll have to get past the air jets again), then head north and up the stairs. Go south here to exit this section of the cave. Back out here, give Felix a Mars Djinni or Jenna a Venus Djinni to learn Growth. Use it on the sprout to turn it into a vine, then give the Djinni back to Felix/Jenna and climb it up. Head north and slide off of the two platforms, then use Whirlwind at the wall of ivy there. Enter the cave and go north, then down the stairs.

In this room, go around the wall by going right, then head through the door there. Go left in here and you'll see an air jet. Go past it when it isn't blowing, then you'll see another air jet along with a circular spot on the floor. The second the air jet stops blowing, quickly use Douse on the circular spot to give it water, then quickly use Frost to freeze it. Before the air jet starts up again, climb up the ladder and jump across the pillar of ice to the northern ledge. Now, go west and slide off of the platform, then go down the stairs at the end of the path. In here, head southeast and take the stairs down to the next room. In this lava-filled chamber, go south and you'll see a burning rock of magma. Use Douse on it to quench the fire, then use Move on it and push it into the lava.

Stand on it and jump to the south, then head south and enter the next room. Here, go south and you'll see an air jet. Let it push you down onto the last stepping stone, then jump your way over to the right. You'll find another air jet on the northern wall which will push you down. When it stops, immediately run north and quickly jump to the right before it starts back up. Hop your way onto solid ground, then hop south and across the lava. Hop west a couple of times and you'll reach another molten rock. Use Douse on it and then use Move to push it into the lava. Go back to the right and hop your way back to the second jet. Let it push you down, then hop to the right and hop your way across to the southwestern corner of the room. Hop to the chest and open it to get a Vial, then head back over to the eastern side of the room. Hop to solid ground and hop to the stepping stone on the right, then go north to a molten rock.

Cool it down using Douse, move it into the lava, then it will move up a bit. Jump to it and then to the right, then head north to the next area. Here, go north and you'll see a wooden pillar with a big rock on top of it. Use Tremor to knock it into the lava, causing some lava to the north to stop pouring,

making that lava pour over to the left, creating another path for you. Go forward, then head west and south to another molten rock. Cool it with Douse, push it into the lava, use it to hop across to the ground to the south, then follow the path where the water is. Take the stairs down to the next room. Here, cool down the rock to darken the room, then push it down once and turn right to find an opening, allowing you to head south and continue to the next room. In here, go around the room and enter another room.

Use Douse on the rock here to cool it off, darkening the room, just like the last one. This will make a light appear in the northwestern corner. Go to that light and use Scoop. You will dig up some Star Dust. That's it for this place. If you take a certain route, you will come to a rope which you can use Lash on to get out of here. However, to make it much simpler and faster, just use Retreat with Felix, then exit the cave by going south. Use Retreat again to get to the entrance of the swamp.

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World Map
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Well, that was certainly a boring place, wasn't it? Haul your butt all the way back to Yallam, then take the southern exit and enter your boat. Sail through the river you entered from (if you've been following this guide). It's time to do another little side quest, which will prove to be quite rewarding near the end of the game (you end up getting the strongest summon in the game). Head due south of the continent you're at, and sail to the small, snowy island at the southeastern corner of the sea (use the map). Disembark at the beach, then head north and head into that town.

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E Tundaria Islet
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Start by going north and entering the only house there. Inside, examine the blue jar to get a Lucky Medal, then exit. Read the penguin's mind over to the left, and you'll find out that his girlfriend is stuck and can't swim back, due to her damaging her leg. Head south from here and hop onto the floating iceberg. Hop to the left, across the floating icebergs until you reach the left side. Climb up the ladder and push the log into the water, then slide down and walk over to Pengulina (Pengus' girlfriend). Push her up, then all the way right until she's right next to Pengus. As a reward for doing this, Pengus gives you a Pretty Stone. Exit the town.

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World Map
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Look at the map and look all the way up. A bit south of the northernmost continent is a small island, just north of another small island. This is your next destination. Get in your boat and sail all the way up there, then disembark and head to the SE Angara Islet.

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SE Angara Islet
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Start here by going up two flights of stairs, to the box on the highest level of the cliff. Move it to the southwestern corner, then push it off and it will land on the very bottom. Go down to it and push it to the southwestern end of this place, near the entrance. Push it two squares away from the puddle, then freeze the puddle using Frost and head up one flight of stairs. Push the second box all the way down and it will fall on top of the first box. Jump to the two boxes and then jump to the icy pillar. Climb up the two vines, and a bird will come and fly into its nest. Mind Read it and it will like the Pretty Stone you have, then it will offer you the "neckerchief" for the stone. He then gives it to you, which is really a Red Cloth. Head all the way down and go southeast, then examine the wooden box on the boat for a Lucky Medal. Exit this place.

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World Map
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For now, we can't do anything else involving this side quest. We'll need the Sand spell first. Now it's time to collect three parts to a certain weapon, which is required in order for us to defeat a certain boss. Get on your boat and sail directly southwest of here. Bring up the map and you'll see two shores. You will want to sail to the small one. Sail there and disembark, then head directly west and ignore the cave. Enter Daila, the town you come to at the end of the path.

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Daila
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Here, go north a bit and head all the way to the right, to the easternmost puddle of water. Then, have Sheba cast Reveal, and you should see a sparkle on the ground. Use Scoop on that spot to uncover a Psy Crystal. Now, head to the northern end of the village and enter the shrine. Inside, go right and follow the path to a ladder, which you should climb down. If you saved Riki and Tavi at the beginning of the game, the water in this chamber will be drained. Freeze the two puddles on the left, then climb back up the ladder and go around to the left. Jump across the ice pillars and take the Sea God's Tear. That's all we have to do here, so exit the town. On the world map, go right and enter the cave, the Shrine of the Sea God.

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Shrine of the Sea God
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Climb down the ladder here and go north, then climb up that ladder. Use Lash on the rope there, then climb it up and follow the path to the next room. In here, go all the way left, then head south and cross the walkway to the right. It will break and you'll fall down. Climb up the ladder and follow the path around to some stairs, which you should head down. In this room, take the western path and head all the way south, across the shallow water. Take the southernmost staircase up. Climb down the ladder in here, then follow the path and go left. Freeze the three puddles, then climb up the ladder to the left and hop across the pillars of ice. Then, hop to the right and follow the path through the door. In the next room, go all the way left and hop across the pillars to the left platform. Then, hop across more pillars and you'll reach a wooden pillar.

Push it down and use it to reach the pillar on the right. Follow that path and go down the stairs. Go north in here and climb down the ladder, then go south

and climb up that ladder. Go right and eventually a bridge will break, then the water will take you south. Head right to a rope, then go south and follow the shallow water up to a ladder. Climb it up and open the chest for a Rusty Staff. Go back south and use Lash on the rope, then climb it up and head north. Walk across the bridge and then across the broken one. You'll fall down and be carried all the way to the south. Follow the path to a ladder, then climb it up and enter the next area. Climb down the ladder here and move the wooden pillar to the left, then climb back up the ladder and enter the next room. Hop across the stepping stones here, then go north to a bridge in the water.

Hop to the stepping stone and then hop south across the bridge. Hop all the way south and then to the right, then up. Use Reveal to make another stepping stone appear in the center of the circular formation of stones, then hop across and examine the sea god statue. Use the Sea God's Tear and the water will rise, taking you to the upper floor. Here, climb up the ladder in front of you to another room. Jump across here and climb up the next ladder, then climb up to the very top and take the object on the pedestal, which is the Right Prong. One down, two to go. Use Retreat and exit the shrine.

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World Map
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Go all the way right and board your boat. Bring up the map and look all the way to the right. See the big island at the edge of the map? Sail all the way over there and sail to the northern part of it, then disembark at the shoreline. Cross the bridge and you'll enter the Apojii Islands.

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Apojii Islands
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This is a tropical-like town with bamboo houses everywhere. You might want to stop by the Equipment Shop first, which is the building right beside the Inn. After you're done shopping, go all the way right and go around, then you'll see a big droplet in the middle of the town. Use Douse on it and it will start raining, then the water will change into a rainbow color. This makes some rainbow colors flow all the way to Aqua Rock, which causes some statues to move at the rock. The person next to the big droplet thinks that the rock answered his wishes. When you regain control, go south a bit and use Cyclone at the weeds there. Pick up the Herb that's uncovered, then go to the southeastern corner and use Cyclone at those weeds to find a Mint. Head east and to the next screen. There, go right and use Cyclone to blow the weeds away, revealing a Bramble Seed. Get it and go back to the previous area.

Now, go to the northeastern corner of the village and enter the hut there. Inside, examine the barrel to the north to find 32 Coins. Next, go to the southwestern corner of the town, where the beach is. By the beach is a hut, and to the left of that hut are two jars. Examine the brown one to get 182 Coins, then exit the village.

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World Map
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Board your boat and sail all the way to the southern end of the island. You will find a beach which you should disembark at. Follow the path around to the

Aqua Rock, then enter it.

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Aqua Rock (Exterior)
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Follow the path in this area all the way to a wall you can climb. Climb it up, and you'll see some water currents that pour, then stop pouring. Climb up the left wall and do the same for the next wall, then climb up the left wall and be careful not to get pushed down by the water. Climb your way up, then you'll find a wooden pillar and two Moai statues. Push the pillar in front of the Moai statue on the left, then climb down the wall a bit and climb over to the right this time. Now, use Move on the wooden pillar and move it left twice, then push it in front of the Moai statue on the right. Head left and climb down the wall, then climb up the wall on the far right and climb up to the next area. Here, go right and run on the waterfall. You'll fall down to the previous area, in front of a chest. Run to it and open it to receive a Nut.

Drop down one more level using the waterfall, then run to the right and climb down the wall to an unactivated Moai statue. Stand in front of it and use Douse to fill it up with water, causing a stream of water to pour out from it. Go left and drop down another level using the waterfall, then go right and let the stream of water take you down to another level. Follow the path and when the path finally splits to the left and right, take the right path to a big droplet statue. Use Douse on it and it will start raining, then some of the water will begin flowing upwards. Head south and take the western path now, then climb your way up the wall, being careful not to get washed down. Climb up the western side first, and at the top, you'll find a chest containing an Elixir.

Go back down and climb the right wall this time. In order to avoid being washed down by the water, move all the way to the right to what I like to call a "safe spot". Use the safe spots for cover until you make it up to the top, then climb up that part of the wall and head west. Push the wooden pillar to the left, then go back right and climb up another wall. Head right and stand on the waterfall to be sent up to the next area. Head up and then go right, crossing the stream of water. Use Move on the blue rock and push it to the right, then go south and push that rock to the right twice. This slows down the speed of the water. Go right, in between the blue rock and the normal rock, and cross the stream of water. Head all the way north to the climbable wall, then run left to a chest. Open it to get an Oil Drop.

Cross over the water again and climb up the wall, then go all the way left and climb up that wall to reach a water puddle. Freeze it using Frost, then go north and freeze those two as well. Head back south and climb down the wall, then go right and climb up the next two walls. Go around the path of rocks and make your way up north, then jump across the two icy pillars to a chest. Open it to get a Mist Sabre. Jump back over the pillars and head south, then jump across the pillar to the left. Now, follow the path and climb down the wall, then enter the next area. Here, go west and use Douse on the droplet statue. This causes water to pour down into the middle of the pond below. Go right and climb down the walls, then hop across the platforms into the ring of water in the middle, which takes you into the rock's interior.

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Aqua Rock (Interior)
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Jump to the south and enter the main chamber. Heal your characters fully, then

take the Psynergy Stone to restore all of your PP. Hop across the platforms to the right and go through the door at the end, then go north through another door. In the next room, head north and you'll see two wooden pillars, and two air jets. Push the left pillar to the right once, then go around it to the other side and use Move. Pull it towards you once, then go up to the second pillar and push it in front of that air jet. Back away a bit and use Move to push it to the left once more, then climb up the wall and hop across the pillar to a chest. Open it to get a Vial. Jump back across and climb back down the wall, then head into the next room. In here, use Move on the wooden pillar and push it in front of the Moai statue. This will drain the water in this chamber, so climb down the wall and use Frost on the three puddles.

Climb back up and jump across the icy pillars, then enter the next room. Here, follow the southern path around, then jump across and go through the door at the end. Take the Crystal Powder from the chest here, then go back to the previous room and head to the entrance. Take the northern path this time and go through the door at the end. Go through the door in the next area as well, then jump across to a droplet statue. Use Douse on it, and a path that you can walk across will be opened. Walk across the stars and you'll come to a door, which you should enter. In the next room, go left and hop across the platforms. Follow the path until you come to two air jets, and a wooden pillar. Use Move on the wooden pillar and move it to the right once, then stand in the left air jet to be sent next to a floating platform.

Hop across the platforms to the eastern side, then follow the path up to the next room. Here, you'll see an unactivated Moai statue, and a droplet statue. Don't do anything with either of them just yet. Climb down the wall, then go up to the northeastern pillar and move it right once, then down once. Climb back up the wall and use Douse on the Moai statue. This will make it pour water into the chamber. Use Douse on the droplet statue next, then a path will be created which leads to another platform. Cross the path and enter the next room. Follow the path in the next two rooms and you'll be in a purple-ish room. In here, just go left and up those stairs, then head south and jump across the floating platforms to reach a climbable wall. Climb it and follow the path to yet another room.

Run northwest up the waterfall, and you'll slide down to the lower floor. Run to the left to get on the ground, then head all the way south to a climbable wall. Ignore it and run to the right instead. Let the waterfall slide you down to another floor, and you'll be right in front of a wooden pillar. Face it and use Move to push it to the right once, then climb up the wall and run to the right so that you land on the wooden pillar you just pushed. Jump across to a chest which contains a Tear Stone, then slide off the platform and descend the stairs. Hop across the yellow platforms here to the middle, then hop to the south and go around to the left. Enter the door there, then climb down the wall and head north. Climb up that wall and Douse the Moai statue to pour water into the room. Jump across the platforms and climb up the wall, then enter the door.

In here, hop across to the left and go through that door. There is another deactivated Moai statue in here. Climb down the wall and push the blue rock onto the middle tile, then freeze the puddle to the left and climb back up the wall. Use Douse on the Moai statue to fill up the chamber with water, then jump your way to the chest in the northwestern corner. Open it for a Water of Life, then jump back across and reenter the room. This time, push the blue rock all the way left, then Douse the statue again. Jump across the platforms to reach a door leading to the next room. Hop across the platforms here and use Move on the wooden pillar. Push it to the right once, then jump across and push it to the right again. Head north and jump across those platforms to reach the next room. Inside, push the wooden pillar all the way into the indentation at the end.

Then, climb up the wall and jump across to the north, ascending the stairs. Walk across the tightrope in here, then climb down the wall and head all the way right, then south. Hop across those platforms to reach another room. In the next room, you'll have to solve another pillar-pushing puzzle. Climb down the wall, and you'll see that there are three pushable pillars. Push the leftmost one into the northeastern corner. Push the next pillar on the left side two squares left. Push the third pillar directly below the non-movable pillar in the middle, and all the way down. With that done, climb up the wall, fill up the Moai statue using Douse, then use Douse on the droplet statue to create a path. Follow that path to the next room, then head north and down the stairs. Push the wooden pillar here into the gap, then jump across and enter the door.

In this room, go north and hop across to the left, then the south. Follow the path up and jump across to the right to reach a chest, which is a Mimic. This one has 676 HP. For defeating it, you get a Potion. Jump back across and follow the path to the next room. You're back in the purple room with the big crystal in the middle. Jump across to it and examine it to restore all of your PP. Jump your way to the south and enter the next room. Use Douse on the droplet statue to create two new paths. Head left and hop across the platforms to a chest. Open it to get a Lucky Pepper. Take the right path now and walk across the path. Head all the way south then jump to the left, then open the chest at the top of the platform to get an Aquarius Stone. Jump back across and go right, then head all the way south and climb down both walls.

Keep going south and enter the door to the left at the bottom. Here, follow the path and hop across the platforms until you reach the middle, then go up and through that door. Examine the column in the middle, then bring up your item pack and use the Aquarius Stone to place it on there. This will reveal a doorway to the north, similar to the one that was in Air's Rock. Go up to the door and you'll go through it. In the next room, hop across the platforms and go to either the left or right side. Climb down the wall there and then climb up the platform to the middle, where you'll reach a stone tablet. Examine it and Piers will touch the tablet, then he'll learn Parch. The middle of the room will then fill up with water, and Piers thinks they are being tested. Walk up to the water and use Parch to drain it all out!

Now, go back two rooms and you'll be back at the room with the floating platforms across the water. Hop back to the southern platform, then use Parch at the pool of water there to drain it. Climb down the wall and go over to the chest, then open it to get a Rusty Sword. Climb back up the wall to the right, then go through the northeastern door. In this room, go north and climb up the two walls, then keep going and you'll come to two doors. Enter the lower one. In here, climb down and run across to the right, then head north and climb up the wall there. Face the Moai statue and use Parch to drain it of its water, causing it to stop spewing water. This drains the room of the water. Go south and climb down the wall, then go up the hallway and fight the Mercury Djinni. It has 620 HP. Steam joins you once you win, so use Retreat, exit the interior, then use Retreat again to exit this place.

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World Map
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Two rocks down, two more to go. Enter your boat and bring up the map. All the way to the south is a long, icy island. Sail to the eastern end of that island and disembark there, then walk ALL the way down that really long road until you see a tower. Before entering, head southwest down that road until you can't go any further. Walk around this area until you encounter a Jupiter Djinni, which has 740 HP. It can be a bit difficult to take down, so I suggest trying to use

Sleep with Sheba. Once you defeat it, you'll get Wheeze. Now, go back to the tower and enter it.

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Tundaria Tower
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Head north and enter the tower itself. Inside the main chamber, you'll see two pools of water. Drain the western one and the eastern one using Parch, then take the eastern stairs down and enter the next room. Here, go south and follow the path, jumping over the gaps as you go to the end of the room. Then, take the stairs up to the next room, and take the northern door after that. In here, head northwest to a chest containing 365 Coins. Go back to the right and slide across the ice over to the other side, then go west and enter that room, then head south another room. In here, climb down the ladder, and you'll have to slide across the ice in certain steps. Slide right, up, right, up, left, down, right, up, right, up, and right to reach a chest with a Mint inside. You'll now have to slide your way over to the right side.

Then, go north and enter the door, then go north another room, slide across the ice, and go south two rooms again to get back to the ice puzzle room. To reach the middle entrance, slide right, up, right, up, left, down, right, up, and left, then go through the door. Here, head up the stairs at the end and in the next room, take the western stairs up. Use Pound on the pillar in here, then follow the path right to a door. In this room, use Pound on the western pillar, then open the chest there to get some Crystal Powder. Climb up the ladder to the right and hop to the other two pillars, then onto the platform. Jump to the left and open the chest to get a Hard Nut. Exit this room, then go back to the room with three staircases.

This time, take the middle one up to a new room. Slide down the ice and you'll fall into a lower room, with a Mars Djinni on the ice. To reach it, slide left, up, right, up, right, down, left, up, right, down, right, up, left, down, right, up, and right. You'll knock it back to the floor on the right, so slide over there and you'll have to battle it. It has 756 HP. Once you defeat it, Reflux will join with you. You can now give Piers 6 Mercury Djinn, if you have 6 Djinn of any other type. Slide your way over to the western side of the room, then go through the door. Here, slide off of the platform and head up the stairs on the right side of the room. Climb up the ladder here and follow the path down, then slide across the ice and enter the next room. Go through the hallway to reach another room.

Climb down the ladder and use Move on the wooden pillar there. Move it left, up, and right. Then, head right to three icy pillars that you can use Pound on. Pound the rightmost one and the middle one, then go north and use Move on the wooden pillar. Move it down, then left, then up. Climb up the ladder there and stand on the wooden pillar, then use Move on the one to the left. Pull it towards you and climb down the ladder, then go to the other side and climb up that ladder. Stand on the wooden pillar and jump across, then push the pillar in front of the door aside and go through. In the next room, follow the path and head up the stairs, then follow the path in that room and enter the door. Here, you will see a mirror of some sort. Use Reveal in front of it and go through the path revealed. Climb up the ladder and you'll be outside, at the top of the tower.

Head up the ladder and use Move to pull off the wooden pillar. Climb to the top and get the Burst Brooch on the pedestal. Equip it on somebody and you will learn Burst, which you will need. If you want, climb down the ladders and test it out on the cracked brown door to blow it open. Use Retreat to return to the

entrance of the tower, then enter the tower and take the western stairs down. Go through the door. In the next room, take the southern path and follow it to a door. Here, you'll see a crack in the mirror. Use Burst on it to blow a hole in it, then take that path and go through the door. Head right in here and then go through the southern door. Open the two chests for a Sylph Feather and a Lucky Medal, then exit the room and continue down the hallway. Go through the door at the end and open the chests to get a Vial and a Lightning Sword.

Use Retreat and reenter the tower, then go through the middle door. Inside, examine the cracked ice and go to your Psynergy list, then use Burst to blow it up. This reveals another prong, so pick it up and you'll get the Center Prong. Now you can exit the tower.

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World Map
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Go back down the road that almost never ends and enter your boat. Bring up your map and look at the northeastern end. There is an island surrounded by rocks at the very top, and another island below it with a beach at the northwestern end. Sail to that island and disembark at the beach, then enter the town.

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Izumo
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If you speak with the townsfolk around here, they'll speak of Kushinada, a girl who is to be sacrificed to a Serpent. They also speak of Mt. Mikage, which is really Gaia Rock. You might wanna pay the Equipment Shop a visit, to the south. Once you're done shopping, go into the house at the southeastern part of the village. Inside, examine the wooden box to get a Festival Coat, then exit the building and go right. Use Cyclone at the weeds to find two Antidotes, then go north and enter that house. Examine the white vase to get a Smoke Bomb. Exit, then head to the northwestern part of the village. Go to the eastern side of the Inn building, then go behind it and jump to the stone in the river. Now, go up the path and you'll come to a jar. Examine it to find a Water of Life. Go back around and jump back across.

Go right and head up the steps, then cross the bridge to the left and use Cyclone at the bushes there. Pick up the Lucky Medal that gets uncovered, then follow the path to a big house. Examine the second jar on the right to get an Elixir. If you enter the house west of here, you'll see a girl crying. If you try to approach her, she mistakes you for Susa, thinking that she'll lose her courage to sacrifice herself to the serpent if he sees you. That's all there is to do at this town for now, so exit it.

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World Map
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Follow the road west and around the mountains to reach Gaia Rock, which is your next destination.

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Gaia Rock (Exterior)
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You can actually enter the interior now, but the only thing you can do is fight the Serpent, which has a crapload of HP and such right now. Head north to the entrance, but ignore it and turn left. Climb up the wall and push the wooden pillar off of the platform, then climb up the wall and head right, climbing down that wall. Use Move and move the wooden pillar to the right once. Go all the way right and climb down that wall, then head all the way left back over to the left wall again. Climb it back up and jump across the wooden pillar, then climb your way up the next few walls to the next area. Here, head right and climb up that wall, then climb up the hanging vine to reach another climbable wall. Climb that one all the way up to the top, then go left and climb down the hanging vine and the wall. Climb your way down to a chest which contains a Nut, then climb back up two walls.

Go left and slide off the platform, then head left and climb up that wall. Follow the path left and climb down the next wall. You will see a Tiki statue blowing out whirlwinds, which causes a vine to swing back and forth. Climb down the nearby wall and walk up to the vine, then use Whirlwind to make it swing back and forth. When you grab onto it, press Left to swing over the gap. Use Move on the wooden pillar and move it to the left once, then swing back across the vine and go right. Climb down the vine and the wall, then go west and climb up the vine and the walls to reach the wooden pillar you just pushed. Push it left and it will fall down, then climb up the next two walls and enter the next area. Climb down the walls here and when you reach the bottom, go left and jump across, then climb up there.

Head right and you'll come to a vine over a gap. Use Whirlwind on it and swing across the gap, then climb up and use Whirlwind on the next vine. Swing across and climb up to the next screen. In the next area, you'll see two inactive Tiki statues. Climb up the easternmost wall and climb your way up, staying on the right side as much as possible. If you climb on a wrong part of the wall, a Tiki head will bust out of the wall and knock you off. Climb your way up to the top and climb up the next few walls, then go through the path of rocks and enter the next area. Follow the path and go to the northeastern corner, then jump across the wooden pillar and go through the path of rocks. Open the chest at the end to get an Apple. Go back and jump across the wooden pillar again, then head west and south. Climb down the wall and up the next wall.

Move the wooden pillar as far down as it can go, then make your way back up to the left platform and jump across the wooden pillar. Follow the straightforward path until you reach a platform with an altar and six wooden pillars in a circular formation, which symbolizes Reveal. Use Reveal to find a dancing doll thing. Examine the altar to pick up the Dancing Idol, then have Felix use Retreat to get back to the entrance. Head north and into the rock.

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Gaia Rock (Interior)
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Inside the rock, examine the altar and place the Dancing Idol on it. This causes the dragon heads on the left and right to move away, revealing two doors. Enter the rightmost one. In this room, follow the hallway to some stairs which you should ascend. Follow the southern path here and go around the room, then head down the steps to a bunch of weeds. Use Cyclone to make some elevated grass platforms appear, then go all the way back to the first room and take the left door this time. Follow the path and go up the stairs at the end of the hall. Go south here and when a grass platform comes to you, jump to it and use the grassy platforms to reach the northeastern platform. Be careful not to fall off! When you reach the platform, head north and go through the door. Here,

follow the path and you'll see the lower floor at the end of the path. Go left from here and head up the stairs you come to.

Head south and you'll see some weeds, so use Cyclone on them and a Mad Plant will appear. It has 556 HP, and you get a Potion for winning. Once it is defeated, go south and enter the next area. Head down the steps in this room, then go through the door on the right. You are now on the lower floor of the room where the Mad Plant was. Go left and examine the altar, then place the Dancing Idol on it. This causes some light to shine in the bottom room where the Serpent is, causing him to weaken a bit. Exit this room and head up the steps, then climb the wall all the way over to the right side. Be careful, because some Tiki heads will pop out at you and make you fall down. When you make it across, use Whirlwind on the vine and use it to swing across, then go through the door there.

You'll see an altar in the middle of a spider web in this room. Use Cyclone in front of the web to tear it, causing the altar to fall down the hole to a lower room. Slide off of the platform and you'll end up beside said altar. Use the Dancing Idol on it to shine another light into the Serpent's bowl of water. Use Cyclone on the weeds in between the two altars to uncover a hole, causing more light to be shed into the Serpent's bowl. Go left and use the Dancing Idol on that altar to shine in the fourth and final light, weakening the Serpent as much as possible. Use Retreat and follow the middle path to a door. In the next room, go right and use Move on the stump to push it up once. Go up to it and push it up one more time, then use Move to move it to the right. Face the next stump and use Move on it to pull it towards you.

Go south and left to the rocks, then use Move on the stump again and move it right. Use Move to move it down two more squares, then use Move and push it left. This opens a path. Follow that path and go through the door at the end. Here, you'll see an odd-looking sprout. Give Felix a Mars Djinni or Jenna a Venus Djinni, then use Growth on it. An arrow will form, pointing to the left. Make Growth a shortcut and follow the left path to the next area. Do the same thing for every area, following the path the arrows point to. In the third area, you'll find a chest which is really a Mimic, and it has 707 HP. For defeating it, you get a Game Ticket. Eventually you'll find another chest, which has a Rusty Mace inside. After you go through 12 screens, the path will end and you'll be in the room where the Serpent is.

Inside, Susa, the "hero" everyone's been talking about, will attempt to fight the Serpent, but quickly gets owned without it even looking at him. He says that the Dragonsbane it is drinking isn't weakening it enough for him to defeat it. When you gain control, switch your Djinn back to normal and follow the path to the Serpent. Walk up to it and press A to fight it.

Serpent

HP: 3536 (w/ all four lights shining in the room)

PP: 160

Weakness: Wind

Strengths: Earth

Attack: 249

Defense: 76

Agility: 135

Luck: 46

Experience Points: 1995

Coins: 2898

Items Obtained: -

Boss Strategy: Start off by using all of your Djinn with your characters. The Serpent will get two turns every turn if you shined all four lights in the room. Otherwise, he'd get three. Heal up if it's needed while you use all of your Djinn, and once you do, unleash all kinds of summons except Earth-based one, since it's strong against Earth. After the barrage of summons, focus on healing since you'll probably need to, and focus on using Psynergy from that point on. The Serpent has some minorly dangerous attacks, such as Toxic Breath, which hits the whole party and has a chance of poisoning someone. Keep your party healed and you'll defeat this dragon sooner or later.

After the fight, Kraden will say that it's not even close to dying, but just wounded. Susa will then walk back up to the serpent since he's not satisfied, then he'll give it a good strike with his sword to turn the serpent into stone. Once he leaves, a stone tablet appears from the sand. Examine it and Felix will touch it, then learn the Sand spell. This allows you to burrow under sand and move through it to reach certain spots. We can now finish the trading quest we started awhile ago, but we'll get to that later. Use Sand while standing on the sand and go past the serpent (you can pass under it), then press A to surface. Examine the easternmost part of the water to get the Cloud Brand, then exit the room and use Retreat. Head outside and you'll see Susa on the ground resting.

Go south and he'll ask you if you're going to tell Kushinada that you defeated the serpent. Tell him yes and continue outside. Back on the world map, just head left and go around to Izumo.

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Izumo
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Head to the northwestern part of the village, on the upper level. Enter the big house and go north, where you'll see Kushinada and Uzume. Watch the scene, and then talk to Uzume when everyone is done talking. Give her the Dancing Idol, then she'll give you the Mars Djinni, Coal! Exit the building after that. As you exit, Susa comes out and tells you about the Cloud Brand he left behind at the serpent's lair. You should already have it, though. Go to the lower level of the village and head to the northeastern end of it to find a few wooden pillars. Use Move on the far left one and pull it towards you, then some weirdo will think that Susa or Kushinada moved it while he wasn't looking. Use Reveal to find a ladder in the middle, then climb it down to enter the ruins.

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Izumo Ruins
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Climb down the ladder here and stand on the sand. Use Sand to burrow under the sand, then move past the rocks to get to the other side. Resurface and freeze the puddle there, then use Sand to get back across to the other side. Climb up the ladder on the right and hop across the pillars to reach a door. Go through it. In the next room, go north and take the eastern path, then climb down the

ladder and you'll come to a pillar you can pound. Use Pound on it and then burrow into the sand using the Sand spell, then move north past the rocks. Go left and use Move on the wooden pillar to move it to the right once, then go back to the right and use Sand again. Make your way back to the entrance of the room and take the western path this time, then hop across the pillar and climb down the two ladders to enter the next room.

Here, go right and climb up the ladder, then follow the path north and take the western path. Follow the path around and hop across the wooden pillars, then open the chest to get a Phantasmal Mail. Go back to the entrance of the room, then use Pound on one of the pillars and head southwest, to a pool of water. Face it and use Parch to drain the water, then climb down the ladder and go through the door (you must be all the way at the northwestern part of the room to find it). Head all the way down this hallway and climb up the ladder, then examine the stone tablet and you'll get summon named Ulysses. Now, use Retreat and exit this dungeon, then exit Izumo as well.

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World Map
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Before we go for the Left Prong, let's do a couple of things first. Start by entering your boat and sailing to the Apojii Islands (look on your map if you don't remember where it is).

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Apojii Islands
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Head due south when you enter this village and get on the beach. Use Sand and move all the way to the right, then unburrow and follow the shallow water all the way east. On the next screen, head south and slide down the waterfall, then go through the waterfall to enter a secret cave.

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Apojii Islands Cave
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Follow the path to three walls of ivy. Use Whirlwind on the third one on the right to reveal a door. Enter it and follow the path which leads outside.

=====
Apojii Islands
=====

You'll appear right in front of a Jupiter Djinni, named Haze. He will join you without a fight. To get back to the village, go through the cave again and go to the first room, then take the eastern exit. Use Lash on the rope and climb it up, then go west and back to the village area. Exit the town.

=====
World Map
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Get on your boat and bring up the map. If you've been following this guide,

then you should've been at N Osenia Islet before. If not, sail directly west to the small island, which you should disembark at. This is N Osenia Islet.

=====
N Osenia Islet
=====

Not much to do here. Head west and get on the sand, then use Sand to get on the other side of the pots. Head all the way north and you'll find a cow. If you have the Red Cloth, Mind Read the cow and agree to give him the Red Cloth. As a reward, he'll give you a bottle of Milk (how can a cow hand you some milk when it has no arms?). Simply go west to exit.

=====
World Map
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Sail west of N Osenia Islet and bring up the map. Sail in between the two continents and you'll come to a small island in the middle. This is where you want to go.

=====
West Indra Islet
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This place has a few people in it, and one cabin. Head left and go all the way north to the northwestern end of the pier. Examine the barrel there to get a Lucky Medal, then head south a bit and go right. Hop across the platform and head down the stairs to the south. Go right and follow the path of the shallow water, then Mind Read the dog sitting there. He'll smell your bottle of milk, and will give you a "Li'l Turtle" in exchange for it. Make your way out of this place and back onto the world map.

=====
World Map
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Now you'll want to sail directly east of the big cloud of fog, on the right side of the map. Sail to the northwestern end of the island and disembark at the beach there, then enter the village ahead.

=====
Sea of Time Islet
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There's only a single hut here. Head up the steps that lead to it, then go west and examine the barely-visible barrel to get a Lucky Medal. Still on the thing the hut is sitting on, go all the way right and head south. Keep going south and onto some shallow water, where you'll find a lonely turtle, who calls himself "Lonesome George". Mind Read him and he'll say that he wishes he had a friend to call his own. Felix will give him the Li'l Turtle, then as a reward, he'll let you hop on his back to take you to a secret location. He will take you to a secret cave, so enter it.

=====
Islet Cave
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Here, head north and enter the next room, where you should head all the way north to some water. Ride the log to the left over to a chest, which contains the Turtle Boots. Ride back over and head right, then jump across and enter the next room. Here, go up to the log and ride it over to the right, then head south and jump across, and ride the horizontal log straight up. You will be beside a Venus Djinni named Meld. It will fight you before joining, and it has 710 HP. Once you defeat it and get it, ride back over to the south and head right, then jump back across. Go all the way north and ride the log to the west, then enter the next area. Ride the log here across the water, then open the chest for a Rusty Staff. That's all we can do here right now, so use Retreat and exit the cave. Mind Read the turtle to go back, then exit the island as well.

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World Map
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That's it for the trading quest. Now we can go for the Left Prong, which is the third and final one. Northwest of SE Angara Islet is another big continent. There is a small beach to the right of the big one, which you should sail to. Disembark your boat there and enter the Ankohl Ruins.

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Ankohl Ruins
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This place can be VERY confusing, so follow this walkthrough step-by-step if you don't want to get lost. Follow the path north and go through the small opening in the broken wall, then enter the building. Inside, jump to the left, then go up and jump to the right, then up and left. You'll see three walls of ivy. Use Whirlwind on the middle one to uncover a door, then go through it. In the next room, go forward and you'll see a bunch of heads, with an opening in the middle one. Go all the way west and hop onto the second ledge from the right, then use Move and pull the piece of the statue head off. Jump to the head and enter a room with a chest containing 210 Coins. Exit the room and jump across, then go to the eastern end of the room and pull off the piece of the very last statue. Enter that room to find another chest.

Open it to get some Crystal Powder, then exit and jump across. Go left to the next statue head just left of the one you just walked into. Pull the piece off of that statue and enter it. In here, use Whirlwind on the wall of ivy and go through the door that's revealed. Follow the path in this room and you'll see a wooden pillar and a chest, which you cannot reach from this side. Go to the top of the blocks surrounding the pillar and chest, then use Move and move the pillar one square to the right. Go back to the room with all of the statue heads now, then go to the western end of the corridor and pull off the piece on the last statue there. Enter it and go through the door there, and you'll be in the room with the pillar and the chest, only on the other side of the blocks. Use Sand to burrow into the line of sand here, then move all the way north and then west.

Once you unburrow, open the chest to get a Nut, then return to the room with the statue heads, then go through the door right in front of you to the south, on the far western side of the room (obviously). In the next room, go all the

way south and jump across to the left, then ascend the stairs at the end. Here, follow the path to a line of sand at the end. Burrow into it while standing on it using Sand, then follow the path up and right to a chest. Unburrow, then open it to get a Thanatos Mace. Burrow into the sand again and go left, then unburrow and head all the way north, through the door. Follow the path here and you'll come to a piece off of the head of a statue. Push it all the way right to connect it with the statue in the middle, then the statue will pour sand into the hallway in the center.

Now, go back to the previous room and use Sand to burrow into the sand. Head south and then unburrow, then follow the path and head down the stairs. Jump across over to the right, then head all the way north and turn left, jumping to the platform there. Blow away the wall of ivy there using Whirlwind, then go through the door that is revealed. Head north and up the hallway through the next door. In the next room, climb down the wall and go left, then open the chest to get some Power Bread. Stand on the sand and use Sand to burrow into it, then follow the path north. Go right and climb up the wall, then ascend the stairs to enter the next room. Go directly south here and follow the path to a door, then enter it. Head down the hallway while jumping across the gaps, then when the path splits, head left to a wooden pillar and a chest.

Use Move on the wooden pillar and push it to the left, then go back to the previous room and head back all the way north. Take the western path this time and go through the door. In here, use Sand and go past the blocks, then unburrow and open the chest for a Vial. Go back to the previous room and go directly south, then follow the path and at the end you'll come to a chest. Open it and you'll get 385 Coins. Go back around the room clockwise and enter the southeastern door like you did before. Follow the path north and take the eastern path when the path splits, then enter the next room. Step on the switch in here, then the statue in the middle will spit out sand and fill up the room a bit. Run to the right where the switch on the right is, and once the statue spits out sand twice, step on it and a staircase on the right becomes open.

Quickly make your way up the staircase before it's too late. In the next room, follow the hallway left and jump across to the south, then head through the door. Slide off of the platform here and you'll fall down to a room with a door to the north, a piece of a statue's head, and a wooden pillar. Push the statue piece all the way up then all the way right and it will fall onto the head. One more piece to go. Push the wooden pillar aside, then ignore the vine and head through the northern door. Go all the way east in here and you'll find a wooden pillar. Use Move and push it to the right, then go back to the previous room and climb down the vine, then go through the door in front of it. In here, go around the room clockwise and descend the stairs at the end. Go past the blocks using the Sand ability, then head through the door.

You are now back at the main room of the dungeon. Jump across and go all the way right, then south and through that door. Follow the path through this room and you'll find a line of sand at the end. Burrow into it and go north, then head east and go up the staircase. Jump across to the next platform here, then use Whirlwind on the westernmost wall of ivy to reveal a door. Go through and open the chest to get a Muni Robe. Exit the room, then head right and enter the next room. Climb down the wall, then head up the path and you'll see the statue head that's still missing a piece. Jump over to the left and climb up the wall, then head up the stairs and follow the path up in the next room. Use Sand when you reach the sand, then move north and unburrow when you're on the other side of the blocks.

Go right and use Whirlwind on the wall of ivy on the left, then go through that door and open the chest for a Sylph Feather. Exit the room and head down the path leading to the next room. Step on the switch here to make the statue spew

out sand, get on the sand and run up to the switch to the northwest, then press it when it spews out sand a second time. Go through the door that's revealed at the northwestern corner. In the next room, you know the drill: follow the path. When you come to three walls of ivy, use Whirlwind on the easternmost one and enter that door. Push the wooden pillar here aside, then climb down the vine and hop over to the chest. Open it to get a Potion, then exit the room. Back here, go left and descend the stairs, and in the next room, just head down the path and enter the door.

Head all the way north in here and you'll come to the last statue piece. Push it all the way to the left and the statue's eyes will glow green. Go back four rooms, and in the fourth room, follow the path and you'll reach the sand you burrowed into earlier. Burrow into it again and head south, then follow the path and go through the door. Here, climb down the vine. The green-eyed statue will push you down the corridor the moment you jump over to it. So, jump to the right where the statue head is, then instantly jump back over to the left. The head should move down. When it's far enough down, jump back over and use Sand on the line of sand there. Head north while in the sand and climb up one of the vines at the end, then head up the stairs to the left. Head up the stairs in the next area, as well.

Like always, follow the path in this room and you'll come to a wooden pillar, and some sand. Use Move on it and move it to the left, then go south and to the next room. You'll see a piece of a statue's head trapped around a lot of blocks. Go over to the right side of the blocks and use Move, then move it up once and use Reveal. You'll see a hole in the middle. With Reveal activated, use Move and push it into the hole. It will fall into the room where the statue head is still missing one piece. Now, descend the stairs to the north and you will be at the aforementioned room. Push the piece of the statue head all the way up and then all the way left. With the statue head reformed, it will spew out sand into the center hallway. Go back two rooms back to the room with the sand and the wooden pillar.

Use Sand to traverse your way through the blocks, then descend the stairs. In this room, go west and exit it, and in the next room, go south and climb down two vines to reach the bottom floor where the sand has been poured. Burrow into the sand using Sand, then move up the sandfall (you can go up it simply by holding the D-Pad forward). Then, go all the way right and climb the vine across to some stairs. Ascend the stairs to reach the next room, then follow the path to reach another room. Use Sand and climb up the sandfall here, then head left at the top and climb up the vine to reach the top of the ruins. Go around to the left and climb up the vines, then examine the pedestal to get the Left Prong. Now you should have all three! Use Retreat and get out of here.

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World Map
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Whew, that was certainly a boring place, wasn't it? If you've been following this guide, you should have all three prongs now: Right, Center, and Left. Enter your boat and sail to the southernmost continent, near the top-left corner where a beach is. Just east of that beach is Alhafra, where you should go next.

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Alhafra
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Remember the time where you helped repair parts of the boat with the broken mast (or at least should've)? Well, it's time to fully repair it. Head to the eastern side of the village and to Eastern Alhafra.

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Eastern Alhafra
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Head north here and up the pier, then head right and up the walkway. Go all the way south and jump over to the right, onto the mast. Climb down the rope at the southern end of the pole you're on, then jump across the objects in the water until you reach the ground. Go north a bit and jump to the left, then you'll reach a very big boulder holding the mast down. Face it and use Burst to blow it up completely. If you haven't repaired the rest of the boat yet, I suggest looking up in the walkthrough and going to where the first visit of Alhafra is. Once you're done fixing up the boat, go to the western side of this area and two villagers will see what you've done. They run off to go tell the mayor, then Eoleo and Briggs' wife sees the work you've done as well, then they run off to tell Briggs.

Go west and then south, then the mayor and a few other people will enter the area. The mayor is in disbelief, but soon sees that the rock really is gone. Watch the scene as the people of Alhafra prepare to repair the mast, then the mayor offers Felix and Kraden to rest at his manor. You'll see another scene inside the mayor's manor. Shortly after the scene starts, a soldier comes in and explains that Briggs has broken out of his prison with his pirates, and that the mast has been raised! The mayor wants you to go help him find Briggs as a reward for being welcomed in his manor. Go back to Eastern Alhafra to check on the boat, then go north and you'll see that everyone has been hurt. As you step onto the pier, you see that the mayor and other people have also been hurt. Briggs and his wife have taken off in the boat towards Champa.

After Chaucha and Briggs talk a bit, Briggs insults Felix and his group by mocking them twice before they reach Champa. After that, the mayor checks up on everyone and starts ranting endlessly. After he is done ranting and babbling about absolutely nothing, he leaves with the people of Alhafra. Once you regain control, go back to the village. If you are playing a linked game and beat Deadbeard in Golden Sun 1, go back to the Inn and head upstairs to get a scene. It's about two pirates talking about Crossbone Isle, and how Isaac defeated the ghost pirate, Deadbeard and is now the leader of all pirates. When the scene ends, you can now exit the village.

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World Map
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Go back all the way west and enter your boat. To reach Champa, sail directly north to the continent that the Ankohl Ruins are on. To the left of the ruins, there is another beach you can disembark at. Go there and then enter Champa.

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Champa
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When you enter here, head north and go right and up the steps. Use Reveal in front of the six gravestones here to reveal a chest in the center. Open it to get a Viking Helm. Head down the steps and head all the way north. If you're

playing on a linked game and saved Hsu, you will find Feizhi here. She will ask if you're Isaac, then say that she is looking for him. After Kraden plays some jokes on her, she gives you a Golden Ring, a good luck charm she made to give to Isaac. When you regain control, head north and up the stairs. When you reach a ledge with a tightrope, walk across it to the other side, then go north and examine the wooden box for a Smoke Bomb. Walk back across the tightrope and go all the way north, then east to the sanctum door.

South of it is a box, so examine it and you'll find 12 Coins. Enter the Inn just west of here, and go to the southwestern part of the room. Examine the box in the corner to get an Elixir. Exit the Inn and go west, where you'll see Briggs and two of his men. They'll warn Briggs of your presence, then they will retreat into the cave. Follow them inside. Go right and head north, ascending the stairs to the next area. Head north another room, then south and up some more stairs. Follow the path to another room, where you'll see a big pit in the center. Head right and you'll see Briggs, along with his grandmother, Obaba. He and his grandmother will have a talk about Felix, then eventually, she will throw in something (I can't quite tell what it is) into the pit.

It will then light up and a big lizard will attack the party.

Avimander

HP: 3792

PP: 87

Weakness: Water

Strengths: Fire

Attack: 281

Defense: 89

Agility: 94

Luck: 41

Experience Points: 2176

Coins: 1330

Items Obtained: Potion

Boss Strategy: At this point in the game, this fight shouldn't be all that difficult for you. If you want to, you can unleash all of your Mercury Djinn and use Water-type summons, but it's by no means necessary. I got through the whole fight using Psynergy alone, and finished the monster off with some of my Djinn. The lizard has an attack called Fire Breath, which hits about two of your party members. He will always get two turns in a row, so he could use Fire Breath twice. You can have Jenna take care of any lost HP by having her use Healing Aura, since Fire-type spells are useless in this fight. Use your summons if you so desire.

Once the salamander has been defeated, Kraden will tell Obaba that Briggs has been stealing all along, then Obaba gets mad and chases Briggs around the room. Chaucha enters and some more dialogue occurs, eventually settling things peacefully between everyone. After the scene, Obaba says that you're welcome to ask her about anything at any time. Talk to her, then Felix will hand her one of the prongs. She'll say that it's part of the trident of Ankohl, and to bring

her the last two pieces if you want her to repair it. Talk to her two more times to give her all three trident pieces. She'll throw each piece inside the pit one by one, then a few seconds later, the legendary trident appears! Use Reveal to reveal some platforms across the pit, then walk across and press A to pick up the Trident.

Now that we've gotten that done, exit this room and go south two rooms. You should end up outside, on a cliff. Examine the jar on the far right to get a Lucky Medal, then head back inside. Go to the northern end of the room and head down the stairs, then head south in the next room and take the stairs to the west down. Here, enter the room on the far right. Examine the barrel in between two beds to find a Sleep Bomb, then exit this room. Go all the way west, then take the southern exit back outside. Here, make your way to the southern end of the village, where the exit is. Then, you will see a scene with Alex. Soon after, Karst, and her Fire Adept partner Agatio enter the scene. After a lot of threats made by Alex, Karst and Agatio leave, and then Alex a few moments later. Exit the town when you regain control.

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World Map
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It's time to finally head to the place that you've heard about since GS1 (that is, assuming you've played it): Lemuria. Before that, though, there is something we must do at Yallam. Remember, to get there, sail to the continent to the southeast, and at the southeastern part of it, dock at the small beach and follow the path leading to the town.

=====
Yallam
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If you want, you can have Sunshine forge some new weapons for you, although it isn't necessary. Your main priority is to head to the eastern screen of the village. On that screen, head southeast and talk to the kid beside the two rocks. Tell him that you want to hear one of the songs Yepp wrote, then they will show it to you by dancing around the field and singing it. Felix joins in with them, and he looks like a total idiot. =P. Listen to all three of their songs, as the songs are clues you need to navigate the Sea of Time, which leads to Lemuria. After you hear all three of the songs, exit the village.

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World Map
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Get back on your boat and look on your map. I'm sure you've seen that one patch of fog in the middle of the Eastern Sea, right? You will want to sail to that spot. Sail all the way to the fog, and as you approach it, the area gets really foggy (obviously). Sail straight through the entrance to the Sea of Time.

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Sea of Time
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Okay, here's the deal: there are many vortexes spreaded around the water, and if you get in a circular one, you'll spin around. If you get in one that leads

straight out, however, you'll end up back on the world map and have to go through all of it again. Sail right into the first vortex, a circular one. When you spin up to the top, hold Up on the D-Pad and hope you don't touch the vortex on the right. If you do, you'll be sent out. When you get to the second circular vortex, head north again and you'll come to a volcano-like thing. Spin around said volcano and it will start to glitter. Keep doing it and eventually, some of the vortexes will vanish for a short time. Quickly head over to the right and to the next circular vortex, then make your way right some more.

That's really all there is to it when it comes to navigating this area. There's no need for me to give you any more specific directions; it might make you confused. Just navigate your way through the place and spin around each volcano you find. When you reach the second screen, equip the Trident on someone, such as Piers. It's required in order to defeat the boss in here. Very shortly after you enter the second area, you will encounter said boss.

Poseidon

HP: 4905

PP: 162

Weakness: Fire

Strengths: Water

Attack: 302

Defense: 100

Agility: 185

Luck: 47

Experience Points: 2930

Coins: 3762

Items Obtained: Psy Crystal

Boss Strategy: This boss is invulnerable to literally every attack, because he is protected by a forcefield. You may be wondering how the heck you can defeat him, then. It's simple: use the Trident. Whatever character has the weapon equip, have him/her go to the Item list and select the Trident, attacking Poseidon with it. His forcefield will break and he will then be vulnerable. I recommend having the same character use the Trident for the whole fight. Once he's vulnerable, start dishing out your best Fire-type spells and using your best Djinn. Then, unleash the best Fire-type summons you have to damage him a lot. He can get pretty rough, though, with his multi-target attacks and such.

Don't hesitate to use any Potions, or even Mist Potions that you might have if you really need to. Have Jenna use Healing Aura if it becomes necessary, too, otherwise have her use her Psynergy and/or summons on the monster. Keep healed at all times and make sure Jenna uses her Fire-type spells as often as possible.

After the fight, several rocks will poke out of the water, then Poseidon will vanish, allowing you access to Lemuria. Sail directly north to exit onto the world map, in a location you can't even see on the map. Enter the ancient city of Lemuria, dead ahead.

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Lemuria
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Sail through the path and you'll come to a few boats. Follow that path and you will enter the actual Lemuria. Take note that this is one of the only times you get to explore the inside of your boat (enter the door on the left), so if you want, go into the boat and head to the water-filled chamber. Jump across to the northwestern platform, use Parch on the water to drain it, climb down, and open the chest to get a Mist Potion. Anyway, when you're outside of your boat, head south to enter Lemuria. Follow the path all the way around and up some stairs, then use Move to push the blue statue to the left. Some fellow Lemurians will notice that you just used Psynergy, and Felix then jumps across the gap on his own. The two Lemurians are not convinced to let you enter, because you were strong enough to defeat Poseidon.

Their king, called King Hydros, does not want anyone like that to enter the ancient city. After a bit of conversing between Kraden, Piers, and the two Lemurians, they eventually agree to let you in the city. Go through the door and you will be in the main city.

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Lemuria (Main City)
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Go east from the entrance and then head north. Speak with the people if you wish. They do not age very fast at all and time goes by very slow, so a lot of the citizens are bored to death. You will come to a spring of some sort. If you talk to the Lemurian next to it, he'll ask if you want to test your luck at the Spring of Lemuria. Agree to do it and you'll be able to throw either coins into the spring, or the Lucky Medals you've found throughout your journey. If you throw in coins, you'll get a certain amount depending on where in the circle it lands. You'll either win some or win nothing. If it lands on the third circle, you get a single coin. 2 Coins if it lands on the second circle, 10 Coins if it lands on the first, and 20 if it lands directly in the middle. Throwing in Lucky Medals is the real deal here. You get a prize for every Lucky Medal you throw in, depending on where it lands.

First Circle

- Aegis Shield
- Floral Dress
- Mighty Axe
- Minerva Helm

Second Circle

- Erebus Armor
- Fireman's Pole
- Floral Dress
- Leda's Bracelet

- Mighty Axe
- Crown of Glory

Third Circle

- Brilliant Circlet
- Crafted Gloves
- Hestia Blade
- Leda's Bracelet
- Wild Coat

Outer Circle

- Minerva Helm
- Water of Life
- Wild Coat

Outside of Circles

- Brilliant Circlet
- Potion
- Psy Crystal
- Water of Life

Center

- Eclipse (Summon; guaranteed on first shot in the center)
- Aegis Shield
- Erebus Armor
- Hestia Blade

That about covers it. You will definitely want to get the Eclipse summon. Summoning him takes 3 Jupiter and 2 Mercury Djinn to be on Standby. Now, go directly west of the spring and Felix will be amazed at the sightings. He will lead Felix to the palace. If you try to enter, the guards will identify you as Felix, then Piers ends up telling you a story about how Lemuria used to be. Lord Conservato is having a really long conversation with King Hydros, so we can't enter the palace just yet. When you regain control, go south and you'll see a dog to the left. Use Reveal and you'll see part of the ground sparkle. Use Scoop on that spot to uncover a Bone, which is useless. Just get rid of it. If you go to the palace's entrance and head left, you can hop across a stone to reach an area with another butterfly. Use Reveal there and Scoop up the sparkling part of the ground to get some Star Dust.

If you go east of the Spring of Lemuria, you will see another butterfly. Use Scoop right where the butterfly is to uncover a Lucky Medal. Head up the stairs to the left of the Spring of Lemuria, then go north a bit and enter the small

house there. Inside, speak with the Lemurian, and tell him you came here with Piers. You find out that this man is his uncle, and soon after, you find out that Piers' mother is dead. After the scene, Piers runs out to go to the cemetery where his mother is buried. As you attempt to leave the house, his uncle tells you to leave him alone for now. He says a few more things, then he says he'll write a letter for Lunpa so you can go see him. After he gives a letter to a messenger pigeon, leave the house.

I hope that you DID NOT equip the Lash Pebble on Piers. If you did and he still has it, then your game is stuck and you HAVE to restart! The only possible way I see for you to continue if that happens is to use a cheat device to get the item back. Anyway, head all the way over to the right, and you'll reach a big house with a rope on the right, next to it. Use Reveal south of the building to see a sparkling part of the ground by the butterfly. Use Scoop to dig up a Rusty Sword, then examine the front door and Lunpa will come out from the top of the tower. He'll say that the front door is broken, and that he opened a window at the top that you'll have to climb through. Head right and use Lash on the rope, then climb it up and go through the window. Inside, go left or right of the ladder and enter the next room. Head down the stairs and you'll find Lunpa there waiting for you.

A long scene will commence as Kraden and the others explain a lot of things. After awhile, Lunpa begins to explain something, but thinks you should hear the rest from King Hydros. He then busts down his front door and goes to grant you permission to enter the palace. Exit the house and go left, then north and enter the palace. Head up the stairs here and enter the next area, then go down the hallway. A guard will let you pass since you are Felix, then you'll meet with King Hydros himself. Piers is also here, along with Lunpa and Conservato. You will learn some more important things about the story, which I won't spoil. When you finally regain control, open the chest Lunpa left there to get the Grindstone. Equip this on Felix and you'll learn Grind.

You're pretty much ready to leave Lemuria now. Before we go, however, exit the palace, and go back to Lunpa's house. South of it is a sprout. Give Felix a Mars Djinni or Jenna a Venus Djinni, then use Growth on the sprout to make a vine appear. Trade the Djinn back and climb down, then go south and follow the path to three weeds. Use Cyclone on them to blow them away and get a Hard Nut. Now, climb back up the vine, head west, then head south and from there, make your way back to the first area of Lemuria. In that area, follow the path back to your boat, then talk to Kraden and tell him you're ready to set off. You will see a rather humorous scene where everybody wants to know Piers' age, but he does not say. You will exit Lemuria automatically, but go back in; we have something else to get.

When you enter again, take the left path and follow that path until you reach a brown rock. Use Grind on it to tear it apart, then follow the new path to reach a new screen. Head south here, then go west and follow the path to more docked boats. Go to the green thing at the bottom-right, then head south and exit your ship. Follow the path right, then go south to Ancient Lemuria.

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Ancient Lemuria
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Here, head all the way to the southwestern corner, and you'll see a weed behind a wall. Use Cyclone to blow the weed away and reveal a Mercury Djinni, which will retreat into a blue statue on the right. Walk up to it and face it, then use Tremor to make it fall out. The last Mercury Djinni, Rime, will join you without a fight. Get back to your boat and then make your way out of Lemuria.

Sail south and to the Sea of Time.

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Sea of Time
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Sail southwest to a rock. Use Grind on it then head left and to the next screen. Grind the rock on this screen too, then get on one of the vortexes and they'll take you out onto the world map.

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World Map
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Time to go to the Western Sea at last. Bring up the map and sail in between the two continents (where West Indra Islet is). Keep sailing in between the islands and sail to the Gondowan Cliffs, where you'll be in an area with a rock. Use Grind on it and follow that path, and then you will appear on the other side of the world map. You're on the Western Sea! Despite the continents looking really big, the Western Sea isn't as big as you might think. Bring up the map and sail to the island to the southwest. It's not exactly in the corner, but you'll see it if you look on the map. Disembark at the beach, then head down the path and enter the town.

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SW Atteka Islet
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If you come here later in the game (after Jupiter Lighthouse) and are playing a linked game, you can get a Jupiter Djinni if you missed one from GS1. To get it, head left, push the box left twice, then use Lift on the boulder there and hop across the stones. Anyway, head south from the entrance and climb down the vine, then push the wooden pillar into the water. Climb back up and push the wooden box here all the way left, then use Move to move it up once. From there, push it all the way left and it'll fall into the water, then slide down the waterfall and hit the wooden pillar you just pushed. Climb down the vine again and go left, then walk onto the wooden pillar and the box. Hop across to a chest containing a Dragon Skin, then exit this place.

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World Map
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Get in your boat and as usual, bring up the map. Sail to the island east of the southernmost island at the Western Sea (if that made sense). All the way at the southwestern corner of that island is a really tiny beach. Get off of your boat there and follow the road north until you reach a bridge. Cross it and follow the left path to a village.

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Gondowan Settlement
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From the entrance of this place, immediately turn left and follow the path behind the fence to a lone weed. Use Cyclone to blow it away, uncovering a

ladder. Climb it down to a cave, and open the chest inside to get some Star Dust. Exit the cave and go around the fence, then head north and head up the stairs at the northeastern corner. Follow the path south to some gravestones, then examine the middle-eastern one to find a Lucky Medal. Exit the village.

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World Map
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Make your way back to your boat, then enter it and sail to the western part of the southwesternmost continent. Dock at the beach on the far left, then follow the path east to a forest by the river. Walk around here and eventually, you should find a Mars Djinni. It has 840 HP, and when you defeat it, you will get Core. Now, get back in your boat, then go to the northwesternmost island, and at the southwestern corner. There is a beach there, and a town.

=====
Hesperia Settlement
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Here, head up all of the stairs to a man, and one house. Head west from there and climb up the vine there, then use Growth on the sprout to the left. Climb the vine that forms, then follow the path and you'll see a box. Use Move on it and move it down once, then push it all the way to the left, then all the way to the south. It'll fall off of the southwestern end of the platform to a platform below it. Climb back down the vine and push it off of the platform, then climb down the vine to the south and use Move on it again. Move it to the right and climb up the vine, then jump across and climb the wall. Climb over to the right to reach the Mars Djinni, Tinder. You don't have to fight it. You can't give the eighth Mars Djinni to Jenna just yet. Climb on the wall again and climb all the way to the left, then enter the cave there.

Inside, open the chest to get 166 Coins. Exit and slide off of the platform, then climb down the vine to the south and go east. Head down all the stairs and exit this place.

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World Map
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As always, get in your boat, then head slightly north of where you are now. On the northwestern end of the continent are two beaches. Dock at the western one, then follow the road up and take the eastern path. When the path splits again, take the southern one and fight around the river. Eventually you should find a Venus Djinni, which has 830 HP. Petra joins you after you defeat it. Make your way back to your boat, then enter it. Sail to the small, icy island directly east of this continent, then dock there and enter the town.

=====
Kalt Island
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You will probably see a Mercury Djinni up on a hill of snow, but you can't reach it from here. Go to the frozen river on the left, and slide in this order: left, down, right, up, left, up, right, up, left, up, right, up, left, down, and left. Then, climb up the ladder and use Lash on the rope, then climb

it and go right. Climb down that ladder and you'll reach the Mercury Djinni named Gel. It will join you without a fight. Go back to the frozen river and slide your way back to the entrance at the southeast; it's not that hard. If you're wondering how to get the Apple in the tree, you need Catch, which cannot be gotten until after the Jupiter Lighthouse. Exit this village.

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World Map
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Time to continue with the story. Sail to the southernmost end of the northwestern continent. In between the two beaches is a river. Sail through the river, and then you'll come to a wide area of water. Sail upwards and take the northernmost path up. When you come to a dead end, enter the cave there.

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Shaman Village Cave
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Head north in this cave and take the western path, then use Whirlwind on the wall of ivy to uncover a climbable wall. Climb it up and enter the next area, then go all the way north and jump across to the right. From there, simply follow the path to the next room. Here, push the wooden pillar off of the platform, then jump across and follow the path leading to the cave's exit.

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World Map
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Back outside, head north and enter Shaman Village.

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Shaman Village
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If you try to talk to anybody, they won't say anything. You can read their minds, and find out that the chief will not allow them to talk to any outsiders unless he says so. Enter the Inn at the entrance of the village, then head downstairs. Now, enter the room right in front of you, then examine the white jar to the south to get an Elixir. Exit this room and head down the hallway, then take the door leading outside. Head north out here and jump across to a sprout, then use Growth on it to create a vine. Climb it up and open the chest at the end, which contains a pair of Spirit Gloves. Make your way back to the entrance of the village, then head all the way north, and then west. Attempt to enter the big building there, and the chief, Moapa, will bust through the door along with two other people accompanying him.

He says that if you have nothing to say, then get out of the town (these people sure as heck are rude, aren't they?). Talk to him again and the menu will pop up. Go to your Item List and show him the Shaman's Rod, which is also known as the Rod of Hesperia. Felix will show it to him, and Moapa says something about giving the Hover Jade to whoever gives them the Shaman's Rod. He examines your party and says that you are not worthy of having the Hover Jade. After some complaining from your whole party, one of Moapa's men suggests that he gives you a "test". Moapa agrees, and tells you to follow him. When you regain control, head north two screens and you'll be at the Trial Road entrance. Moapa

wants you to make the sand on the northern wall disappear.

Use Whirlwind on the purple cyclone statue to cause a huge wind storm, blowing away the huge mound of sand. Moapa and the others will be surprised, but not enough that he will give you the Hover Jade. He now says that you must go through all of Trial Road if you want to get the jade, and after your party members insult him and such, you are allowed to go to Trial Road. Head north and you'll find the entrance to two caves. Moapa will explain everything about Trial Road, along with how you get through it and stuff. When you're ready, he tells you to take either entrance into the road.

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Trial Road
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Since there are two different areas to take, I will explain how to get through both of them successfully. Be warned, though: you must be fast! I will start with the right path. There are some chests in each path, but I recommend waiting until after the trial is over before you attempt to get them. It will slow you down drastically otherwise.

The Right Path - Room #1

Follow the path in the first room and you'll come to a pillar covered in ivy. Ignore it, and instead, use Pound on both of the stone pillars. Next, use Whirlwind on the pillar with ivy on it to blow the ivy off, then push that pillar to the left of where the stone pillar on the right is (push it on top of the spot where the other pillar is pounded in). Push the pillar on the left onto the spot where the second stone pillar was pounded in, then climb up the vine to the northwest and jump across all of the pillars. To reach the chest, you need to push the last pillar you ignored up to where the platform leading where the chest is. You should be able to reach it then. It has a Vial. Keep following the path and step on the footpad, then put some heavy equipment in the chest(s) to open the door, then go through it.

The Right Path - Room #2

You will come to four pillars in this room, and just like the last one, there will be one covered in ivy. Getting the chest in here, which contains a Vial, is simple. All you must do is use Whirlwind to get rid of the ivy on the second pillar, then push them all to the very bottom. Climb up the vine and jump across to reach it. To reach the exit, push all of the pillars up (make sure you don't push the pillar on the far left all the way up; just enough so that it is facing the other pillars. Climb up the vine and then jump across, then follow the path and push the pillar to the left. Climb up the vine and you'll come to a footpad and two chests. You know what to do.

The Right Path - Room #3

Go north and if you want to, climb up the western vine and open the chest to

get a Nut. It shouldn't waste too much time. To reach the chest on the right, climb up the vine to the right, then jump to the cracked wooden pillar twice. It will crumble. Jump to the north and climb up the vine, then climb down to the right if you want to get a Vial. You basically get the chest on the left the same way, which contains a Potion. Anyway, take the eastern path regardless (you will have to make the eastern pillar crumble). Once you climb up the big vine, follow the path to the room's exit.

The Right Path - Room #4

Follow the path to some regular pillars and two icy ones. If you want a Vial, use Move on the torch to the right and move it left once. Doing this melts the icy pillar, allowing you to jump over the puddle to the chest (push the torch back over to the right first). Moving on, freeze the puddle to create another icy pillar if you got the chest. Regardless, use Move on both normal pillars and move each one down once. Pull the torch on the left towards the icy pillar using Move, then push it back and jump over the puddle. On the other side of the puddle, freeze it to turn it back into an icy pillar, then climb up the vine and jump across all of the pillars. Head north, climb up the vine, then you'll reach the end of the room. That's the end of the right path.

The Left Path - Room #1

In the first room, head left and follow that path to a big sandfall. Get on the sandfall, and before you slide down, use Sand to bury yourself into it. Head up and when you reach the second part of the waterfall, you can either keep going up or you can go left to a chest. The chest contains a Potion. Either way, keep going up the sandfall and turn right at the top. Use Whirlwind on the wall of ivy to reveal a vine. Climb it up, then follow the path to the end of the room. Step on the footpad to open a chest or two, then put some heavy equipment in and enter the door.

The Left Path - Room #2

You will have to push some logs in a certain order in this room. First, push the horizontal one up, then push the vertical log in front of you to the left. If you want to get the chest, go left and push the same vertical log to the right, and it will fall into the water. Jump across to the chest, which has a Vial inside. Regardless, use Move on the pillar that's blocked by the logs, and push it up once. Then, push the horizontal log up, then the vertical log in front of you left. Next, push the horizontal log down, then push the pillar into the northeastern corner, as far as it can go. Now, climb the vine there and head left to another vine, which you should climb down. It will land in the water, so jump across and climb up the vines there, then follow the path to reach the end of the room.

The Left Path - Room #3

Follow the path to a few pillars, two with ivy covered on them. Use Whirlwind on the one on the right, then push it all the way up and climb the vine on the right. Head up and jump across the pillar, then climb up the vine and go north. If you want the chest, head left and climb down that vine to reach a Vial. You will reach the end of the room either way.

The Left Path - Room #4

You will find a pillar and two holes in the ground, which spew out water every few seconds. Push the pillar up twice, then climb up the vine on the right and face the pillar, and the holes in the ground. When water spews out, jump your way over to the left. When you make it across, head north and up the vine. If you want the chest, go right and climb down that vine. It has a Potion inside, but regardless, you'll reach the end of the room, and the end of the left path.

The Final Area

Regardless of the path you chose to get through Trial Road, you will reach the very top. Climb up the vine and jump across to the right. If you made it before Moapa, you'll have to wait on him for a few seconds. Otherwise, he will be waiting for you. Either way, though, you'll have to fight.

Moapa / Knight (x2)

HP (Moapa): 3042

PP (Moapa): 0

Weakness (Moapa): All

Strengths (Moapa): -

Attack (Moapa): 354

Defense (Moapa): Varies (depending on how many rounds you won)

Agility (Moapa): 181

Luck (Moapa): 40

Experience Points (Moapa): 1670

Coins (Moapa): 2460

Items Obtained (Moapa): -

HP (Knight): 1954

PP (Knight): 0

Weakness (Knight): All

Strengths (Knight): -

Attack (Knight): 321

Defense (Knight): Varies (depending on how many rounds you won)

Agility (Knight): 143

Luck (Knight): 40

Experience Points (Knight): 835

Coins (Knight): 205

Items Obtained (Knight): -

Boss Strategy: These guys are really annoying. Moapa's knights will use Bramble Seeds often, which hits the whole party for a decent amount of damage. Moapa himself might also use some Crystal Powder, which is an Ice-type attack that hits everyone. Have your characters use as much multi-target Psynergy as possible, and have them use their Djinn as well, to get their summons ready. Since the three are weak against everything, don't hesitate to use whatever kind of spells you like. Have Jenna use Healing Aura when the need arises, because these guys pack quite a punch. Unleash all of your summons after using the Djinn, and always keep healed.

After the battle, Moapa will get up off the ground, and Felix will trade the Shaman's Rode for the Hover Jade. Moapa and Felix and his party will go and take a rest back at the village.

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Shaman Village
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Felix will wake up at the Inn, then get off the bed. Also, take note that you automatically have your equipment back, and it's all equipped too. Exit the Inn and go all the way right, then enter the building there. Head up to the second story and go outside, then examine the jar for a Lucky Medal. Go southeast and to the next area. Follow the path to a wooden pillar, which you should use Move on to move it into the gap. Drop off of the platform and enter the hut here. Inside, examine the jar on the right to get some Lucky Pepper. Exit and go back southwest to the previous screen. Now, go to the northwestern part of the village and enter Moapa's place. Go downstairs to the basement, then examine the barrel on the far right for a Weasel's Claw. Head south and you'll be outside, so use Lash on the rope there and climb it up. Follow the path to the next screen.

Jump across to the log you pulled in a moment ago, then follow the path to reach a Jupiter Djinni, Aroma. It will join you without a fight. That's it for this village, so go back to the previous screen, follow the path, drop off the platform, then exit. On the world map, go south to the Shaman Village Cave.

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Shaman Village Cave
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Climb up the wall and head left, then jump across the gap and enter the door. In this area, head north and follow the path west, then jump across the ledges and go south to exit this area. Climb down from here, then head south to exit the cave.

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World Map
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Get in your boat and sail down the river. When you come to the open lake, take the southern path and you'll sail out of the river. Now, sail to the southern continent. At the southeastern edge of said continent, there are two beaches right next to each other, along with a river that you can sail up in between those beaches. Head there and sail up the river, then follow the western path and head south at the fork. At the next fork, go west, then south again at the next one. Follow the path and sail down the river, then head west and follow the path right, then up. You'll reach the Atteka Inlet.

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Atteka Inlet
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Your boat will be docked here, and this is another opportunity for you to go inside of it. There's no need to, though. Head south and climb down the wall onto some shallow water. Head all the way left, and just keep going left to enter the next area. Here, go west until you find a ladder. Climb it up and follow the path over the gate, then you'll reach the first screen again. Climb down the vine and open the chest to get a Vial, then go back to the previous area. Head west and then climb down the ladder to the south, then head west to exit this area.

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World Map
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Out on the world map, follow the path northeast and keep following the road. You will reach a town, which you should enter.

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Contigo
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Head directly to the right, and you will come to lots of weeds forming a shape. Use Scoop in the middle of the weeds to uncover a Venus Djinni, Salt, who will immediately join with you. There are also two tents in the village. In each one, there are games you can play: the Lucky Wheels, the Lucky Dice, and the Suepr Lucky Dice. Inside each tent, you can read the sign and they will tell you how to play; I'm too lazy to explain it. =P. Outside of the left tent, go to the table to the left and examine the southern end of it. You will find some Corn, which replenishes 100 HP. Go to the northwestern end of the town and you will find an empty house, along with a single weed. Use Cyclone to blow the weed away and find a Bramble Seed. Go east of the tents and examine the barrel in between the houses for some Power Bread, then exit the village.

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World Map
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Follow the road northwest and then straight up. Eventually you will come to the Jupiter Lighthouse, at last!

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Jupiter Lighthouse

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We're outside of the lighthouse right this moment. Go north and go through the main door leading inside. The gate to the north is shut at the moment, so head west and enter the door there, then go down that hallway and take the exit. Back outside, go southeast and you'll find some weeds. Use Cyclone on them to uncover a Mint, then take it and go back north. You will see a transporter here to the southwest (it's shaped like a circle). Use Cyclone on it and you'll be carried into an underground cave. Inside, follow the path and head south at the fork. Use Cyclone on the weeds at the end and you'll find a Mad Plant, which has 726 HP. You get a Mint for defeating it. Moving on, head back north and you will come to two doors. Go through the eastern one. In this room, climb down the ladder and you'll see a weird, purple-shaped thing with a purple orb at the bottom of it.

I will refer to the purple orbs as "Hover Pads". Stand on the Hover Pad and use Hover to float in the air for a short amount of time. Quickly hover over to the platform on the right, then go all the way south to a Cyclone Portal. Use Cyclone on it and you'll be carried to the upper room. Follow the path in here and push the pillar onto the switch to the right. This opens the gates to the south and to the north. Take the northern path and enter the next room. You'll see a beam of light emitting from the middle of the room, but ignore it and go left, through that door. In the next room, go north and head up the stairs. You will see some broken pillars that are now logs. Push the upper horizontal log north, then push the horizontal log on the far left north as well. Go north and head around the pillars, then push the vertical log west.

Push the southeastern horizontal log north, then go all the way west and push the vertical log back towards the east. It will fall into a gap, so head right and jump across, then open the chest to get an Erinyes Tunic. Jump back across and go through the southern door, then use Cyclone at the Cyclone Portal here. You'll be carried to the upper floor, so go through the western door. Here, go southwest and ignore the Cyclone Portal, then enter the door at the end. In this outside area, follow the path to another door which you should enter, then head up the stairs in this hallway. Head through the door to the northwest in this room. Go to the northern end in here and jump to the platform, then use Reveal and hop to the right. Go up the stairs to reach a room with lots of platforms you can hop across.

First, go right and jump across those platforms, then go south a bit and jump across the platforms on the left. Slide off of the platform and you will see two pillars. Use Move on the top one and move it left once, then push it left all the way. Push the second pillar to the left once, then go west and you'll see a third pillar. Push it all the way up, then climb the ladder to the south and head all the way north. Ignore the stairs and jump to the right. Jump your way across the platforms and the pillars you pushed, and eventually you will reach a chest. It contains a Meditation Rod. Jump back across to the left side of the room, then head all the way south and to the next area. Out here, leave the switch alone for a moment, then keep going and you'll come to a block. Push it right once, then go back to the switch and press it.

This will cause a metal bridge to open up, causing the block to fall down. Go back to the previous room, then head all the way north and up the stairs. In the next room, slide down the platform and go right. Climb up the ladder and go through the door to the south. Go through a couple of more very straightforward rooms, and you'll end up outside on the lighthouse's aerie. Go north and up the stairs, and you will notice a lid that's plugging the lighthouse's beacon. Follow the western path and head down the stairs, then go through the door. Head north and go down the stairs, then head south and slide off the platform. Go right and approach the ladder in the middle, then a voice will tell you, the

holder of the Jupiter Star, to use the power of Anemos. Climb up the ladder and use Hover, then a beam of light will activate the Hover machine.

Not only that, but this also activates the other deactivated Hover machines throughout the lighthouse. Hop across to the east on the now-floating blocks, then go north and enter the door (don't ascend the stairs). In this room, head down the ladder to the north and stand on the Hover Pad. Use Hover and float to the western platform, then take the Red Key and slide down. Now, go to the Hover machine and push the block in the middle onto the Hover Pad to the north. This will make it float up. Climb up the ladder on the right and jump across the platforms, then head down the stairs. Go south in here to the next area, then go southeast and cross the metal bridge, entering the door at the end of the path. Head all the way north and hop across the platforms to the left, then descend the stairs.

Back in this room, go southeast to a circle of floating platforms. Hop onto the first one and use Reveal to find another one. Hop to the right, then jump across the gap and open the chest for a Psy Crystal. Go across the floating platforms and go left onto those platforms. Use Reveal and jump across, then head south and through the door. Descend the stairs here, then exit the hall. Out here, go northwest and through the door. Go north in this chamber and use the Cyclone Portal to be taken up to the upper room. Examine the red door up here and use the Red Key on it to open it, then take that path and go through the door. In this outside area, head west and down the path. You will see a statue with a girl face, which shoots out tornadoes. Take shelter by going to one of the openings in the blocks.

When the tornado moves past you, quickly run and go through the door at the end. In here, go north and through that door. Head west and open the chest to find a Mimic, which has 907 HP. It's not that hard to defeat. Once it has been defeated, go all the way right and head up the stairs to another hallway, where you should enter the door to the left. In this room, you'll see lots of logs, and a Blue Key you cannot reach from this end. Go right and push the log there down, then head north and up the stairs. You will see some cracked tiles in here. The darker ones will break the moment you step on them, while the lighter ones take two steps. Head right and step on the cracked tile, then go down the second path on the right and go around to another cracked tile. Step on it and open the chest to get 306 Coins. Step on the crack again to land into the previous room, then head up the stairs again.

Now, go back around to where the chest with the coins were. Go west of the cracked tile and head south, through the door. Reenter the room, then use Move on the pillar here and move it off the ledge. Go counterclockwise around the room, then go all the way over to the pillar and jump across. Open the chest to get a Mist Potion, then jump back across and fall through the crack. Get back to the upper room, go clockwise around the room again, then go through the southern door and head up the eastern stairs. Go through the door here and head north up some more stairs, then you'll be in a room with lots of cracked tiles. Walk left, down, left, left, and up, onto a Hover Pad. Use Hover and then float to the southwest, then head south to a pillar. Use Move on it and move it onto the switch.

Walk across the blue tiles and make your way northeast, to the next Hover Pad. Use Hover and float to the south, then walk across and go west. Head up the stairs at the end of the room. Take the southern door and you'll be outside, at the top of this tower. Go up and you'll see an archer statue. Push the block here into the hole, which will activate the statue. It'll shoot an arrow at a statue on the aerie, causing it to lift up the lid a little bit. Go back two rooms and go right, then walk across the blue tiles and get to the darkened one in the middle. Step on it and you'll fall down next to another one. Step on

that one too and do the same for the next one, then you'll fall down right next to the Blue Key. Pick it up and push the log in front of you down, then go all the way back to the room with the Cyclone Portal.

It's only a few rooms back from here. When you get there, use Cyclone to warp down, then go all the way north in this room to a pillar. Use Move on it and move it off of the gap, then go south and through that door. Use Cyclone at the Cyclone Portal, then go through the door and head east, and then north. Push the horizontal log down and go through the door at the end of this room. Here, climb down the ladder and go all the way right, then use Move on the block and move it to the left, which will cause it to hover. Climb back up the ladder and jump across, then ascend the stairs. Head south in here and jump across, then go through the door. Push the block here to the left and it will fall off, then slide off of the platform and move it into the hole in the ground. This will activate a Hover Pad. Use it to hover onto the ledge to the left.

Go north and use Cyclone at the portal to be carried to the upper floor, then go through the door. Follow the path up and use Move on the pillar, then move it off of the ledge. Make your way to the southeastern corner of the room and head through the door. Out here, push the block with the antenna on it into the hole, which will soon cause the Hover machine to activate. Go back two rooms and use Cyclone at the Cyclone Portal, then stand on the Hover Pad and use Hover. Float to the left and into the central light, which will cause you to go up a bit, next to some floating platforms. Hop over to the right and climb down the ladder, then go left and use Move on the block. Move it onto the Hover Pad and it will float up. Climb back up and hop over to the left, then open the chest for a Potion. Hop back over to the right and go through the south door.

Head right and through that door, then ignore the Cyclone Portal in here and unlock the blue door with the Blue Key. Go through the door and you will be outside. Stand on the Hover Pad and use Hover, then you'll get blown all the way to the right, where a door is. Enter it and head through the next door. You are now in the eastern tower. Head north another room, and in the next room, go up to the Hover Pad at the northeast and stand on it. Use Hover and then float to the eastern platform. Push the block off the platform, then go north and slide off. Push it all the way left and into the first hole to activate another Hover Pad. Stand on it and Hover to the platform in front of you. Use Move on the block here and move it off of the platform.

Slide down this platform and push the block into the hole here. This activates a third Hover Pad, and also makes a stone pillar pop up on the eastern ledge. Go back east to that Hover Pad and Hover back onto the ledge. Use Pound on the pillar to make both blocks pop out. Slide off the platform and move the south block into the southwestern hole. Next, move the northern block into the hole the other block was in before. This causes the southwestern Hover Pad to be activated, and also causes the pillar to pop back up. Use the new Hover Pad to float onto the ledge with the Jupiter Djinni. This one has 852 HP, and when you defeat it, you'll get Whorl. Slide down the platform and use the southwestern Hover Pad again. Hover northwest past the three blocks and you'll make it. Ascend the stairs to reach the next area.

In this area, use Pound on the stone pillar to make a block pop out, then use Move and move that block to the right once. Push it three squares east from there, and one square north. Head up the steps on the left, then jump across and climb down the ladder. There are many blocks and deactivated Hover Pads here. To start, push a block onto the far eastern Hover Pad from the top, but not in the corner. Next, push one onto the left Hover Pad at the top-right corner (one should already be on there). Then, push one onto the westernmost Hover Pad from the top, two spaces left of the first one you pushed. Push one onto the westernmost Hover Pad from the middle, then one onto the Hover Pad

directly south of that one. Next, push the last block onto the southwestern Hover Pad, then climb back up the ladder and push the block there back into the hole. This activates the Hover Pads, causing the platforms to float up.

Jump across them using the path you've created to reach a chest, which contains some Water of Life. Reenter the room and use Pound on the pillar, use Move on it once and push it right three times, then north once. Jump across again and climb down the ladder. Time to make a different path this time. Push a block onto the far left Hover Pad at the top. Then, push another block onto the far right Hover Pad at the top. Next, push one onto the left Hover Pad at the northeastern corner. Push a block onto the third Hover Pad from the left in the middle. Then, push another one onto the Hover Pad directly below that one. Finally, push the last block onto the Hover Pad to the southwest. Activate the Hover Pads again and cross your newly created path, then go through the door to the south.

Use Move on the pillar here and move it onto a switch, forming a bridge which creates a shortcut. Ascend the stairs here to reach the next area. Go around the blocks in this room and take the stairs up at the end. In this room, go east and make your way across the light tiles. Watch out for the statues that shoot wind! When you make it to the end of the room, head up the stairs. This room is filled with Hover Pads everywhere, and this is solely for the reason of keeping you hovering while you're over a pad. Use Hover on the pad you're on now and hover all the way to the southeast. Quickly hover to the north and you will avoid the first statue. The second one is the hard part. Float to the block on the right and stay there, then hover over the cracked tiles on the right. Your hover circle will slowly disappear, and while it's doing that, move to the left over the other Hover Pads.

It's kind of hard to explain. If you did it right, you'll safely avoid the second statue's wind and will not fall down. Keep trying until that happens, then hover onto the platform ahead and head up the stairs. Here, head south and through that door, then head up the steps out here. Push the block into the gap to power up the archer statue, which will shoot the other statue on the aerie and cause it to lift up the lid completely. Now the beacon is open! Go ALL the way back to the room where you moved the pillar next to the chain rope. You should know what I'm talking about when you get to it. Once you reach that room, use Whirlwind on the chain and swing across it, then do the same for the next one. Head all the way south and go through that door leading outside.

Guess who is out here? It's Isaac, Garet, Ivan, and Mia, your old party from the original Golden Sun! Garet and Mia are in danger, then Kraden and your party debate on whether or not you should help them (did you notice Isaac actually talks in this game?). Watch the scene as Mia attempts to help Garet, while Agatio and Karst enter and corner Isaac and Ivan. Eventually the four start fighting, and Kraden suggests we help them quickly. Go north three rooms when you regain control, then in the next room, go north and hop onto the right platform. Use Reveal, hop across, and ascend the stairs. Hop to the right, go south a bit, then hop to the left and slide off the platform. Go left and climb up the ladder, then Alex will appear. He says that there's still time to save your friends, then heals the entire party.

Head south to exit this room. You're back outside on the upper floor of the area you were just in. Karst will have beaten Ivan, rendering him unconscious. Just as Isaac gets worried about him and lets down his guard, Agatio uses an awesome-looking move called Rising Dragon, in a battle screen to almost knock Isaac out. After this, Agatio and Karst argue with the party for a bit, then eventually they agree to leave Isaac and the others alone for now. Isaac lets Felix take the Mars Star, and eventually, it is agreed that everyone except Felix Piers will stay behind to look after Isaac and Ivan. When you regain

control, head north and back into the previous room. Alex is gone now. Go north to the next room, jump across the platforms, then head south to the next room. Follow the straightforward path from there until you reach the aerie.

At the aerie, head up the stairs to reach the beacon, along with Agatio and Karst. Walk up to the hole of the beacon and the game asks you if you wish to throw it in. Do so, and then the beacon ignites and Agatio and Karst decide that you've outlived your usefulness. Karst takes the Mars Star and they say that Felix's parents will come back after this, but then they say that they'll stay on Prox with no way to return. Soon, you enter in battle against them.

Agatio / Karst

HP (Agatio): 4248
PP (Agatio): 280
Weakness (Agatio): Water
Strengths (Agatio): Fire
Attack (Agatio): 377
Defense (Agatio): 114
Agility (Agatio): 178
Luck (Agatio): 46
Experience Points (Agatio): 3000
Coins (Agatio): 3750
Items Obtained (Agatio): -

HP (Karst): 3186
PP (Karst): 320
Weakness (Karst): Water
Strengths (Karst): Fire
Attack (Karst): 354
Defense (Karst): 107
Agility (Karst): 235
Luck (Karst): 50
Experience Points (Karst): 2813
Coins (Karst): 5280
Items Obtained (Karst): Dark Matter

Boss Strategy: Since you start the fight with only Felix and Piers, this can be hard. Karst has an attack called Death Scythe, which has the chance of killing a party member instantly. Watch out for that. After two rounds, Jenna will check up on Felix and Piers, then join the fray. Once Jenna joins, so will Sheba four rounds later. This is kind of like the Saturos and Menardi fight in the first Golden Sun, since they have similar attacks (especially Karst, who has similar attacks to Menardi). Focus on both of them; it doesn't really matter which one. As it is with all bosses, use your best Djinn to get your summons ready. You especially need Mercury summons, since they dish out the most damage. Take note that you don't have to win this fight; if you lose, the story continues.

Whether you win the battle or not, the game will continue. Alex will enter the

room and say that there's no time for talk, and that they must get out of the lighthouse. Alex, Agatio, and Karst leave, then Isaac and his group along with Kraden, check up on Felix and the others. Mia heals the group and Ivan suggests they meet up at Contigo, so Felix and the others can explain everything. Isaac and everyone else agrees with this idea, then eventually Isaac leaves with his group and takes the eastern elevator. By that time, the western elevator is back up, and Felix and his group take it automatically. When you land, head right and down the stairs, then go south and climb down the two ladders, then follow the path south to exit the lighthouse.

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World Map
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Back on the world map, head south and follow the path to Contigo, the place you're supposed to have a meeting at.

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Contigo
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Head to the northwestern part of town, where you'll see a house on a raised ledge. Enter that house (it's the one that was empty before). Inside, you'll see Isaac's group, and a scene will take place. You will now find out the true reason Felix and the others have been trying to light the lighthouses all this time, ever since GS1. I won't tell you exactly what happens in this scene, though, so watch and enjoy. Hamma from the first game will eventually enter the room, and you'll learn something else new. After the scene, you now have Isaac, Garet, Ivan, and Mia as four extra party members! If you are playing a on a Linked Game, everything your party members had in GS1 will be in your inventory now. By default, the Catch Beads, Lifting Jewel, Frost Jewel, and Carry Stone are given to you, even if you aren't on a Linked Game.

However, you have to transfer to get the Orb of Force, Halt Gem, and Cloak Ball. Also, if you don't link your game, Isaac and his party will only have these items and Djinn:

Isaac

Equipment

- Great Sword
- Steel Armor
- Knight's Shield
- Knight's Helm
- Carry Stone

Djinn (Venus)

- Flint
- Granite
- Quartz

- Ground

Garet

Equipment

- Great Axe
- Steel Armor
- Knight's Shield
- Knight's Helm
- Lifting Gem

Djinn (Mars)

- Forge
- Scorch
- Ember
- Torch

Ivan

Equipment

- Master Rapier
- Silver Vest
- Silver Armet
- Platinum Circlet
- Catch Beads

Djinn (Jupiter)

- Gust
- Breeze
- Zephyr
- Squall
- Luff

Mia

Equipment

- War Mace
- Silver Vest
- Silver Armet

- Plantinum Circlet
- Frost Jewel
- Douse Drop

Djinn (Mercury)

- Fizz
- Sleet
- Mist
- Spritz
- Dew

I'm not sure, but I think their levels vary (they're like, four levels lower than Felix's group, if I'm not mistaken) if you didn't link your game. To change party members, get into a battle and you'll see a new option, called "Switch". You can select this to switch one party member at a time. Also, if the four party members you are using die, then the other four will come out as a backup party. Set your Djinn back to normal if you transferred, as they will be completely mixed on Isaac's group (not sure if this happens or not if you don't link your game). Now then, if you have the Orb of Force, make sure it is equipped on someone, then exit the building you reunited with the others in. Behind the Inn, you'll see a stump. Use Force on it to make a Mars Djinni named Shine to pop out, who will join you without a fight. Now you can exit the town.

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World Map

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If you didn't notice, you now have a new world map theme. I personally like this one better than the first one. Head southwest and follow that road back to the Atteka Inlet.

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Atteka Inlet

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Go due south here and go to the southwestern corner. You will find a boulder. Use Lift on it (equip the Lifting Gem to learn it) and then use Cyclone on the lone weed there, which uncovers a Venus Djinni named Geode. It joins you without a battle. Now, head east and to the next screen, then go southeast and climb up the wall to your ship. Hamma is waiting for you, and as you probably noticed, your ship has wings attached to it, called the Wings of Anemos. They use Psynergy, so your flight time is limited. If you're playing a Linked Game and you got through the Lunpa Fortress, a person will bring a gift from Hammet. Open the chest to get some Orihalcon, which is the best forgeable item in the game (you can forge the Excalibur with it, but only with a 5% chance). Walk up to the wheel on your boat and tell Kraden you're ready to set sail.

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World Map

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Hold B to enter flight mode, and release it to stop flying. The yellow bar at the top during flight mode determines how much Psynergy you have left before

you're forced to stop flying. Head southwest and fly over the small rocks there, then Ivan will be impressed and suddenly, Sheba starts feeling down and explains why she joined Felix on this journey. After a little enlightenment from Kraden, you regain control. Fly over the rocks here too, then go back to the Shaman Village Cave. To get there, sail directly north of the continent you were on, then sail to the southernmost part of the northern continent. Sail up the river in between the two beaches, take the upper path at the lake area, then dock and enter the cave.

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Shaman Village Cave
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If you are playing a Linked Game and won at the Colosso, you will encounter the three gladiators Isaac fought: Azart, Navampa, and Satrage. They think Isaac cheated at the Colosso, but they don't even know how. After Isaac and Kraden make some comments about Isaac using Psynergy in the contest, they fight you.

Azart / Navampa / Satrage

HP (Azart): 365
PP (Azart): 0
Weakness (Azart): All
Strengths (Azart): -
Attack (Azart): 328
Defense (Azart): 66
Agility (Azart): 134
Luck (Azart): 10
Experience Points (Azart): 355
Coins (Azart): 232
Items Obtained (Azart): -

HP (Navampa): 735
PP (Navampa): 0
Weakness (Navampa): All
Strengths (Navampa): -
Attack (Navampa): 368
Defense (Navampa): 100
Agility (Navampa): 156
Luck (Navampa): 17
Experience Points (Navampa): 398
Coins (Navampa): 267
Items Obtained (Navampa): -

HP (Satrage): 485
PP (Satrage): 0
Weakness (Satrage): All
Strengths (Satrage): -
Attack (Satrage): 342
Defense (Satrage): 74
Agility (Satrage): 145
Luck (Satrage): 13
Experience Points (Satrage): 378
Coins (Satrage): 249
Items Obtained (Satrage): -

Boss Strategy: You can just mess around with these guys and still win with little trouble. If you want to have some fun, just attack them with physical attacks for the whole fight. Or, if you want to be more evil and end it quickly, use your best multi-target spells. Either way, this fight will be over in a jiffy.

The three knights realize the "error of their ways" once you defeat them, and they ask Isaac to forgive them. They then leave behind the Golden Shirt as a prize, then run away. Pick it up, then go through the middle door. In this room, head all the way right and use Lift on the boulder at the end. Now, follow the path where the boulder is lifted and you'll come to another boulder on the other side. Use Lift on it and go back around, then head all the way left and use Lift on that boulder. Go north and freeze the puddle with Frost, then keep going and blow away the wall of ivy with Whirlwind. Climb up the wall and jump across to the left, then jump across the pillar of ice and follow the path to a Mercury Djinni. Get on the platform he's on and he'll retreat. Jump over to that platform and he'll bump into a boulder, and is now stuck.

He won't go down without a fight, though, and he has 860 HP. Once you defeat him, Eddy joins you. Make your way back across the icy pillar and make your way outside to where Shaman Village is. You should be able to do it without me guiding you. Enter the village and go to Trial Road.

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Trial Road
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If you didn't get all of the chests here before, do so now on both sides. At the top of the summit on the left side is a Hover Pad, which you should use. Hover over to the left and enter the cave there, then use Lift on the boulder and head down the flight of stairs. In the next room, keep following the path, then use Cyclone at the weeds on the left to uncover a Mad Plant. This one has 730 HP, and you get some Lucky Pepper for defeating it. Go right and use Reveal at the northeasternmost pool. Jump across the platform that's revealed, then open the chest for an Elixir. Jump back across and head to the pool of water to the south, where you'll see a Jupiter Djinni. It mimics you. Use Reveal and jump to the platform in the pool of water, and it will get confused, giving you the opportunity to strike. The Djinni has 870 HP, and once you defeat it, Gasp will join you. *gasp*

Make your way back to the very bottom of Trial Road now. In the area where the two cave entrances are, head south and climb up the big wall to the left. Then, follow the path south to a chest which contains a Hard Nut. Climb back down and go back to Shaman Village, then exit the village and go through the cave again.

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World Map
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After going through the Shaman Village Cave again, you'll be back at your boat. Board it and sail down the river back to the lake area, then sail south and out of the river completely. Now, sail all the way to the northeastern end of the Western Sea, on the top-left side of the northernmost continent in the middle.

There is a beach there, which you should dock at. Head all the way north until you come to a cave, the Angara Cavern.

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Angara Cavern
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Go through a few rooms in this cavern until you come to a door, which you should go through. You're now in the main room. Jump across and push the lower block here one space to the right. Use Carry on it and move it up once, then it will be in the middle, in between the two platforms. Head southeast and climb up the wall, then push that block one space left. Use Carry to make it fall down next to the other block, then climb down and use Carry on it again. Move it left and onto the first block, then climb back up the wall and jump across to a stone tablet. Examine it to get the Haures summon, which requires you to have 3 Venus and 3 Mars Djinn on Standby to use. Now, exit this cavern.

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World Map
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Enter your boat again, and sail all the way to the eastern part of the continent to the south. Fly over the small beach, and you can now fly on land, but not over forests. Fly to the south and make your way to the very southern end of the island, where you'll see a cave. Park your ship there and enter.

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Atteka Cavern
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In this cavern, go up and turn right, facing the pool of water. Use Parch with Piers to drain all of the water, then climb up the ladder ahead and climb down the next one. Climb up to the center platform and examine the stone tablet, then you'll get the Coatlicue summon. It takes 3 Mercury and 3 Jupiter Djinn on Standby for you to use. Climb back up the ladder (you can still reach it) and exit the cavern.

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World Map
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Get on your boat and make your way back into the water, via the wings. If you want, you can go back to Yallam to get the Masamune. Go to Sunshine's house, and look around near his house for a log. Use Force on it and a new area will be revealed. Go to that screen and use Cyclone in the middle of the weeds. This opens up a path leading to a chest, which contains the Masamune! Anyway, moving on, look at the continent east of here on the map. Somewhere on the left side, towards the bottom, are two beaches and a river. Go to those beaches and sail up the river until you can't sail any more. Then, dock at the land there and head all the way north to reach the final rock, called Magma Rock.

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Magma Rock (Exterior)
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Enjoy the cool music in this place. Use Lift on the boulder at the entrance, then go north and you'll come to the interior entrance. Inside is just a chest which is really a Mimic, which has 936 HP. Defeat it to get an Apple. Moving on, exit the interior and climb up the wall next to the entrance. Then, go all the way right and climb up the wall to a Tiki statue. It doesn't seem to be doing anything, but use Burst on it, and it will shoot a flame and destroy the cracked pillar on the left ledge! Climb down and go left, then climb up that wall and push the wooden pillar aside. Climb up that wall and then go left and slide down. You'll land right next to a Tiki statue and a small ledge you can climb up. Use Burst on the statue, then climb up to the ledge and jump onto the statue. After about fifteen or so seconds, the statue explodes and the top comes off, raising you up like a platform.

Jump over to the left before the top of the statue goes back down, then climb along the wall to the other side. Climb up the next wall and follow the path to a wooden pillar. Push it aside and climb up the wall to reach the next area. In this area, go all the way over to the right and climb down the wall, then you will reach a chest on the previous screen. It contains an Oil Drop, so once you get it, climb back up to the second screen and go left, then climb up that wall to reach a Tiki statue. Use Burst on it and it will blow up the cracked pillar ahead. Use Growth on the sprout to the far right, then climb it up and when you reach the top, go left and slide off the platform. Use Burst on the Tiki statue to get rid of another cracked pillar, then slide off of this platform and use Growth on the sprout to the left.

Climb up the wall and you'll reach another Tiki statue. Use Burst on it and then climb onto the small ledge on the right, then jump on the statue. When it explodes and carries you up, jump to the left and push the wooden pillar all the way to the left. Take the left path and follow it to the next area. Here, go left and you will see four crevices you can slide off of. Slide off of the second one to the left and you'll land next to a chest, so open it and you'll find 383 Coins. Slide off of this platform and go right. Use Burst on the Tiki statue, climb up, jump to it, and when it explodes, climb up the wall. Go left and this time, slide down the third crevice to the left to land next to a rope. Use Lash on it, then climb it up and jump across the gap to another statue. Use Burst on it and slide off of the left crevice.

Head right and jump across the gap, then climb the wall up to the top and jump over to the left. When the statue explodes, jump to the left platform and climb up the wall. Go right and climb across that wall, then push the pillar aside and climb over to the other side of the pillar (don't go to the next screen on this wall). Head right and climb up that wall to reach the next screen. Here, climb up the rest of the wall and go southwest, then jump across the gap and follow the path to another climbable wall. Climb up and use Move on the wooden pillar, then push it to the right once. Climb down and jump over the gap to the right again, then climb up two walls to the north to reach a cracked pillar. Jump left to another one, then jump to the normal wooden pillar. Jump back to the right and the cracked pillar will crumble, making you fall down.

Now, head south and use Burst on the statue. It'll blow up another cracked pillar to the right. Walk across the tightrope behind you, then slide off the platform and jump across the gap to the right again. Climb down the wall to the south, then take the other path going north and push the pillar all the way right. Continue to the next area, and climb up the wall there. Go right and climb all the way down to the previous screen, then make your way west and push the pillar to the right. Keep going left to another screen, where you'll find a lone chest. Open it to get a Salamander Tail, then go back two screens to the area you were just in. Climb up and then climb up the small wall to the left. Climb your way up this part of the mountain, and avoid the Tiki statues that shoot fireballs at each other over and over.

When you get to the last set of Tiki statues, take the western path and climb up to the next area. Here, make your way over to the eastern end of the screen. Climb up and down the walls along the way, and eventually you'll climb down to a Tiki statue. Use Burst on it and it will shoot a fireball at the big flaming rock (well, it's not exactly flaming, but you get the idea). It will cause a really big explosion, blowing up some rocks along with a crack in the wall, revealing the interior's entrance. Climb up this wall and head left, then climb down that wall and head inside.

=====
Magma Rock (Interior)
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Go north two rooms, then follow the path around to the south and go south one room. Immediately jump to the left in this room and use Burst on the statue. It will shoot a fireball at the big statue head to the left, activating it and causing it to pour lava into the room. Jump back across and go all the way south. If you missed a Djinni in GS1, you can get it here. Anyway, go all the way north and back to the previous room. Head north and you'll see a platform moving around the lava. When it moves to the top-right, get up there and jump to it, then jump to the western platform whenever possible. Then, follow the path to the next room. In here, take the western path and go south, then head east at the fork. Head south two rooms to reach a chest, which contains a Lucky Medal. Go back one room and head north, then take the southern path and follow the path until you come to a switch.

Press it to drain the lava from this chamber, then go north and climb down the wall. Head south and push the pillar there all the way up, so that it's aligned with the other pillars. Go northeast and through the big door there, then head north to some stairs which you should descend. In the next room, climb down the walls and go west, then south and through the door. Here, go south and head west through the big door. Now, follow the path and push the pillar in here all the way down, then go back one room and south another. Head all the way west in this room, then climb up the wall to a Mars Djinni, which will fight you before joining. It has 890 HP. Once you win, you have Fury (a cookie to whoever gets the reference). Go back two rooms and head north. Climb up the first wall and use Burst on the Tiki statue to the left, which causes the big statue to fill the chamber up with lava.

Now, go around to the right and then to the south, then jump the gap where a switch is. Do not press it, but instead, walk across the gate and walk across the tightrope, then enter the next room. Here, jump to the moving platform when you can, and it will take you over to a chest. When you can, jump to it and open it to get a Mist Potion, then get back across using the platform and head south. Jump across the pillar submerged in lava and then go south to the next room. Head all the way right here and jump to the moving platform when it comes to you. When it takes you to the right, jump across and go through the door. In the next room, go north and use Burst on the cracked pillar to blow it up. Go north and ignore the moving platform, then head west and use Burst on the cracked pillar.

Go back south and ride the moving platform there to the next platform, then head north and through the door. Jump across to the left here, then press the switch to extract the lava from the chamber. Jump back across and head north, then west, then climb down the wall and head south to the next room. Back here, follow the path to a climbable wall. Climb it up and go right, then climb down that wall as well. Head down the stairs to the southeast. In here, climb down and go south one room, west one room, and north one room. Then, head all the

way north and jump to the left, then follow the path to a Tiki statue. Use Burst on it and the big statue will fill the chamber with lava. Go east a bit and jump onto the moving platform that comes to you. Jump your way across the platforms until you get to the far western side of the room.

Head all the way south and go south two rooms, then keep going south until you finally come to a switch. Press it to drain the lava, then go north one room and follow the path until you come to a chain rope. Use Whirlwind on it to make it swing, then swing across to a small ledge and jump across. Do the same thing with that one, then climb down the wall and go west, then north and through the big door. Head east in here and climb up the wall to reach a chest, which has a Salamander Tail inside. Get it and climb down, then go west and through the door to the north. In this room, go right and you'll see three pillars. Push them all to the right, and then go to the northeastern corner of the room and head through the big door. Open the chest in here to get a Golem Core, then go back three rooms to be back at the chain ropes.

Swing across them again (use Whirlwind on them to make them swing), then go all the way north and through that door. Go north in here and then right, then use Burst on the Tiki statue. This causes the big statue to spew out lava again. Go south a bit and ride the moving platforms again. When you're on the second set, hop to the pillars you pushed a moment ago to the south. Then, follow the path leading to the next room. Ride the moving platform here and go south two rooms. Then, ride the moving platforms in that room to reach another door. Go through it and head north to a pillar, which you should push twice so that it falls into the lava. Go through the western door to another room. Go north a few rooms until you see a switch to your right. Jump to it, then press it to drain the lava.

Go south until you're back at the room with the yellow pillar. Get on the pillar and jump to the left, then climb down the wall and descend the stairs. Push the pillar in here all the way to the left and it'll fall into the lava, then climb down the wall and jump across to the door. In the next room, go right and jump to the platform there, then some rocks and flames will emerge from the center of the lava. They will land on the platforms around you. Jump across on the parts where the fire and rocks are not at, then make your way to the middle door and go through it. Head all the way north and jump across the platforms, then go through the weird door. Jump across the floating platforms in here and you'll reach a stone tablet. Examine it and Jenna will touch it, then she'll learn the Psynergy called Blaze.

This is used to manipulate flames. Hop across the platforms to the left and you'll reach two torches. One is lit and the other is not. Face the left side of the lit torch, then use Blaze to light the second one. This makes the pillar move out of the way, so head north and hop your way back to the room's exit. In the previous room, head south another room. Back here, hop your way to the southwestern platform, where a flame is. Face the right side of it and use Blaze, which will light a torch to the left. Jump your way over to the torch and face the right side of it. Use Blaze again to light a second torch, which reveals a door for you to go through. Head through it and follow the path back around to this room. Hop to the south and examine the molten rock to get the Magma Ball. Use Retreat to exit the interior now, then head south and use Lift on the boulder, continuing outside after doing so.

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World Map
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Follow the path south and across the bridge, then enter your boat. Sail down

the river and take the western path to find the exit of the river. Now, sail to the northwestern corner of the northern continent in the middle (basically, sail to the same spot you sailed at to reach the Angara Cavern). South of the big beach there is a really tiny beach, which you should dock at. You will find a lone town there.

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Loho
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Start by going to the southeastern part of town. Near the southeastern end, you will see a cannon. The people here are trying to dig through the big wall the cannon is pointing at, because they think there are some valuable metals and minerals behind it. Head south of it and examine the barrel to get some Crystal Powder. Now, go north and examine the cannon. Select the Magma Ball and you'll insert it into the cannon, then it will shoot the big wall and cause a big explosion. Everyone will wonder what happened, then they'll notice that the wall has been mostly destroyed! One of the miners will go up to the balcony of a building and see that you got here by boat. The three miners will then agree to let you have the cannon, then they'll carry it and attach it to your ship. When you regain control, go north and through the broken wall.

You should notice a brown thing slightly sticking out of the ground. Use Scoop on that spot to unearth a Golem Core. Head north and use Lift on the boulder by the vine, then you'll find another Golem Core stuck in the ground. Dig it up with Scoop, then climb up the vine and follow the path. Jump to the building on the left where you'll find a Jupiter Djinni, named Lull. It will join you without a fight. Go back to the vine and climb it down, then head all the way to the southwestern part of the village. There are two broken walls there. Head right and use Reveal to find a sparkling object in the ground. Use Scoop on that spot to dig up a Mythril Silver, then exit the village.

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World Map
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When you get on the world map, the three miners will tell you that the cannon has been attached to your boat successfully. When you regain control, enter your boat. At this point, you have visited pretty much every place there is to visit (except Treasure Isle, more than likely). At the very top of the map in the northwestern corner, you can see a mass of clouds. Sail to that spot and sail down the path to the Northern Reaches of the sea.

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Northern Reaches
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Follow the path of the rocks in this area. You may reach a dead end here and there, but for the most part, it's pretty easy to figure out the correct path. When you get to ice walls on both of sides of the water, you know you're on the right path. Once you reach a big ice wall, Kraden tells you to fire the cannon from Loho. Sail in between the two rocks near the ice wall, and then Felix fires the cannon, breaking down the ice wall completely. The group then sails up to the Northern Seas, an icy part of the world map.

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World Map

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It is constantly snowing here, and nearly everything is frozen. Sail up the river until you reach the frozen part of it, then disembark and follow the road going north. You will reach the town of Prox.

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Prox

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This is the very last town in the game. Head north to enter the main village. Feel free to walk around and talk with the people to find out that they don't have much longer to live, and that the cold in Prox seems to be getting a lot worse than usual lately. Apparently, Felix has been here before as well, since a lot of people seem to recognize him. From the entrance of the main village, go right and use Lift on the boulder there. Follow the path to an item buried in the ground. Examine it and use Lift to dig it up and get some Dark Matter. Go back around and enter the Inn to your left. Inside, go downstairs and examine the green jar to the southwest. You'll find a Potion. Exit the Inn and go around the back of it, then examine the pot there to find a Cookie. Go on the frozen lake with rocks on it, then head north and go left.

At the top-right corner where the house is, there is another opening in the fence. Take that opening and head north to the next screen. Here, go north and you'll slide into a Venus Djinni, knocking it into a mound of snow to the north. Go up there and use Scoop to dig it out, then Mold will join you. Go back to the previous screen and get off of the frozen lake, then make your way to the upper part of this area. Head to the northern end of this area and you will reach the next screen. Go all the way to the right and head up the stairs, then two fellow villagers will talk and say that Felix's parents left. When you regain control, enter the house. If you missed a Mercury Djinni in GS1, there will be one here.

Exit the house and go all the way left, then take the northern path. You'll find the leader of the clan, Puelle, along with a lot of villagers lined up. They will wonder where Agatio and Karst are, since they have yet to return from the lighthouse. Head north and step in front of the crowd, then everyone will see that Felix has returned, and brought some allies with him. They know that Isaac is the one that caused Saturos and Menardi to die, and Kraden and Isaac explain the situation. Eventually Isaac, Felix, and Kraden agree to go to the Mars Lighthouse, to light the beacon and stop all of this once and for all.

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World Map

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Head all the way north and you will reach the Mars Lighthouse, the final level in the Golden Sun series. There is purple lightning to the north of the lighthouse, making everything look even more ominous. Let's do this!

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Mars Lighthouse

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Just like at the other lighthouses, you start outside. Head north and climb up the ladders to the right, then go left and you'll reach a chest, which contains

an Apple. Once you get that, climb back down and enter the lighthouse. Head right in this room and follow the path to a pillar. Use Pound on it and open the chest to find a Mimic, which has 1008 HP. You get a Cookie for defeating it. Head west and down the stairs, then go north and maneuver your way past the ice crystals. When you get to the stairs in the middle, go right and through the eastern door instead. You'll see a big ice wall in here, but ignore it for now and head through the western door, then you'll be on another side of the main room. Head west and through that door. In the next room, head west and follow the westernmost path to some stairs, which you should ascend.

Head north in this room and use Pound on the pillar you come to, then head through the next two doors and you'll be beside a shaft of ice. Examine it and use Grind on it, then the ice will fall through the hole in the ground and crack the big ice wall in the room we were in earlier. Don't worry about the Mars Djinni in this room; you can't get it yet. To get back there faster, use Retreat, enter the lighthouse, then enter the northeastern door. Use Burst on the cracked ice wall to blow it up, then go through the door that's revealed. Just go all the way west and ignore the first door, then head into the second one that's up the stairs. I strongly recommend saving your game in this room as you progress through it, to save you possible frustration. At the northwestern corner is a dragon statue, and there are four dragon faces on the wall. Two of them move.

The object of this room is to move the statue all the way to the eastern side of the room, while avoiding being hit by the flames. If you get hit, you're likely to fall down, and you'll have to exit the room and get back up via the western stairs from the previous room. The dragon statue's position will be reset back to its original position every time you reenter the room, which is why I recommend saving your game as you go through this room. The room is not as hard to get through as it might sound, but once you finally make it, head down the eastern stairs. Go to the ice in this room and slide to the left, then up, then right, then down, then left, and go through the door. In this room, go south and you'll see a lit torch. Stand on the northern side of it and use Blaze to send a flame to a valve, causing a big dragon statue to shoot a big fireball at an ice wall. This causes it to crack.

Go back to the previous room and slide back over to the right side (it's easy as pie), then head south and enter that room. Here, go south and head through the eastern door. In this room, go right and climb up the ladder, then light the other valve using Blaze. This activates the dragon statue, making it shoot a big fireball down the hallway. This destroys some of the ice, so climb down and enter the next room, which is a big hallway. Enter the door in the middle of the hall to find a room with a chest, which contains some Orihalcon. Go back and take the easternmost door at the end of the hallway. If you try going up the path in here, you'll only be blasted back by a big fireball which a dragon statue is shooting out. Go around the sides of the room on the left and the right and use Pound on every pillar.

This opens up paths for you to take shelter in while the fireball passes through. Make your way through the middle path, using those spots for cover until you make it up, then enter the top-right door. Go down this hallway and enter the door at the end. Do not slide on the ice yet. Instead, look to the left and push the dragon statue to the left using Move. Now, slide down, left, down, left, up, right, up, left, down, left, and then down to a Mercury Djinni. It will fight you, and it has 940 HP. Once you defeat it, Balm will join you. Slide north to reach the exit of the room. In the next room, slide down the platform and open the chest to get the Teleport Lapis. Equip this on someone to learn Teleport, which you can use while standing on a Teleport circle such as the one in front of you. You will then be teleported to a different area in this level.

You can also use it outside of dungeons to teleport to anywhere you've been to in the game before! This makes traveling a lot faster (if you're wondering how to find your boat after teleporting somewhere, I think it's always found at the nearest beach). Anyway, moving on, equip the Teleport Lapis, then use Teleport while standing on the circle. You will then teleport to the other side of the wall. Now, go all the way to the southwestern part of the room, then take the stairs up and enter the door. Get past the dragon faces again, and go through the door at the end (you don't have to move the statue again). Head through the southern door in this room, and in the next room, go south and down the stairs. Use Burst on the ice you cracked awhile ago, then make your way up to the door that's revealed and go through it.

Use Reveal in here and you'll find a hidden Teleport circle. Use Teleport while standing on it and you'll teleport to another room. Head down the stairs there to enter the next room. There, head southeast and go down the stairs, then follow the long hallway to the southwestern corner of the room. Climb up and open the chest to get a Valkyrie Mail, then climb down and head back up the stairs all the way to the right. Slide off the platform and you'll land on a switch, which causes a dragon face to move all the way over to the left. Race him there by going all the way left, past all of the ice obstacles. You'll have to quickly use Pound on the pillars blocking your path. Slide across the ice to another pillar which you should use Pound on. Then, slide over to the ground on the left.

Pound the top pillar, not the bottom one, then follow that path and Pound the last pillar. If the dragon face ignites the big dragon head before you make it to the door, it'll shoot a big fireball at you and knock you down to a lower room. Anyway, when you pound in the last pillar, go through the door. Ignore the Teleport circle in here and go through the door ahead, then you'll be in a corridor. Head down the corridor and through the door. In the next room, go left and climb up the ladder, then head north and use Move on the dragon statue to move it to the right once. This will prevent the big dragon head from being ignited. Climb back down and go back two rooms, then use Teleport on the circle to the right. You will teleport back to the room you were just in, but by the dragon head.

Climb the ladder here and follow the path to the next room. Go down this corridor to a room where you must jump across some platforms. There's also a chest in here that contains a really good weapon (it's not quite the best weapon in the game, but it comes close). Head down the stairs and go all the way left, then hop to the south twice, to the right once, then walk up and hop to the right onto an icy ledge. Go right and hop to the south three more times, onto another icy platform. Jump to the south again, then to the right, and then all the way north to reach a chest. Open it for the Sol Blade, which also has a decent chance of unleashing Meggido, an awesome special attack. Only Isaac and Felix can equip this sword. Go south one tile and slide to the left to slide into an empty room.

Ascend the northwestern stairs, then hop to the south again. Just hop all the way to the south to reach the next room. Go through the next few rooms until you're in a room full of ice. In that room, head all the way north and you'll find a lit torch, along with two dragons frozen in a big block of ice. Use Blaze on the torch to light the other one, causing two dragon heads to ignite and crack the big ice. Use Burst on it now to break it open, then the dragons will break free and attack you.

Flame Dragon (x2)

HP (Big Dragon): 5724
PP (Big Dragon): 250
Weakness (Big Dragon): Water
Strengths (Big Dragon): Fire
Attack (Big Dragon): 400
Defense (Big Dragon): 137
Agility (Big Dragon): 158
Luck (Big Dragon): 48
Experience Points (Big Dragon): 2502
Coins (Big Dragon): 1521
Items Obtained (Big Dragon): -

HP (Small Dragon): 5348
PP (Small Dragon): 320
Weakness (Small Dragon): Water
Strengths (Small Dragon): Fire
Attack (Small Dragon): 389
Defense (Small Dragon): 134
Agility (Small Dragon): 215
Luck (Small Dragon): 48
Experience Points (Small Dragon): 2502
Coins (Small Dragon): 1872
Items Obtained (Small Dragon): Psy Crystal

Boss Strategy: In case you're wondering, the dragon on the left is the big one, while the one on the right is the small one. This boss fight really isn't that hard, it could just last awhile. You will notice that the left dragon attacks very similar to Agatio, and the right one attacks very similar to Karst. Since they're both weak against fire, make sure you use Water-type spells, Djinn, and summons. Boreas can deal over 1000 points of damage to them! Aside from that, there's not much else to say; just have Jenna or whoever is your healer keep your party healed throughout the fight. You should defeat them eventually.

After the battle, the two dragons will change back into their original forms, which are Agatio and Karst! Agatio wonders what happened, and then he recalls it all: a big eye told them that they lack the will to go any farther, so he apparently changed them into those dragons. Karst and Agatio ask you to light the beacon for them, so that their deaths will not be in vain. Looks like they aren't the bad guys now. Agatio takes out the Mars Star, so talk to him and you'll receive it. The dragon head north of you tells you to give it the Mars Star if you wish to reach the heavens. Examine the dragon head and use the Mythril Bag in Felix's inventory, and you'll automatically give it the star. This makes the whole lighthouse warm up. Now, use Retreat to get back to the entrance, then go inside the lighthouse again.

In the main room, head up the western stairs and follow the path to a flame. Use Blaze at it to light the valve thing and ignite the dragon statue, which causes it to shoot a fireball that breaks some of the ice, and cracks a big wall of ice at the northeastern side. Head there and use Burst on it to break it, then enter the door. In the next room, take the eastern path and follow the path through a couple of rooms. You will then encounter the Mars Djinni you saw

when we first entered the dungeon, and you can fight it now. It has 950 HP. Once you defeat it, Fugue joins you. Go back to the main room, then ascend the stairs in the middle of the room. Hop across the platforms here to the stairs on the right side, then head up those stairs. In here, go north and a big dragon statue will tell you to set the four spirits aflame.

You'll see a door appear on the walls with markings on them for about one second. These markings each represent something: a whale, a dragon, a man, and a bird. You can reach the top markings by climbing up the stairs on the left and right side, and when you approach one of the markings, a door appears. There is an inscription you can read next to each marking. Anyway, let's start with the bottom-left one, the whale. Approach the whale marking and enter the door that appears. In the whale room, follow the big corridor leading to the next area, which is outside. Head up the stairs here, then follow the path and enter the tower. Keep following the path until you enter a room with a sheet of ice. Slide left, down, right, up, left, and up to the exit of the room. In the next room, you'll see some pipes that you'll have to push.

First though, go south and then east, then up to the northeastern puddle of water. Freeze it with Frost, then go around counterclockwise and around the pipes to reach two horizontal ones. Push the upper one to the north, then use Frost on the second puddle. Push the vertical pipe to the east, then the horizontal pipe you just pushed to the south. Finally, push the last pipe to the north and all of the pipes will be connected to each other. This causes a torch to light up in the previous room, so go back to that room. Now, slide down and you'll fall off. Go right and head up the stairs, then slide left, down, right, up, right, and up, then climb up the ladder. Face the left side of the torch and use Blaze when the dragon face moves all the way to the right. This causes the dragon head to get ignited, breaking the ice on the ice sheet.

Slide down again and head back up the stairs, then slide left, down, right, down, and left, then head south two rooms and you'll be outside. Head to the top and you'll see a blue flame. Use Blaze on it from the southern side and it'll hit a whale marking on the northern wall, lighting it up. Use Retreat and head back up the middle staircase, then make your way back to the room with the four markings. Head through the one with the dragon on it this time, then head down the corridor and you'll be outside. Head up the stairs and go right, then go on the right side of the tower to find a chest. Inside is an Alastor's Hood. Enter the tower now. In this room, you'll be at what appears to be a dead end. Jump over to the far left side and use Burst at the cracked wall. This blows it open, so hop across the platforms ahead.

Hop your way over to the northwestern corner and press the switch, which will activate a dragon head that will light a torch in this room. Go back to the room's entrance and jump to the far right wall this time. Use Burst on it to break it open, then hop across the platforms here and hop your way to the northeastern corner of the room. Head up the stairs and use Blaze on the torch. This will ignite the dragon head and make it shoot a fireball, causing the middle wall to be cracked. Go to that wall at the entrance of the room and use Burst on it, then hop across the platforms there to reach a ladder. Climb it up and climb down the ladder on the opposite side, then head up to the stairs and climb them up to reach the next room. In here, you'll have to get through a maze of sorts.

Go south and push the first pipe you see up. Take that path and then go all the way south until you can't any more. Take the eastern stairs down and up to the other side, then use Move on the statue and push it left. Go back down and up the stairs, then head north and take the eastern path to some more stairs. Use those stairs to be on the other side, then go south and use Move on the statue again to block the flamethrower. Go back around using the stairs, then head

southeast and take the path north (don't go down the stairs). Go past the flamethrower and use the stairs to go to the other side, then head south and push the pipe down. Now, go back northeast and take the path up from the flamethrower, which is now deactivated. Follow that path and use the stairs to get to the other side, then head south and you'll be outside. Head up the stairs and use Blaze on the orange flame. Two down, two to go.

Use Retreat and return to the room with four markings, then go up to the human one and enter the door. Go through the corridor and you'll be outside, so head down the path and enter the tower. In this room, go to the easternmost statue and move it aside using Move, then jump to the door and enter it. Ignore the door you see upon entering this room. Go all the way west and use Move on the last statue to find another doorway, which you should enter. Ascend the stairs in there to reach the next room. Here, head southeast and jump the gap, then push the leftmost block up against the wall so it's facing the left gap on the upper ledge. Use Carry and move it up so it fills in the gap, then do the same for the next block. Jump back across and climb the ladder, then push that block all the way over to the right, and in front of the flamethrower.

Walk across the tightrope here, then use Move on the statue and move it right to push it off. Make your way over to the left side of the room. There are weird-looking tiles on the ground which are actually sand tiles. Use those for cover to avoid the flamethrowers while making your way to the left. Once you make it, climb down the ladder and hop south to the next area. Head up out here and use Blaze at the yellow torch, which activates the human inscription. Go back to the room with the four markings and take the top-left one, which is the bird. Go through the corridor and enter the tower, like usual. In the first room of the tower, go left and use Cyclone at the Cyclone Portal to be taken to the upper room. Here, go north and you'll see two portals. Use Cyclone at the left one.

In the next room, use Move on the dragon statue and push it to the right to block the flamethrower. Slide down the platform, then go all the way right and climb up the ladder, then use the Cyclone Portal. In this room, head south and use that Cyclone Portal as well. Now, go left and use the Cyclone Portal, then head north and use the eastern Cyclone Portal this time. Once you land in the lower room again, go north and climb down the ladder, then follow the path to six blocks. Use Reveal to find a Cyclone Portal, then use it and you'll see another one. Use that one and you'll land on the opposite side of the platform you were just on. Go left, and when the flamethrower is away, use Move on the block and push it to the left. It will fall into the hole and activate the Hover machine.

Let the flamethrower hit you and it'll knock you off the platform, then go west and climb up the ladder when it's safe. Use Hover on the Hover Pad, then hover over to the right and go south to a Cyclone Portal. Use Cyclone at it and you will warp to another room. Here, immediately go left before the big dragon head is ignited. Open the chest to get a Psy Crystal, then wait until a fireball is shot and head south to some platforms. Use Reveal to make one appear in the middle, then hop to it and hop to the right. From there, follow the path that leads outside to a purple flame. Use Blaze on it to light up the bird marking. Now you have all four torches lit up in the room with four markings. Return there, and then a Teleport circle will appear with all four flames lit.

Save your game now, NOT after you use Teleport. If you do so, you will not be able to return! Before going on, I suggest going back and getting all of the optional summons, as they're quite good and will help a lot for the final boss. See the Side Quests section for information on those. Whenever you're ready, use Teleport and you'll teleport to the lighthouse's aerie. Jump across the floating platforms and head up to the beacon. The party will hear a voice, and

then soon enough, the Wise One appears! He's the one that turned Agatio and Karst into dragons. After the Wise One leaves once most of the talking is finished, he sends a giant, three-headed dragon to attack you. Kraden senses something odd about it and tries to stop Felix from fighting it, but you enter in a fight against it anyway.

Doom Dragon

HP: 13200

PP: 500

Weakness: Wind

Strengths: Earth

Attack: 470

Defense: 155

Agility: 200

Luck: 50

Experience Points: 0

Coins: 0

Items Obtained: -

Boss Strategy: He has 13200 HP in total. When he has three heads, he has 5000. With two, 4200, and with one, 4000. The Doom Dragon has some really powerful attacks, such as Blast Breath. When he has two or less heads remaining, he will start using Cruel Ruin, his ultimate attack, quite often (like, once every round, at least). Don't think you have to rush through the battle or anything, though, because after all, you do have eight party members in total. If your party is high enough, then the first one should be able to survive throughout the entire battle. It might be a good idea to have Sheba and/or Ivan in this fight since he's weak against wind, and you obviously want to exploit his weak point. Make sure Jenna/Mia heals the party whenever it's needed, and don't sacrifice a healing for another attack at the dragon, since it's not necessary and might end up getting you killed.

Hopefully you have a few Psy Crystals in your possession. You will need them if the battle lasts long enough, trust me. Use your best Djinn on him, too, but going on a summon rush is NOT a good idea, especially if he has two or less heads, when he uses Cruel Ruin often. If you go on a summon rush, he will likely kill you due to your low HP and stats without your Djinn. Go all out and use your Mist Potions and such, if the need arises. This is the final battle, after all; you don't need to worry about wasting any of your items. If the dragon puts a burn on your party and/or a curse, just use the Venus Djinni, Salt (if you have it), to cure all of the negative status effects. Keep your HP up at all times, and remember: never sacrifice a healing for an attack! As long as you keep your HP/PP up, you should win this long and epic battle.

Once the Doom Dragon has been defeated, you will see the three heads of the dragon disappear, along with the body itself. The heads turn into three humans,

and everyone eventually comes to the realization that they're Jenna's parents, and Kyle, Isaac's dad! However, they used up too much strength fighting as the Doom Dragon, so Mia and Piers' attempts to heal them fail. Eventually they'll all tell Felix to light the beacon to save the lives of many others. The game will ask you if you want to throw in the Mars Star once you walk up to the beacon (you may have to walk down, then up to it again). Once you throw it in, enjoy the rest of the ending as the Golden Sun soon manifests itself. Everybody will agree to take Jenna's parents and Isaac's father, then everyone heeds the Wise One's warning and escapes the lighthouse.

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Prox
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You appear back in Prox. After Puelle and the others talk, Jenna will be ready for Isaac and Kraden to meet up with them so they can go home to Vale. Exit the building, and feel free to walk around this area and speak with everyone now that Weyard is safe. Whenever you're ready, head to the southern part of the village to the next screen. Everyone is waiting there, so enjoy the rest of the ending! Watch the credits; there are a few more scene, like one with Alex climbing Mt. Aleph to get the power of the Golden Sun. Enjoy the rest of the scene, and congratulations on beating Golden Sun: The Lost Age! You've got yourself a well-deserved ending for an amazing series!

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V. Side Quests
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There are many side quests in the game. They will usually end up giving you summons, which is why they're so useful. It's a lot easier to just wait until you get the Teleport Lapis from Mars Lighthouse before you attempt a majority of these quests, because then you'll be at a higher level and will be able to travel around the seas a lot faster.

Going Through the Yampi Desert Cave

You can't attempt this side quest until you have Sand and Teleport. Once you have Teleport, use it and teleport to Alhafra. Go due south from there and you will reach the end of the Yampi Desert.

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Yampi Desert
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If you used Reveal at a formation of rocks near the end of this place, you probably saw that it formed an arrow pointing somewhere. That somewhere is the Yampi Desert Cave. From the eastern entrance of the desert, go left and let the sandfall slide you off. Go southwest from here and past both formations of

rocks, then you'll see a sandfall. Use Sand and traverse your way north through the sandfall. At the top, go past the rocks and you'll resurface automatically. Head northwest and enter that cave.

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Yampi Desert Cave
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Upon entering here, open the chest ahead to get some Water of Life. Head north to a Teleport circle, then stand on it and use Teleport. In the next room, go all the way north and then left, then use Sand while standing on the sand here. Go past the rocks, then continue left to a cracked pillar. Use Burst on it and it will blow up, so go through the door that's revealed. Go all the way north in here and you'll reach two logs. Push the first one down and the next one east, then follow the northern path up to another log. Push it and use Sand to get past the log and rocks, then enter the next room. Follow the path up to an item buried in the ground. Examine it, then use Scoop to dig up some Mythril Silver. Now, go back south and take the eastern path, then follow the path around the room to reach the next room.

Climb down the ladder and use Sand on the sand to the left. Get through the rocks to the other side, then use Move and move the wooden pillar down. Now, head south to another room. In here, go left and open the chest. It contains some Dark Matter. Go back right and then head south to the next room. In here, go south and you'll have to solve a log puzzle. Push the southern horizontal log down, then push the northern horizontal log up. Next, push the southern horizontal log up, then push the easternmost vertical log right. Go up to the sand to the north and use Sand, then get behind the southern horizontal log and push it down. Get behind the other horizontal log and push it down as well, then get behind the western vertical log with Sand and push it left. You can now take the western path.

Do so, then climb up the ladder and enter the next room. In here, jump across the column ahead and climb down the ladder, then use Move on the wooden pillar and push it left. Go back one room and then south another. In the next room, go all the way right and open the chest to get some Orihalcon. Go back left and climb the ladder, then use Burst on the cracked pillar. Jump across and head up the stairs. Here, go to the northwestern corner and get past the rocks using Sand, then head through the door ahead. Go north in here and head down the stairs. Climb down the ladder here, then go on the sand. You'll see something that moves around at different locations under the sand. Use Scoop on the exact spot the thing has moved to, and you'll unearth a Venus Djinni.

This particular one has 990 HP. Once you defeat it, you get Crystal. Now, use Pound on the pillar there, then head up to the next room. Push the pillar here onto the sand patch, then leave the room. Go back to the room where you got the Mythril Silver at, and on the upper ledge there, head west and jump across the pillar to another room. Jump across the pillar in the next room and go through the door. Save your game, then head north and you'll find a boss.

Valukar

HP: 12960

PP: 0

Weakness: Water

Strengths: Fire
Attack: 550
Defense: 175
Agility: 206
Luck: 46
Experience Points: 8702
Coins: 4980
Items Obtained: -

Boss Strategy: This boss fight isn't that hard if you come in with both parties having their Djinn on Standby. If you did that, unleash all of your Water-type summons (summons like Eclipse will work too) on the monster to take a good chunk out of its HP. Take note that Valukar can use Djinn Stun to make all of the Djinn go on Standby, then he can summon your own summons and use them on you! That's really the only dangerous thing this monster does, though. Just come in with both party's Djinn on Standby, and when your backup team's summons come, he should die.

Once you win the fight, examine the stone tablet to get the Daedalus summon. To use it, 4 Mars and 3 Venus Djinn are required to be on Standby. Use Retreat to get back to the desert.

Raiding Treasure Isle

This island is located at the northeastern corner of the sea (look on your map to see it). Once you have both Grind and Lift, you can get through this dungeon completely. Sail to the island and you'll see it's surrounded by big rocks. To get around them, sail to the north and follow the path in the opening of the rocks to reach the cave.

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Treasure Isle
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When you enter this cave, follow the path and you'll come to three caves. The first two have empty chests, but the last one has two chests that aren't empty. They contain 161 Coins and a Lucky Medal. Exit the room once you get those chests, then go right and head through the door to the north. In the next room, hop across the platforms. The chests on the platforms to the left are all empty, so just ignore them. You will land on a switch after jumping across the platforms, which causes big rocks to appear from the water. Use Grind on the eastern one, then hop across to reach the next room. Now, head south and jump your way to the southeast (don't climb up the wall; just keep jumping). Then, go around this platform and jump across the platforms to the north, and you'll come to a log. Push it down once and then right once, then jump back over to the southern platform.

Use Move on the pillar and push it up once. It will press a switch which will

cause a column to rise up. Don't use Grind on it; instead, hop back over to the left and climb up the wall, then walk across the tightrope and jump over the column. Hop your way to the next room. In here, jump your way onto the red button and three columns will appear. Jump over to the easternmost one, then use Grind on it and hop across to the north. Climb up the wall you come to, then walk across the tightrope and jump to the left. Climb down to a chest which contains a Jester's Armlet, then make your way back across the tightrope and climb down the wall. Hop over to the left some more, and use Move to push the wooden pillar to the left. Jump to it and push it to the left once more, then hop to the south and use Grind on the column.

Hop your way to the northern end of the room and go through the door. Here, take the left path and follow the path south back to the room you were just in. In here, hop to the south and move the wooden pillar to the left using Move. Jump to the pillar and push it to the left again, then jump across the next set of floating platforms and climb up the wall. Jump across the column and climb down that wall to six chests, which contain a Cookie, a Psy Crystal, 911 Coins, some Star Dust, a Rusty Axe, and a Sylph Feather. Make your way back to where you entered this part of the room from and enter the door. Back in here, take the western path and you'll come to a chest, which is really a Mimic. This one has 879 HP, and for defeating it, you get some Power Bread. Go around to the right, then take the upper path and head west to the next room.

Go southwest in here and you'll come to a boulder. Use Lift to lift it up, then take that path and go all the way left to a chest. It has an Iris Robe inside. Once you get it, take the southern path and follow it to another rock. Use Lift on it and continue on to the next room. There are three rocks in here. Lift the one in the middle and go north, then climb up the wall and jump to the left. Jump onto the tightrope, then turn left and jump off, then jump to the next platform and walk across that tightrope. You'll find a Jupiter Djinni, which will fight you before joining. It has 980 HP, and after you defeat it, Gale joins you. Walk across the tightrope again, jump to the platform on the right and jump on the tightrope, then jump north to get off of it. Now, jump to the right and then go right and jump to that platform as well.

Walk across the tightrope to a chest, which contains a Fire Brand. Make your way back to the entrance of the room, then exit it and reenter it. Go to the western rock and use Lift on it, then follow the path to another one which you should use Lift on. Jump to the right twice and go south, then use Lift on the rock there. Go south a bit and jump over to the left, then climb the wall and jump to the tightrope. Walk across it, then jump to the right a few times and climb down that wall. Head right and through the southern door, then push the pillar all the way to the left and go back through the door. Take the northern door this time, and in that room, head north and follow the eastern path. When you reach the next room, save your game and hop across the platforms to reach a wizard. He wants you to prove his power to him.

Star Magician / Anger Ball / Guardian Ball / Refresh Ball / Thunder Ball

HP (Star Magician): 7486
PP (Star Magician): 560
Weakness (Star Magician): Fire
Strengths (Star Magician): Water
Attack (Star Magician): 460
Defense (Star Magician): 139
Agility (Star Magician): 268

Luck (Star Magician): 52
Experience Points (Star Magician): 7866
Coins (Star Magician): 5566
Items Obtained (Star Magician): -

HP (Anger Ball): 460
PP (Anger Ball): 43
Weakness (Anger Ball): Water
Strengths (Anger Ball): Fire
Attack (Anger Ball): 357
Defense (Anger Ball): 125
Agility (Anger Ball): 173
Luck (Anger Ball): 27
Experience Points (Anger Ball): 387
Coins (Anger Ball): 30
Items Obtained (Anger Ball): -

HP (Guardian Ball): 520
PP (Guardian Ball): 43
Weakness (Guardian Ball): Wind
Strengths (Guardian Ball): Earth
Attack (Guardian Ball): 317
Defense (Guardian Ball): 127
Agility (Guardian Ball): 235
Luck (Guardian Ball): 50
Experience Points (Guardian Ball): 439
Coins (Guardian Ball): 289
Items Obtained (Guardian Ball): -

HP (Refresh Ball): 360
PP (Refresh Ball): 43
Weakness (Refresh Ball): Fire
Strengths (Refresh Ball): Water
Attack (Refresh Ball): 317
Defense (Refresh Ball): 124
Agility (Refresh Ball): 136
Luck (Refresh Ball): 36
Experience Points (Refresh Ball): 448
Coins (Refresh Ball): 278
Items Obtained (Refresh Ball): -

HP (Thunder Ball): 280
PP (Thunder Ball): 43
Weakness (Thunder Ball): Earth
Strengths (Thunder Ball): Wind
Attack (Thunder Ball): 329
Defense (Thunder Ball): 123
Agility (Thunder Ball): 219
Luck (Thunder Ball): 30
Experience Points (Thunder Ball): 387
Coins (Thunder Ball): 30
Items Obtained (Thunder Ball): -

Boss Strategy: Get ready for a really long, hard, and annoying battle. The Refresh Ball and Guardian Ball _have_ to be killed, because they will cause you to lose the whole fight if they're not gone. The Refresh one will use Earnest Ply to heal all of the Star Magician's HP, while the Guardian Ball could use Guard Aura, which makes it where you pretty much don't damage the magician at all for one round, rendering any summons or Psynergy you used

useless. The Anger Ball and Thunder Balls aren't much to worry about compared to the other two. The only way I've ever won this battle is by putting EVERY Djinn for both parties on Standby beforehand. Then, I unleashed all of my summons for one party, used any others I could use, then when my backup party came, I used all of the summons with them and won the fight. Use my strategy and hope you win.

On another note, if you destroy one of the balls, the Star Magician will just use Mystic Call to make another random one appear. If there is more than one Guardian or Refresh Ball, you are in for a lot of trouble, more than likely.

Once you manage to win that really difficult fight, examine the stone tablet to get the Azul summon. It takes 4 Mercury and 3 Venus Djinn on Standby to use. Now you can get out of here (just use Retreat).

Trading with Animals

Once you get the right Psynergies, you can start a trading quest with animals which will ultimately lead you to the Islet Cave. I explain how to do the trading quest in the walkthrough, along with how to do a lot of the Islet Cave. You need Teleport to get to the boss of the dungeon, but I will explain how to do all of that here.

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Islet Cave

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Here, head north and enter the next room, where you should head all the way north to some water. Ride the log to the left over to a chest, which contains the Turtle Boots. Ride back over and head right, then jump across and enter the next room. Here, go up to the log and ride it over to the right, then head south and jump across, and ride the horizontal log straight up. You will be beside a Venus Djinni named Meld. It will fight you before joining, and it has 710 HP. Once you defeat it and get it, ride back over to the south and head right, then jump back across. Go all the way north and ride the log to the west, then enter the next area. Ride the log here across the water, then open the chest for a Rusty Staff. If you have Teleport, go back to the entrance of the dungeon and use it at the circle, then go through the door.

These next few rooms are nothing but long corridors. Use Avoid with Piers if you want to avoid random encounters more. When you enter the next corridor, head north and eventually you'll see an angel statue on a pillar. You must use Tremor on it to make a Mercury Djinni pop out. This is one of the hardest Djinni to get to come out, due to the fact that you must be standing in the perfect spot for the statue to shake violently. Find the right spot (I faced the statue and was up against it, basically) until you shake out the Djinni, then it will fight before joining. This one has 920 HP, and once you win, Serac

will join you. Now, go through four more corridors, save your game, and prepare for the boss.

Sentinel

HP: 8736

PP: 780

Weakness: Earth

Strengths: Water

Attack: 608

Defense: 216

Agility: 171

Luck: 54

Experience Points: 10538

Coins: 6144

Items Obtained: -

Boss Strategy: As I have said with every other boss in this section, summons are your best bet here. Like usual, come in here with all of your Djinn on Standby on both parties, then unleash all of your summons with your first party, then your reserve party when the main one falls. The only problem with Sentinel is that he gets two turns, but if you go all out and use Judgment and other Earth-based summons, you'll defeat him easily. Take note that he heals 200 HP every round.

Examine the stone tablet after the fight, and you'll get the Catastrophe summon. It requires 5 Jupiter and 3 Mars Djinn to be on Standby in order to use. Now just use Retreat to get out.

The Anemos Sanctum

On the eastern screen of Contigo, you can go to the Anemos Sanctum, but the front door in the middle is locked (use Reveal to get through), and the left and right doors lead to empty rooms. However, you can get a Dragon Skin. In order to get there, you need Teleport, and all 72 Djinn in the game. I'm not sure if it's even possible to get them all if you're not playing on a linked game. Use Teleport at the circle near the tents in Contigo, then you'll warp into a chamber. Step on the symbols at all four corners of the room, and with all 72 Djinn, the door in the middle of the room opens.

Anemos Inner Sanctum

Head north when you enter and you'll see a stone tablet. You can get the Charon summon, without a boss fight or anything! Examine the tablet and it's yours. It requires 8 Venus and 2 Jupiter Djinn to be on Standby to summon it. After that, enter the next room. In here, climb down either ladder and descend the stairs. Take the left path in this room and you'll come to a door, which you should go through. Here, jump across the gap to the left and enter the door. The human tablet in here moves right if you move left, and vice versa. Guide him to the northern end of his path and be careful not to make him fall in the pit. This is a rather easy room, though. Make him step on the switch and the door will open, so go through it. In the next room, head right and jump across the gaps, then go right and push the pillar all the way.

Go through the door to the north now, then jump across the gap to the right and head into the next room. Go south here and step on the lights, which turns them on. When all of them are turned on, an elevator is activated. Stand on it, and you'll be taken up to a door which you should go through. Now, push the wooden pillar all the way west, then head southwest and jump across the gap. Follow the path north and you'll come to some stairs. Take those stairs down and then some more stairs, then head up the corridor in here and down those stairs as well. In here, follow the path to a chest containing some Dark Matter, then leave this room and follow the corridor to the next room. You must activate all of the lights in here while walking across the cracked floor. To successfully do it, walk left, down, down, left, left, up, up, left, left, down six times, right, right, up, up, right, right, down, down, right, right, right, right, up, up, left, left, up, up, up, up, and right. You should take the elevator up if you followed those steps exactly.

When the elevator takes you up, follow the path to the next room. In here, go left and push the pillar all the way to the left, then head all the way right and enter the next room. Use Lift on the boulder here, then take the southern path and go through the door here. Jump across the gap to the left, then follow that path and you'll be in a room with another human tablet. Use the block in the middle on his path so you can move up a bit while he stays still. It's hard to explain, but the path isn't too hard for him to navigate. Once you make him step on the switch, go through the door. Now, jump across the gap and push the easternmost pillar to the right as much as it can go. Leave the other ones there, then go back three rooms and you'll be on the other side of this room. Go up to the boulder to the north and use Lift on it, then go through the door.

In the next room, follow the path to reach another side of the boulder room. Go south and hop across the platform to reach the other two wooden pillars. Push the eastern one all the way to the right, then use Move to move it down once. Go back two rooms and you'll be at the boulder again. Use Lift on it, then go south and use Move on the last wooden pillar. Move it to the right once, then push it all the way to the right and go back left. Jump to the north and use Move on that wooden pillar to move it left once. Push it all the way to a switch which will cause a door to open. Go through it. In here, jump across the gap and head down the stairs, then follow the path and take the southern path to another room. Time for another human tablet room, and this one is most definitely the hardest.

There are three blocks on Felix's side, and one on the human tablet's side, along with a lot of small gaps. It's hard to think through your strategy, but the way I did it was: I made the human tablet run up against the green block while Felix moved forward, then I made it go past the block and up a bit, then in between the two gaps on the right and back down again. I then made the human tablet run up against the upper part of the block while Felix moved down. If you move Felix all the way down while the tablet stays there, you should be able to make it press the switch. Once you do that, go through the door that opens. Here, head down the stairs and follow the path to a chest, which has

some Orihalcon inside. Go back to the previous room and go through the door to the right.

You can take the northern path, the western path, or the eastern path. Walk two tiles north onto two cracked tiles, then two tiles west and jump across. Follow the path around the room clockwise, and you'll come to a wooden pillar. Use Move on it and push it to the right, then follow the path back around and when you come to a line of sand to the north, head south and follow that path back to the cracked tiles. Jump to the cracked tile at the top and then walk right, down, and jump to the eastern platforms. Use Sand at the line of sand there, then move north and resurface at the end of the path. Push the pillar all the way to the right, then follow the path to another pillar which you should push aside. Go through the door. In here, you have to solve a block puzzle and make the form of a bird.

This is an easy puzzle to solve. You shouldn't even need my help, because you can look at the diagram on the floor to tell which blocks go where. Once you solve the puzzle, it will turn into a Hover machine. Make sure your party is healed all the way, then save your game! When you're ready, climb back up one of the ladders and jump to the blocks you pushed. Use Hover on the Hover Pad, and you will meet the hardest boss in the game: Dullahan! You won't get the ultimate summon without a fight (a really hard one, at that).

Dullahan

HP: 16000

PP: 300

Weakness: Wind

Strengths: Earth

Attack: 676

Defense: 269

Agility: 241

Luck: 59

Experience Points: 15600

Coins: 6775

Items Obtained: -

Boss Strategy: This is easily the hardest fight in the game. Yes, even harder than the final boss. You cannot just attack him at your own will like you do normally, or you're guaranteed to die. Dullahan gets three turns (not necessarily in a row, but fast enough where your party will die before getting a chance to attack) every round, making this even harder. His ultimate attack is called Formina Sage, and it has a VERY high possibility of killing a party member instantly (it's not an OHKO move, but it hurts so much that you probably won't survive it unless you're at a really high level). There are many strategies to beat this guy, and they can be found in other FAQs at GameFAQs.com. Just try your best, and hope and pray that you're powerful enough to survive a majority of this monster's attacks.

Unlike the other bosses in these side quests, you won't be able to just summon rush him. Regardless of your characters, he'll always get an attack in before all four characters finish their turn. He'll get more than one attack in; he'll more than likely hit you all three times before your party has a chance to finish

the turn. 16000 HP is a lot to take off, even more than the final boss. I wish you the best of luck, and I hope you came in highly prepared. Dullahan can also summon Charon, the very own summon you got at the start of the sanctum. It's not a bad idea at all to use it on him, either. You will want to enter the battle with all Djinn on Standby, and be sure to plan your strategies well. Keep trying until you find a strategy that works for you, and if you win, congratulations! You deserve it.

Once you defeat that monster, the last summon is yours. Examine the tablet and you'll get Iris! 9 Mars and 4 Mercury Djinn are required to be on Standby in order for you to use it. Congratulations on getting the ultimate summon! Not only does it deal a crapload of damage to those with really high HP (like the Doom Dragon, for example), but it also completely restores both parties to top condition! Your reward for defeating Dullahan was definitely worth it.

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VI. Item List
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In this section, I will list all of the items in the game, along with info about what they do and such.

Recovery / Stat Raising Items

* = Linked game only

Antidote

Sells For: 20 Coins

Description: Cures Poison from a single party member.

Apple

Sells For: 500 Coins

Description: Increases the ATK of a party member permenately.

Cookie

Sells For: 500 Coins

Description: Increases the PP of a party member permenately.

Corn

Sells For: 12 Coins

Description: Restores 200 HP to one party member.

Elixir

Sells For: 30 Coins

Description: Cures Delusion, Stun, & Sleep.

Empty Bottle*

Sells For: 1000 Coins

Description: Stores Hermes' Water.

Hard Nut

Sells For: 500 Coins

Description: Increases the DEF of a party member permenately.

Herb

Sells For: 10 Coins

Description: Restores 50 HP to one party member.

Hermes' Water*

Sells For: 2000 Coins

Description: Restores all HP to one party member.

Lucky Pepper

Sells For: 500 Coins

Description: Increases the LCK of a party member permenately.

Mint

Sells For: 500 Coins

Description: Increases the AGL of a party member permenately.

Mist Potion

Sells For: 9000 Coins

Description: Restores 300 HP to the entire party.

Nut

Sells For: 200 Coins

Description: Restores 200 HP to a single party member.

Potion

Sells For: 1000 Coins

Description: Restores all HP to a single party member.

Power Bread

Sells For: 500 Coins

Description: Increases the HP of a party member permenately.

Psy Crystal

Sells For: 500 Coins

Description: Restores all PP to a single party member.

Sacred Feather

Sells For: 70 Coins

Description: Decreases rate of random encounters.

Vial

Sells For: 500 Coins

Description: Restores 300 HP to a single party member.

Water of Life

Sells For: 3000 Coins

Description: Revives a fallen party member.

Attacking Items

Bramble Seed
Sells For: 50 Coins

Description: Attacks enemies with Earth-type strength.

Crystal Powder
Sells For: 60 Coins

Description: Attacks enemies with Water-type strength.

Oil Drop
Sells For: 30 Coins

Description: Attacks enemies with Fire-type strength.

Sleep Bomb
Sells For: 60 Coins

Description: Has a chance of putting enemies to sleep.

Smoke Bomb
Sells For: 30 Coins

Description: Has a chance of deluding enemies.

Trident
Sells For: -

Description: Raises Water Resistance by 20 for the person who equips it. Also
breaks the forcefield off of Poseidon and deals damage.

Weasel's Claw
Sells For: 40

Description: Attacks enemies with Wind-type strength.

Psynergy Items

* = GS1 Item

Burst Brooch

Found: Tundaria Tower

Description: Equip to learn "Burst".

Carry Stone

Found: -

Description: Equip to learn "Carry".

Cloak Ball*

Found: -

Description: Equip to learn "Cloak".

Douse Drop

Found: -

Description: Equip to learn "Douse".

Frost Jewel

Found: -

Description: Equip to learn "Frost".

Grind Stone

Found: Lemuria

Description: Equip to learn "Grind".

Halt Gem*

Found: -

Description: Equip to learn "Halt".

Hover Jade

Found: Trial Road

Description: Equip to learn "Hover".

Lash Pebble

Found: Kandorean Temple

Description: Equip to learn "Lash".

Lifting Gem

Found: -

Description: Equip to learn "Lift".

Orb of Force*

Found: -

Description: Equip to learn "Force".

Pound Cube

Found: Dehkan Plateau

Description: Equip to learn "Pound".

Teleport Lapis

Found: Mars Lighthouse

Description: Equip to learn "Teleport".

Tremor Bit

Found: Madra Catacombs

Description: Equip to learn "Tremor".

Key Items

* = Linked game only

Aquarius Stone

Found: Aqua Rock (Interior)

Description: Used on the pedestal in Aqua Rock.

Black Crystal

Found: Gabomba Statue

Description: The source of power for the Lemurian Ship.

Blue Key

Found: Jupiter Lighthouse

Description: Used to open the blue door within the lighthouse.

Bone

Found: Kibombo Mountains, Lemuria

Description: Distracts the dog in the Kibombo Mountains. Otherwise, it does nothing.

Cell Key*

Found: -

Description: Does nothing.

Dancing Idol

Found: Gaia Rock (Exterior)

Description: Used in the interior of the Gaia Rock. Also, give this to Uzume to get the Mars Djinni, Coal.

Dragon's Eye*

Found: -

Description: Does nothing.

Healing Fungus

Found: Gondowan Cliffs

Description: Give this to the mushroom guy in Madra and he'll give you the Mars Djinni, Char.

Jupiter Star

Found: -

Description: Lights the beacon of Jupiter Lighthouse.

Li'l Turtle

Found: West Indra Islet

Description: Given to you by the dog in West Indra Islet. It is to be given to

Lonesome George, the turtle in the Sea of Time Islet.

Large Bread

Found: Eastern Alhafra

Description: Give this to the hungry kid in Alhafra, and he'll allow you to enter the Alhafran Caves from the back.

Laughing Fungus

Found: Gondowan Cliffs

Description: Does nothing, although you can give it to the mushroom man in Madra. He won't give a reward or anything, though.

Magma Ball

Found: Magma Rock (Interior)

Description: Used as ammo for the cannon in Loho, allowing you to pass through the Northern Reaches to reach Prox.

Mars Star

Found: Jupiter Lighthouse

Description: Isaac gives this to Felix. It's used to light the beacon of the Mars Lighthouse, the final beacon.

Milk

Found: N Osenia Islet

Description: Given to you by a cow in N Osenia Islet. This item is to be given to the dog in West Indra Islet.

Mythril Bag

Found: -

Description: Holds the Elemental Stars.

Red Cloth

Found: SE Angara Islet

Description: Given to you by a bird in SE Angara Islet. This item is to be given to the cow in N Osenia Islet.

Red Key

Found: Jupiter Lighthouse

Description: Used to open the red door within the lighthouse.

Ruin Key

Found: Madra Catacombs

Description: Used to open the ruined door within the catacombs, leading to the tablet containing the Moloch summon.

Pretty Stone

Found: E Tundaria Islet

Description: Pengus the penguin gives this stone to you. This item is to be given to the bird in SE Angara Islet.

Sea God's Tear

Found: Daila

Description: Used in the Shrine of the Sea God to carry you up to the top, where you'll find a piece of the Trident.

Forging Items

NOTE: Give the forging materials to Sunshine the blacksmith in Yallam, and he will make a weapon out of them.

Dark Matter

Dropped From: Agatio & Karst, Wonder Bird

Sells For: 3000 Coins

Dragon Skin

Dropped From: Winged Lizard

Sells For: 1200 Coins

Golem Core

Dropped From: Bombander

Sells For: 1500 Coins

Mythril Silver

Dropped From: Ghost
Sells For: 2000 Coins

Orihalcon
Dropped From: Sky Dragon
Sells For: 4000 Coins

Salamander Tail
Dropped From: Pyrodra
Sells For: 1400 Coins

Star Dust
Dropped From: Sand Scorpion
Sells For: 400 Coins

Sylph Feather
Dropped From: Great Seagull
Sells For: 700 Coins

Tear Stone
Dropped From: Gillman Lord
Sells For: 300 Coins

Class-Changing Items

Mysterious Card
Found: Kandorean Temple
Sells For: 333 Coins
New Class: Pierrot

Trainer's Whip
Found: Yampi Desert
Sells For: 666 Coins
New Class: Tamer

Tomegatericon
Found: Gabomba Catacombs
Sells For: 999 Coins

New Class: Dark Mage

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VII. Weapons
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In this section, I will list all of the weapons in the game, along with info about who can equip them and such.

Long Swords

Equippable By: Felix, Piers, Isaac, Garet

* = GS1 Weapon

Arctic Blade*

Found: -

Stats: Attack +55

Sells For: 2600 Coins

Effect: Randomly unleashes "Blizzard".

Broad Sword

Found: Alhafra

Stats: Attack +40

Sells For: 1000 Coins

Effect: -

Claymore

Found: Kibombo

Stats: Attack +70

Sells For: 4000 Coins

Effect: -

Cloud Brand

Found: Gaia Rock (Interior)

Stats: Attack +130

Sells For: 11800 Coins

Effect: Randomly unleashes "Raiden's Wrath".

Darksword

Found: Forged from Dark Matter

Stats: Attack +210

Sells For: 24200

Effect: Cursed. Randomly unleashes "Acheron's Grief".

Excalibur

Found: Forged from Orihalcon

Stats: Attack +180

Sells For: 29200

Effect: Randomly unleashes "Legend".

Fire Brand

Found: Treasure Isle

Stats: Attack +176

Sells For: 23400 Coins

Effect: Randomly unleashes "Purgatory".

Gaia Blade*

Found: -

Stats: Attack +135

Sells For: 17000 Coins

Effect: Randomly unleashes "Titan Blade".

Great Sword

Found: Contigo

Stats: Attack +90

Sells For: 7000 Coins

Effect: -

Hestia Blade

Found: Lemuria

Stats: Attack +145

Sells For: 12900 Coins

Effect: Randomly unleashes "Crucible Fire".

Huge Sword

Found: Forged from Golem Core

Stats: Attack +155

Sells For: 14000 Coins

Effect: Randomly unleashes "Heavy Divide".

Levatine

Found: Forged from Mythril Silver

Stats: Attack +173

Sells For: 19700 Coins

Effect: Randomly unleashes "Radiant Fire".

Lightning Sword

Found: Tundaria Tower

Stats: Attack +134

Sells For: 11400 Coins

Effect: Randomly unleashes "Flash Edge".

Long Sword

Found: Daila

Stats: Attack +14

Sells For: 200 Coins

Effect: -

Muramasa*

Found: N/A

Stats: Attack +126

Sells For: 13600 Coins

Effect: Cursed. Randomly unleashes "Demon Fire".

Mythril Blade

Found: Forged from Mythril Silver

Stats: Attack +160

Sells For: 14600 Coins

Effect: Randomly unleashes "Lethe Albion".

Robber's Blade

Found: Forged from Rusty Sword gotten at Aqua Rock

Stats: Attack +101

Sells For: 7600 Coins

Effect: Randomly unleashes "Shred".

Rune Blade

Found: Magma Rock (Interior) (Dropped by Lesser Demon)

Stats: Attack +162

Sells For: 15000 Coins

Effect: Randomly unleashes "Void Beam".

Shamshir

Found: Izumo

Stats: Attack +99

Sells For: 10000 Coins

Effect: Randomly unleashes "Acid Bath".

Silver Blade

Found: Shaman Village

Stats: Attack +108

Sells For: 9000 Coins

Effect: Randomly unleashes "Aqua Sock".

Sol Blade

Found: Mars Lighthouse

Stats: Attack +200

Sells For: 31200 Coins

Effect: Randomly unleashes "Meggido".

Soul Brand

Found: Forged from Rusty Sword gotten at the Western Sea

Stats: Attack +141

Sells For: 11600 Coins

Effect: Randomly unleashes "Soul Shatter".

Storm Brand

Found: Air's Rock (Exterior)

Stats: Attack +60

Sells For: 3900 Coins

Effect: Randomly unleashes "Hurricane".

Light Blades

Equippable By: Felix, Jenna, Piers, Isaac, Garet, Ivan

* = GS1 Weapon

*** = Dummied out

Assassin Blade*

Found: N/A

Stats: Attack +90

Sells For: 7800 Coins

Effect: Randomly unleashes "Mortal Danger".

Battle Rapier

Found: Naribwe

Stats: Attack +58

Sells For: 2900 Coins

Effect: -

Bandit's Sword*

Found: -

Stats: Attack +12
Sells For: 700 Coins
Effect: Randomly unleashes "Rapid Smash".

Burning Sword
Found: Forged from Salamander Tail
Stats: Attack +157
Sells For: 14600 Coins
Effect: Randomly unleashes "Blaze Rush".

Corsair's Edge
Found: Forged from Rusty Sword gotten at Lemuria
Stats: Attack +90
Sells For: 6300 Coins
Effect: Randomly unleashes "Lunar Slash".

Elven Rapier*
Found: -
Stats: Attack +44
Sells For: 2200 Coins
Effect: Randomly unleashes "Vorpal Slash".

Hunter's Sword
Found: Alhafra
Stats: Attack +28
Sells For: 520 Coins
Effect: -

Hypnos' Sword
Found: Garoh
Stats: Attack +49
Sells For: 2900 Coins
Effect: Randomly unleashes "Moon Air".

Kikuichimonji*
Found: -
Stats: Attack +128
Sells For: 13400 Coins
Effect: Randomly unleashes "Asura".

Machete***
Found: -
Stats: Attack +6
Sells For: 28 Coins
Effect: -

Masamune

Found: Yallam

Stats: Attack +115

Sells For: 13400 Coins

Effect: Randomly unleashes "Rising Dragon".

Master Rapier

Found: Contigo

Stats: Attack +86

Sells For: 6800 Coins

Effect: -

Mist Sabre

Found: Aqua Rock (Exterior)

Stats: Attack +110

Sells For: 8600 Coins

Effect: Randomly unleashes "Searing Fog".

Mystery Blade*

Found: -

Stats: Attack +85

Sells For: 6400 Coins

Effect: Randomly unleashes "Life Nourish".

Ninja Blade

Found: Izumo

Stats: Attack +99

Sells For: 8800 Coins

Effect: Randomly unleashes "Cyclone Attack".

Phaeton's Blade

Found: Jupiter Lighthouse

Stats: Attack +151

Sells For: 13600 Coins

Effect: Randomly unleashes "Light Surge".

Pirate's Sabre

Found: Eastern Sea (near Tundaria Tower, wings required)

Stats: Attack +136

Sells For: 10600 Coins

Effect: Randomly unleashes "Scorpionfish".

Pirate's Sword

Found: Osenia Cliffs

Stats: Attack +34
Sells For: 2000 Coins
Effect: Randomly unleashes "Dreamtide".

Short Sword
Found: Daila
Stats: Attack +8
Sells For: 120 Coins
Effect: -

Swift Sword
Found: Shaman Village
Stats: Attack +104, Wind +10
Sells For: 9400 Coins
Effect: Randomly unleashes "Sonic Smash".

Sylph Rapier
Found: Forged from Sylph Feather
Stats: Attack +124
Sells For: 10100 Coins
Effect: Randomly unleashes "Mad Zephyr".

Tisiphone Edge
Found: Islet Cave (Dropped from Cruel Dragon)
Stats: Attack +178
Sells For: 23000 Coins
Effect: Randomly unleashes "Vengeance".

Axes

Equippable By: Felix, Piers, Isaac, Garet

* = GS1 Weapon

Apollo's Axe
Found: Forged from Salamander Tail
Stats: Attack +158
Sells For: 15200 Coins
Effect: Randomly unleashes "Fire Burst".

Battle Axe
Found: Madra

Stats: Attack +24
Sells For: 280 Coins
Effect: -

Broad Axe
Found: Mikasalla
Stats: Attack +50
Sells For: 1400 Coins
Effect: -

Burning Axe*
Found: -
Stats: Attack +84
Sells For: 7500 Coins
Effect: Randomly unleashes "Broil".

Captain's Axe
Found: Forged from Rusty Axe gotten at the Eastern Sea
Stats: Attack +95
Sells For: 6800 Coins
Effect: Use this to raise your Defense.

Demon Axe*
Found: -
Stats: Attack +132
Sells For: 16000 Coins
Effect: Cursed. Randomly unleashes "Poison Cloud".

Disk Axe
Found: Kibombo Mountains
Stats: Attack +76
Sells For: 4700 Coins
Effect: Randomly unleashes "Power Drive".

Dragon Axe
Found: Apojii Islands
Stats: Attack +100
Sells For: 10300 Coins
Effect: Randomly unleashes "Heat Mirage".

Gaia's Axe
Found: Forged from Golem Core
Stats: Attack +163
Sells For: 16400 Coins
Effect: Randomly unleashes "Mother Earth".

Giant Axe

Found: Dropped from Earth Golem

Stats: Attack +114

Sells For: 14000 Coins

Effect: Randomly unleashes "Meltdown".

Great Axe

Found: Contigo

Stats: Attack +80

Sells For: 5200 Coins

Effect: -

Mighty Axe

Found: Lemuria

Stats: Attack +142

Sells For: 11900 Coins

Effect: Randomly unleashes "Heat Shatter".

Stellar Axe

Found: Forged from Orihalcon

Stats: Attack +171

Sells For: 19700 Coins

Effect: Randomly unleashes "Supernova".

Tartarus Axe

Found: Ankohl Ruins (Dropped from Minotarus)

Stats: Attack +127

Sells For: 10800 Coins

Effect: Randomly unleashes "Vein Tap".

Themis' Axe

Found: Dehkan Plateau

Stats: Attack +30

Sells For: 1900 Coins

Effect: Randomly unleashes "Stone Justice".

Viking Axe

Found: Treasure Isle

Stats: Attack +137

Sells For: 11000 Coins

Effect: Randomly unleashes "Stun Bolt".

Vulcan Axe*

Found: -

Stats: Attack +76
Sells For: 4600 Coins
Effect: Randomly unleashes "Barrage".

Maces

Equippable By: Felix, Sheba, Piers, Isaac, Garet, Mia

* = GSl Weapon

Battle Mace
Found: Naribwe
Stats: Attack +56
Sells For: 2600 Coins
Effect: -

Blessed Mace
Found: Dropped from Turtle Dragon
Stats: Attack +126
Sells For: 14500 Coins
Effect: -

Blow Mace
Found: Yampi Desert
Stats: Attack +45
Sells For: 2800 Coins
Effect: Randomly unleashes "Boost Hack".

Comet Mace
Found: Forged from Star Dust
Stats: Attack +105
Sells For: 8000 Coins
Effect: Randomly unleashes "Ice Crush".

Demon Mace
Found: Forged from Rusty Mace gotten at Gaia Rock
Stats: Attack +115
Sells For: 9200 Coins
Effect: Randomly unleashes "Evil Eye".

Grievous Mace*
Found: -

Stats: Attack +88
Sells For: 7000 Coins
Effect: Randomly unleashes "Terra Strike".

Hagbone Mace
Found: Forged from Rusty Mace gotten at the Eastern Sea
Stats: Attack +108
Sells For: 8400 Coins
Effect: Randomly unleashes "Wyrd Curse".

Heavy Mace
Found: Alhafra
Stats: Attack +26
Sells For: 500 Coins
Effect: -

Mace
Found: Daila
Stats: Attack +6
Sells For: 80 Coins
Effect: -

Righteous Mace
Found: Shaman Village
Stats: Attack +112
Sells For: 8400 Coins
Effect: Randomly unleashes "Blinding Smog". Restores 3 HP to the wielder on each turn.

Rising Mace
Found: Jupiter Lighthouse (Dropped from Blue Dragon)
Stats: Attack +152
Sells For: 13900
Effect: Randomly unleashes "High Vitals".

Thanatos Mace
Found: Tundaria Tower
Stats: Attack +125
Sells For: 10400 Coins
Effect: Randomly unleashes "Heartbreak".

Tungsten Mace
Found: Forged from Golem Core
Stats: Attack +159
Sells For: 14700 Coins
Effect: Randomly unleashes "Hammersphere".

War Mace

Found: Contigo

Stats: Attack +84

Sells For: 6200 Coins

Effect: -

Wicked Mace*

Found: -

Stats: Attack +130

Sells For: 13800 Coins

Effect: Cursed. Randomly unleashes "Poison Death".

Staves

Equippable By: Jenna, Sheba, Mia, Ivan

* = GSl Weapon

Angelic Ankh

Found: Apojii Islands

Stats: Attack +83

Sells For: 6400 Coins

Effect: Randomly unleashes "Life Leech".

Atropos' Rod

Found: Yampi Desert Cave (Dropped from Fire Dragon)

Stats: Attack +169

Sells For: 18900 Coins

Effect: Randomly unleashes "Life Shear".

Blessed Ankh

Found: Mikasalla

Stats: Attack +46

Sells For: 6400 Coins

Effect: Randomly unleashes "Psyphon Seal".

Clotho's Distaff

Found: Mars Lighthouse (Dropped from Minos Warrior)

Stats: Attack +168

Sells For: 17200 Coins

Effect: Use to restore 1000 HP.

Cloud Wand

Found: Forged from Tear Stone

Stats: Attack +98

Sells For: 7000 Coins

Effect: Randomly unleashes "Stun Cloud".

Crystal Rod

Found: Shaman Village

Stats: Attack +106

Sells For: 13400

Effect: Randomly unleashes "Drown".

Demonic Staff

Found: Champa

Stats: Attack +92

Sells For: 10000 Coins

Effect: Randomly unleashes "Bad Omen".

Dracomance

Found: Forged from Rusty Staff gotten at Islet Cave

Stats: Attack +128

Sells For: 10700 Coins

Effect: Randomly unleashes "Aging Gas".

Fireman's Pole

Found: Lemuria

Stats: Attack +130

Sells For: 8200 Coins

Effect: Makes you resistant to all elements.

Frost Wand

Found: Kibombo

Stats: Attack +76

Sells For: 5400 Coins

Effect: Randomly unleashes "Frost Bite".

Glower Staff

Found: Forged from Rusty Staff gotten at the Shrine of the Sea God

Stats: Attack +126

Sells For: 10100

Effect: Randomly unleashes "Flash Force".

Goblin's Rod

Found: Forged from Rusty Staff gotten at the Western Sea
Stats: Attack +134
Sells For: 9800 Coins
Effect: Randomly unleashes "Sargasso".

Lachesis' Rule

Found: Anemos Sanctum (Dropped from Mad Demon)
Stats: Attack +177
Sells For: 21700 Coins
Effect: Randomly unleashes "Apocalypse".

Magic Rod

Found: Madra
Stats: Attack +16
Sells For: 380 Coins
Effect: Randomly unleashes "Murk".

Meditation Wand

Found: Jupiter Lighthouse
Stats: Attack +150
Sells For: 13400 Coins
Effect: Randomly unleashes "Nirvana".

Nebula Wand

Found: Forged from Orihalcon
Stats: Attack +165
Sells For: 15200 Coins
Effect: Randomly unleashes "Reverse Star".

Psynergy Rod

Found: Naribwe
Stats: Attack +64
Sells For: 3800 Coins
Effect: Randomly unleashes "Psynergy Leech".

Salamander Rod

Found: Forged from Salamander Tail
Stats: Attack +156
Sells For: 14300 Coins
Effect: Randomly unleashes "Fire Dance".

Shaman's Rod

Found: -
Stats: Attack +10
Sells For: -
Effect: -

Staff of Anubis
Found: Gabomba Statue (Dropped by Red Demons)
Stats: Attack +83
Sells For: 5500 Coins
Effect: Randomly unleashes "Sarcophagus".

Witch's Wand
Found: Garoh
Stats: Attack +32
Sells For: 850 Coins
Effect: Randomly unleashes "Stun Voltage".

Wooden Stick
Found: Daila
Stats: Attack +4
Sells For: 40 Coins
Effect: -

Zodiac Wand*
Found: -
Stats: Attack +102
Sells For: 11400
Effect: Randomly unleashes "Shining Star".

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VIII. Armor
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In this section, I will list all of the armor in the game, along with info about who can equip them and such.

Armor

Equippable By: Felix, Piers, Isaac, Garet

* = Linked game only

Armored Shell
Found: Apojii Islands
Stats: Defense +30
Sells For: 3600 Coins
Effect: -

Asura's Armor*

Found: -

Stats: Defense +42, Attack +5

Sells For: 15000 Coins

Effect: Recover 8 HP every turn.

Chain Mail

Found: Kibombo

Stats: Defense +25

Sells For: 2000 Coins

Effect: -

Chronos Mail

Found: Forged from Golem Core

Stats: Defense +47, HP +20

Sells For: 13100 Coins

Effect: -

Demon Mail*

Found: -

Stats: Defense +50, Wind Resistance -10

Sells For: 17000 Coins

Effect: -

Dragon Mail

Found: Forged from Dragon Skin

Stats: Defense +44, Water/Fire Resistance +15

Sells For: 9700 Coins

Effect: -

Dragon Scales*

Found: -

Stats: Defense +44, Water/Fire Resistance +30

Sells For: 17000 Coins

Effect: -

Erebus Armor

Found: Lemuria

Stats: Defense +43

Sells For: 9000 Coins

Effect: Recover 6 HP every turn.

Ixion Mail

Found: Alhafran Cave
Stats: Defense +26, Water/Wind Resistance +20
Sells For: 1300 Coins
Effect: -

Leather Armor
Found: Garoh
Stats: Defense +12
Sells For: 240 Coins
Effect: -

Phantasmal Mail
Found: Izumo Ruins
Stats: Defense +38, Luck +7
Sells For: 5800 Coins
Effect: Use to cast Delusion onto a foe.

Planet Armor
Found: Forged from Star Dust
Stats: Defense +36, All Element Power +10
Sells For: 4800 Coins
Effect: -

Plate Mail
Found: Champa
Stats: Defense +33
Sells For: 4400 Coins
Effect: -

Psynergy Armor
Found: Mikasalla
Stats: Defense +21, PP +20
Sells For: 1000 Coins
Effect: -

Spiked Armor*
Found: -
Stats: Attack +10, Defense +34, Critical Hit rate increased
Sells For: 14000 Coins
Effect: -

Spirit Armor*
Found: -
Stats: Defense +32, Resistance to All +15
Sells For: 4000 Coins
Effect: -

Stealth Armor
Found: Forged from Dark Matter
Stats: Defense +36, Earth Resistance -10
Sells For: 14000 Coins
Effect: Cursed.

Steel Armor
Found: Contigo
Stats: Defense +36
Sells For: 4900 Coins
Effect: -

Valkyrie Mail
Found: Mars Lighthouse
Stats: Defense +53, Critical Hit rate increased
Sells For: 25500 Coins
Effect: -

Xylion Mail
Found: Forged from Orihalcon
Stats: Attack +12, Defense +50
Sells For: 22500 Coins
Effect: -

Clothing

Equippable By: Everyone

* = Linked game only

Adept's Clothes
Found: Naribwe
Stats: Defense +18, PP +8
Sells For: 850 Coins
Effect: -

Cotton Shirt
Found: Daila
Stats: Defense +3
Sells For: 20 Coins
Effect: -

Elven Shirt*

Found: -

Stats: Defense +22, Agility 1.5x

Sells For: 1700 Coins

Effect: -

Erinyes Tunic

Found: Jupiter Lighthouse

Stats: Attack +5, Defense +45, Critical Hit rate increased

Sells For: 10400 Coins

Effect: -

Faery Vest

Found: Forged from Slyph Feather

Stats: Defense +38

Sells For: 5175 Coins

Effect: Use to recover 200 HP.

Festival Coat

Found: Izumo

Stats: Defense +28, Luck +10

Sells For: 2800 Coins

Effect: -

Floral Dress

Found: Lemuria

Stats: +38 Defense

Sells For: 6600 Coins

Effect: Use to cast Sleep onto a foe.

Full Metal Vest

Found: Dehkan Plateau

Stats: +21 Defense

Sells For: 1100 Coins

Effect: -

Fur Coat*

Found: -

Stats: Defense +16, Water Resistance +20

Sells For: 400 Coins

Effect: -

Kimono*

Found: -
Stats: Defense +25, Agility +10, Fire Resistance +10
Sells For: 2800 Coins
Effect: -

Mythril Clothes

Found: Forged from Mythril Silver
Stats: Defense +49, Critical Hit rate increased
Sells For: 11175 Coins
Effect: -

Ninja Garb*

Found: -
Stats: Defense +36, Agility +30, Wind Resistance +10
Sells For: 6900 Coins
Effect: -

Silver Vest

Found: Izumo
Stats: Defense +28
Sells For: 3200 Coins
Effect: -

Storm Gear*

Found: -
Stats: Defense +42, Fire/Water/Wind Resistance +20
Sells For: 9800 Coins
Effect: -

Triton's Ward

Found: Treasure Isle (Dropped from Ocean Dragon)
Stats: Defense +47, Water Power +30, Water Resistance +70
Sells For: 16200 Coins
Effect: -

Travel Vest

Found: Madra
Stats: Defense +6
Sells For: 50 Coins
Effect: -

Water Jacket*

Found: -
Stats: Defense +30, Water Resistance +30, Fire Resistance +20
Sells For: 3000 Coins
Effect: -

Wild Coat

Found: Lemuria

Stats: Defense +37, Agility +40

Sells For: 4000 Coins

Effect: -

Robes

Equippable By: Jenna, Sheba, Ivan, Mia

* = Linked game only

Aeolian Cassock

Found: Jupiter Lighthouse (Dropped by Wyvern)

Stats: Defense +46, Wind Power +15, Wind Resistance +50

Sells For: 11400 Coins

Effect: -

Ardagh Robe

Found: Forged from Salamander Tail

Stats: Defense +44, Fire Power +20, Fire Resistance +40

Sells For: 9900 Coins

Effect: -

Blessed Robe

Found: Champa

Stats: Defense +36

Sells For: 7000 Coins

Effect: Recover 5 HP with every turn.

China Dress*

Found: -

Stats: Defense +19

Sells For: 1600 Coins

Effect: Use this to lower an enemy's Attack.

Cocktail Dress*

Found: -

Stats: Defense +29, PP +15

Sells For: 4000 Coins

Effect: -

Dragon Robe
Found: Forged from Dragon Skin
Stats: Defense +42, Water/Fire Resistance +18
Sells For: 8900 Coins
Effect: -

Feathered Robe*
Found: -
Stats: Defense +45, Agility +30, Wind Power +20, Wind Resistance +30
Sells For: 14000 Coins
Effect: -

Iris Robe
Found: Treasure Isle
Stats: Defense +47, Luck +15, Fire Resistance +30
Sells For: 16600 Coins
Effect: Recover 12 PP with each turn.

Jerkin
Found: Yallam
Stats: Defense +26
Sells For: 2400 Coins
Effect: -

Magical Cassock
Found: Shaman Village
Stats: Defense +39
Sells For: 9000 Coins
Effect: Recover 2 PP with each turn.

Muni Robe
Found: Ankohl Ruins
Stats: Defense +39
Sells For: 6300 Coins
Effect: Recover 10 HP with each turn.

Mysterious Robe
Found: Prox
Stats: Defense +48
Sells For: 11000 Coins
Effect: Recover 20 HP and 10 PP with each turn.

One-Piece Dress

Found: Daila
Stats: Defense +4
Sells For: 24 Coins
Effect: -

Oracle's Robe*
Found: -
Stats: Defense +43, Water Resistance +40
Sells For: 13500 Coins
Effect: -

Silk Robe
Found: Naribwe
Stats: Defense +20
Sells For: 1400 Coins
Effect: -

Travel Robe
Found: Garoh
Stats: Defense +10
Sells For: 200 Coins
Effect: -

Helms

Equippable By: Felix, Piers, Isaac, Garet

* = Linked game only

Adept's Helm*
Found: -
Stats: Defense +29, 1.2x Max PP
Sells For: 3700 Coins
Effect: -

Bronze Helm
Found: Mikasalla
Stats: Defense +14
Sells For: 600 Coins
Effect: -

Dragon Helm

Found: Forged from Dragon Skin
Stats: Defense +42, Fire/Water Resistance +20
Sells For: 8900 Coins
Effect: -

Fear Helm
Found: Forged from Dark Matter
Stats: Attack +10, Defense +48
Sells For: 12800 Coins
Effect: -

Gloria Helm
Found: Mars Lighthouse (Dropped from Aka Manah)
Stats: Defense +49
Sells For: 13800 Coins
Effect: Recover 10 HP with each turn.

Iron Helm
Found: Kibombo
Stats: Defense +20
Sells For: 1600 Coins
Effect: -

Knight's Helm
Found: Contigo
Stats: Defense +33
Sells For: 4600 Coins
Effect: -

Millenium Helm
Found: Forged from Orihalcon
Stats: Defense +45, HP +20
Sells For: 11400 Coins
Effect: -

Minerva Helm
Found: Lemuria
Stats: Defense +43, PP +20
Sells For: 8700 Coins
Effect: -

Mythril Helm
Found: Forged from Mythril Silver
Stats: Defense +44, Critical Hit rate increased
Sells For: 11400 Coins
Effect: -

Open Helm
Found: Alhafra
Stats: Defense +9
Sells For: 180 Coins
Effect: -

Silver Helm
Found: Champa
Stats: Defense +30
Sells For: 3900 Coins
Effect: -

Steel Helm
Found: Apojii Islands
Stats: Defense +27
Sells For: 3100 Coins
Effect: -

Viking Helm
Found: Champa
Stats: Defense +30, Water Resistance +30
Sells For: 4000 Coins
Effect: -

Warrior's Helm*
Found: -
Stats: Defense +35, Earth Power +10, Critical Hit rate increased
Sells For: 10000 Coins
Effect: -

Hats

Equippable By: Everyone

* = Linked game only

Alastar's Hood
Found: Mars Lighthouse
Stats: Defense +47
Sells For: 11800 Coins
Effect: Use this to inflict Haunt onto an enemy.

Crown of Glory
Found: Lemuria
Stats: Defense +40
Sells For: 7400 Coins
Effect: Recover 8 HP with each turn.

Floating Cap
Found: Forged from Sylph Feather
Stats: Defense +34, 1.2x Luck, Wind Resistance +20
Sells For: 5700 Coins
Effect: -

Hiotoko Mask
Found: Magma Rock (Dropped from Little Death)
Stats: Defense +33
Sells For: 6600 Coins
Effect: Unleashes "Fire Breath" if a male character has it equipped.

Jeweled Crown
Found: Contigo
Stats: Defense +35, Luck +5
Sells For: 4000 Coins
Effect: -

Leather Cap
Found: Daila
Stats: Defense +3
Sells For: 30 Coins
Effect: -

Lucky Cap*
Found: -
Stats: Defense +33, Critical Hit rate increased
Sells For: 5200 Coins
Effect: Recover 2 PP with each turn.

Lure Cap*
Found: -
Stats: Defense +20
Sells For: 3000 Coins
Effect: Increases rate of random encounters.

Mail Cap

Found: Yallam
Stats: Defense +23
Sells For: 2000 Coins
Effect: -

Ninja Hood*
Found: -
Stats: Defense +28, Agility +20
Sells For: 2800 Coins
Effect: -

Nurse Cap
Found: Madra
Stats: Defense +18
Sells For: 1200 Coins
Effect: Use this to restore some HP.

Otafuku Mask
Found: Dropped from Grassil
Stats: Defense +31
Sells For: 3900 Coins
Effect: Unleashes "Water Breath" if a female has it equipped.

Prophet's Hat*
Found: -
Stats: Defense +30
Sells For: 4600 Coins
Effect: Use this to inflict Curse onto an enemy.

Thorn Crown
Found: Naribwe
Stats: Attack +8, Defense +28
Sells For: 2475 Coins
Effect: -

Thunder Crown*
Found: -
Stats: Defense +40
Sells For: 7500 Coins
Effect: Cursed. Recover 4 PP with each turn.

Wooden Cap
Found: Garoh
Stats: Defense +10
Sells For: 400 Coins
Effect: -

Shields

Equippable By: Felix, Piers, Isaac, Garet

* = Linked game only

Aegis Shield

Found: Lemuria

Stats: Defense +41, Critical Hit rate increased

Sells For: 6700 Coins

Effect: -

Bronze Shield

Found: Garoh

Stats: Defense +14

Sells For: 500 Coins

Effect: -

Cosmos Shield

Found: Forged from Orihalcon

Stats: Defense +49, Resistance to All +20

Sells For: 12200 Coins

Effect: -

Dragon Shield*

Found: -

Stats: Defense +26, Fire Resistance +30

Sells For: 2400 Coins

Effect: -

Earth Shield*

Found: -

Stats: Defense +31, Earth Resistance +20

Sells For: 4100 Coins

Effect: -

Flame Shield

Found: Forged from Salamander Tail

Stats: Defense +44, Fire Resistance +60

Sells For: 8600 Coins

Effect: -

Fujin Shield
Found: Air's Rock (Exterior)
Stats: Defense +23, Wind Resistance +50
Sells For: 1400 Coins
Effect: -

Iron Shield
Found: Naribwe
Stats: Defense +20
Sells For: 1200 Coins
Effect: -

Knight's Shield
Found: Contigo
Stats: Defense +28
Sells For: 3000 Coins
Effect: -

Luna Shield
Found: Forged from Star Dust
Stats: Defense +33, Earth Resistance +30
Sells For: 3900 Coins
Effect: -

Mirrored Shield
Found: Contigo
Stats: Defense +39
Sells For: 5200 Coins
Effect: Use this to inflict Delusion onto an enemy.

Terra Shield
Found: Forged from Dark Matter
Stats: Attack +5, Defense +48
Sells For: 11200 Coins
Effect: Cursed.

Wooden Shield
Found: Daila
Stats: Defense +6
Sells For: 40 Coins
Effect: -

Circlets

Equippable By: Jenna, Sheba, Ivan, Mia

* = Linked game only

Astral Circlet

Found: Forged from Star Dust

Stats: Defense +32, PP +15

Sells For: 4600 Coins

Effect: -

Berserker Band

Found: Islet Cave (Dropped from Druj)

Stats: Attack +15, Defense +46

Sells For: 13700 Coins

Effect: -

Brilliant Circlet

Found: Lemuria

Stats: Defense +36, Luck +10

Sells For: 6100 Coins

Effect: -

Circlet

Found: Madra

Stats: Defense +6

Sells For: 120 Coins

Effect: -

Clarity Circlet

Found: Air's Rock (Interior)

Stats: Defense +21, Wind Power +15

Sells For: 1500 Coins

Effect: -

Demon Circlet

Found: Forged from Dark Matter

Stats: Defense +50, Critical Hit rate increased, Evasion increased

Sells For: 11850 Coins

Effect: -

Glittering Tiara*

Found: -
Stats: Defense +27
Sells For: 3600 Coins
Effect: Prevents Delusion when used.

Guardian Circlet
Found: Apojii Islands
Stats: Defense +25
Sells For: 3400 Coins
Effect: -

Mythril Circlet*
Found: -
Stats: Defense +34
Sells For: 7000 Coins
Effect: Recover 3 PP with each turn.

Plantinum Circlet
Found: Contigo
Stats: Defense +29
Sells For: 4200 Coins
Effect: -

Psychic Circlet
Found: Forged from Mythril Silver
Stats: Defense +39
Sells For: 8800 Coins
Effect: Recover 12 PP with each turn.

Pure Circlet
Found: Forged from Tear Stone
Stats: Defense +29, Water Power +20
Sells For: 3700 Coins
Effect: -

Silver Circlet
Found: Naribwe
Stats: Defense +16
Sells For: 1300 Coins
Effect: -

Gloves

Equippable By: Everyone

* = Linked game only

Aerial Gloves

Found: Forged from Sylph Feather

Stats: Defense +37, Agility +30, Wind Power +20

Sells For: 5400 Coins

Effect: -

Aura Gloves*

Found: -

Stats: Defense +36

Sells For: 6500 Coins

Effect: Boosts resistance to all elements when used.

Battle Gloves*

Found: -

Stats: Attack +8, Defense +26

Sells For: 2100 Coins

Effect: -

Big Bang Gloves

Found: Forged from Orihalcon

Stats: Defense +47, Fire Power +40

Sells For: 10200 Coins

Effect: -

Crafted Gloves

Found: Lemuria

Stats: Attack +5, Defense +35

Sells For: 4600 Coins

Effect: -

Gauntlets

Found: Kibombo

Stats: Defense +23

Sells For: 1600 Coins

Effect: -

Leather Gloves

Found: Alhafra

Stats: Defense +10

Sells For: 220 Coins

Effect: -

Padded Gloves
Found: Daila
Stats: Defense +2
Sells For: 10 Coins
Effect: -

Riot Gloves
Found: Yampi Desert Cave (Dropped from Mino Knight)
Stats: Attack +15, Defense +45, Critical Hit rate increased
Sells For: 10400 Coins
Effect: -

Spirit Gloves*
Found: -
Stats: Defense +34, PP +20, Resistance to All
Sells For: 7200 Coins
Effect: -

Titan Gloves
Found: Forged from Golem Core
Stats: Defense +43, HP +30
Sells For: 8100 Coins
Effect: -

Vambrace*
Found: -
Stats: Attack +5, Defense +27
Sells For: 1800 Coins
Effect: -

War Gloves
Found: Izumo
Stats: Attack +10, Defense +32
Sells For: 4000 Coins
Effect: -

Armllets

Equippable By: Jenna, Sheba, Ivan, Mia

* = Linked game only

Armlet

Found: Mikasalla
Stats: Defense +17
Sells For: 900 Coins
Effect: -

Bone Armlet

Found: Gabomba Statue
Stats: Defense +30
Sells For: 2250 Coins
Effect: Use this to inflict Haunt onto an enemy.

Clear Bracelet

Found: Forged from Tear Stone
Stats: Defense +31, Water Power +25
Sells For: 3500 Coins
Effect: -

Guardian Armlet*

Found: -
Stats: Defense +27
Sells For: 2600 Coins
Effect: Use this to restore all HP/PP to one party member.

Heavy Armlet

Found: Yallam
Stats: Defense +25
Sells For: 2000 Coins
Effect: -

Jester's Armlet

Found: Treasure Isle
Stats: Defense +39, PP +30
Sells For: 5100 Coins
Effect: -

Leather Armlet

Found: Madra
Stats: Defense +7
Sells For: 180 Coins
Effect: -

Leda's Bracelet

Found: Lemuria
Stats: Defense +38, Wind Power +30
Sells For: 5800 Coins
Effect: -

Mythril Armlet
Found: Forged from Mythril Silver
Stats: Defense +46, Critical Hit rate increased
Sells For: 9700 Coins
Effect: -

Silver Armlet
Found: Champa
Stats: Defense +30
Sells For: 4000 Coins
Effect: -

Spirit Armlet
Found: Loho
Stats: Defense +38, Earth/Water Power +10
Sells For: 9000 Coins
Effect: Use this to cure all status ailments.

Virtuous Armlet*
Found: -
Stats: Defense +35, Fire/Wind Power +10
Sells For: 7000 Coins
Effect: Recovers 100 HP when used.

=====
IX. Accessories
=====

In this section, I will list all of the accessories in the game, along with info about who can equip them and such.

Undershirts

Equippable By: Everyone

* = Linked game only

*** = Dummied out

Casual Shirt***

Found: -

Stats: Defense +3

Sells For: 50 Coins

Effect: Recover 5 HP with each turn.

Divine Camisole***

Found: -

Stats: Defense +10, Luck +5

Sells For: 2700 Coins

Effect: -

Golden Shirt*

Found: Shaman Village Cave (defeat Navampa, Azart, and Satrage)

Stats: Defense +12, HP +10

Sells For: 2400 Coins

Effect: -

Herbed Shirt***

Found: -

Stats: Defense +7

Sells For: 1900 Coins

Effect: Use this to lower an enemy's defense.

Mythril Shirt

Found: Contigo (slot game)

Stats: Defense +10, HP +5

Sells For: 2900 Coins

Effect: -

Running Shirt

Found: Contigo (slot game)

Stats: Defense +1, Agility +15

Sells For: 400 Coins

Effect: -

Silk Shirt

Found: Contigo (slot game)

Stats: Defense +6, Luck +1 (females only)

Sells For: 1800 Coins

Effect: -

Boots

Equippable By: Everyone

* = Linked game only

*** = Dummied out

Dragon Boots

Found: Forged from Dragon Skin

Stats: Defense +13, Earth/Fire/Water Resistance +10

Sells For: 4200 Coins

Effect: -

Fur Boots

Found: Contigo (slot game)

Stats: Defense +2, Water Resistance +15

Sells For: 1200 Coins

Effect: -

Golden Boots*

Found: World Map (outside Madra, defeat the bandits after meeting Karst)

Stats: Defense +15, Agility +30

Sells For: 4400 Coins

Effect: -

Hyper Boots

Found: Contigo (slot game)

Stats: Defense +4, Critical Hit rate increased

Sells For: 2400 Coins

Effect: -

Knight's Greave***

Found: -

Stats: Defense +8, HP +5

Sells For: 2700 Coins

Effect: -

Leather Boots

Found: Madra

Stats: Defense +6

Sells For: 270 Coins

Effect: -

Ninja Sandals***

Found: -
Stats: Defense +5, Critical Hit rate increased
Sells For: 2000 Coins
Effect: -

Quick Boots

Found: Contigo (slot game)
Stats: Defense +3, Agility +20
Sells For: 2100 Coins
Effect: -

Safety Boots

Found: Garoh
Stats: Defense +12, Agility 0.7x
Sells For: 700 Coins
Effect: -

Silver Greave***

Found: -
Stats: Defense +11, Luck +4
Sells For: 3800 Coins
Effect: -

Turtle Boots

Found: Islet Cave
Stats: Defense +3, Agility 0.5x
Sells For: 600 Coins
Effect: -

Rings

Equippable By: Everyone

* = Linked game only

*** = Dummied out

Adept Ring

Found: Contigo (slot game)
Stats: -
Sells For: 3100 Coins
Effect: Use this to restore 7 PP.

Aroma Ring***

Found: -

Stats: -

Sells For: 2300 Coins

Effect: Use this to restore 100 HP to everyone.

Cleric's Ring*

Found: -

Stats: -

Sells For: 6400 Coins

Effect: Nullifies the effect of the Curse status.

Fairy's Ring*

Found: -

Stats: -

Sells For: 2900 Coins

Effect: Use this to restore all HP/PP to a single party member.

Golden Ring*

Found: Champa

Stats: -

Sells For: 4000 Coins

Effect: Use this to boost your resistance to all elements.

Guardian Ring

Found: Yampi Desert

Stats: Defense +4, HP +20

Sells For: 1700 Coins

Effect: -

Healing Ring

Found: Dropped from Nightmare

Stats: -

Sells For: 800 Coins

Effect: Use this to restore 70 HP.

Rainbow Ring***

Found: -

Stats: -

Sells For: 900 Coins

Effect: Use this to inflict Delusion onto an enemy.

Sleep Ring

Found: Contigo (slot game)

Stats: -

Sells For: 1400 Coins

Effect: Use this to inflict Sleep onto an enemy.

Soul Ring***

Found: -

Stats: -

Sells For: 1800 Coins

Effect: Use this to revive a fallen ally.

Spirit Ring

Found: Forged from Tear Stone

Stats: -

Sells For: 3600 Coins

Effect: Use this to restore 160 HP to the whole party.

Stardust Ring

Found: Forged from Star Dust

Stats: -

Sells For: 3600 Coins

Effect: Use this to seal a foe's Psynergy.

Unicorn Ring

Found: Aqua Rock (Interior) (Dropped from Sea Dragon)

Stats: -

Sells For: 1100 Coins

Effect: Use this to cure Poison.

War Ring

Found: Contigo (slot game)

Stats: -

Sells For: 2600 Coins

Effect: Use this to increase a party member's Attack.

=====

X. Djinn

=====

In this section, I will list all of the Djinn in the game, along with info about how to find them and such. Djinn are basically small animals that have mysterious powers, and they're the things that give you Psynergy in the game. They're scattered in various places throughout the game, and some you'll even have to battle before they'll join you. Each time you use a Djinni, it goes into Standby mode, where you'll have to either set it back outside of a battle or use a summon before you'll get it back. The more Djinn you use in a battle, the better summons you'll be able to use. Once you use a summon, the Djinn have to rest for a set amount of turns before they're set back to your party members. Then, you can use them and summon again.

New to The Lost Age is the addition of Combo Tablets. They're shining tablets found in non-obvious locations in the game, and when you examine one, you're granted a new summon. You will be told how much Djinn need to be on Standby in order for you to use it. There are quite a few summon tablets in the game. Also, Djinn that have to be fought to be obtained (there are even some on the world map) might run away in battle. If this happens, exit and re-enter the area and the Djinni will have returned. If you're on the world map, just walk around until you encounter the Djinni again.

Venus

* = This Djinni is only obtainable if you missed a Venus Djinni in GS1

Echo
Found: World Map
Description: Attack with a double strike.

How To Find: You will find this one instantly upon exiting Daila. Even if you keep refusing it, it'll join you.

Iron
Found: World Map
Description: Bolster the party's defense.

How To Find: Head southwest from Madra and you'll reach a forest. Walk around in the forest until you find it in a random encounter, then defeat it and it will join.

Steel
Found: Gabomba Statue
Description: Siphon a foe's HP with a kiss.

How To Find: When you have the gears rotating in the opposite direction, go back to the room with two pink gears. Get on the westernmost one and you'll fall down to a Venus Djinni. Walk your way over to it, past the gears. You'll have to fight this one to get it.

Mud
Found: Gabomba Catacombs
Description: Slow a foe with sticky mud.

How To Find: In the first level of the catacombs, head to the western part of the area and use Cyclone to blow away the weeds. You'll be carried down a teleporter where the Venus Djinni is. This one requires a battle as well.

Flower

Found: Taopo Swamp

Description: Refresh allies and restore HP.

How To Find: Inside the cave, use Move to push a wooden pillar over a hole, which will cause the Venus Djinni to be pushed down to the lower level. Make your way over to where it was, and have the air jet to the right of the one the Venus Djinni was at push you down. Jump over to the western platform to reach it, but you'll have to fight it to get it.

Meld

Found: Islet Cave

Description: Launch a powerful team strike.

How To Find: You will find this one across the water in one of the rooms of the cave. Use the logs in the water to roll your way over to him. You will have to battle.

Petra

Found: World Map

Description: Turn a foe to stone.

How To Find: Sail to the northern part of Hesperia (northwestern continent), and disembark at the beach there. Go all the way east until the sandy path ends, then head south there. Walk around here until you encounter the Djinni in a battle.

Salt

Found: Contigo

Description: Restore allies' stats to normal.

How To Find: When you enter the town, head east and you'll come to a formation of weeds, with one open spot in the center. Use "Scoop" on said spot and you will find the Venus Djinni.

Geode

Found: Atteka Inlet

Description: Strike with a clod of earth.

How To Find: After the reunion in Contigo, go to the second area of the Atteka Inlet and head to the southwest corner. You will find a rock. Use "Lift" on it, then blow away the weeds with Cyclone. You'll then find it.

Mold

Found: Prox

Description: Strike a foe.

How To Find: Slide your way up to the second area of the village, and you'll bump into the Venus Djinni. It'll slide all the way into a wall and be covered in a mound of snow. Slide up there and use "Scoop" to dig it out, then it will join you.

Crystal

Found: Yampi Desert Cave

Description: Restore HP to all allies.

How To Find: Near the Valukar's chamber, you'll come to a patch of sand where you'll see something moving about inside. Study its patterns and stand in a spot you know it will pop out at (you'll have to set Scoop to L or R). Use "Scoop" immediately when it pops in front of you to dig it up. It will fight you before joining.

GS1 Venus Djinni*

Found: Treasure Isle

Description: -

How To Find: You will find this one on your way to the Star Magician.

Mars

* = This Djinni is only obtainable if you missed a Mars Djinni in GS1

Cannon

Found: Dehkan Plateau

Description: Strike with the power of Mars.

How To Find: During your wild goose chase with the persist Djinni, you'll eventually come to a room with two pillars. Use "Pound" on the westernmost pillar, then climb up and fight the Mars Djinni.

Spark

Found: Mikasalla

Description: Revive an ally with cheers of support.

How To Find: Go to the southwestern corner of the town and you'll find a sheep. Use "Scoop" in this spot in several places until you uncover a ladder. Climb down and you'll be underground, so follow the path and eventually you'll reach it.

Kindle

Found: Gondowan Cliffs

Description: Increases all allies' attack.

How To Find: Climb your way across the mountain, and if you take the correct path, you'll eventually run into Kindle. See the Walkthrough for a more percise explanation.

Char

Found: Madra

Description: Paralyze foes with a strong blow.

How To Find: First, you must get the Healing Fungus from the Gondowan Cliffs. Once you have that, go back to Madra and head into the mushroom guy's house and give him the Healing Fungus. In exchange for it, he gives you Char.

Reflux

Found: Tundaria Tower

Description: Counter an enemy's attack.

How To Find: In one room of the Tundaria Tower, you have to slide across a sheet of ice which has a Mars Djinni on it. If you slide in a certain order (see the Walkthrough), you'll knock it over to the solid ground at the eastern end of the room, but it will not join without a fight.

Coal

Found: Izumo

Description: Rally your allies to boost agility.

How To Find: Once you defeat the Serpent at the Gaia Rock's interior, go back to Izumo and give Uzume the Dancing Idol. She'll give you Coal in return for it.

Tinder

Found: Hesperia Settlement

Description: Revive a downed ally.

How To Find: Head to the top of the settlement and you'll soon reach a sprout. Use Growth on it and solve the small puzzle, then you'll be able to climb your way over to this Mars Djinni.

Core

Found: World Map

Description: Strike through an enemy's defense.

How To Find: Sail to the Atteka continent (the southwesternmost one), then sail to the westernmost beach and disembark there. Follow the path northeast-ish and you'll come to a big forest. Encounter some enemies in this forest until you find Core.

Shine

Found: Contigo

Description: Dazzle foes and strike decisively.

How To Find: After you get Isaac and co., head to the northwestern part of the village and you'll see a stump. It's west of the building where Isaac and the others joined your party. Use "Force" on that stump and out comes a Mars Djinni.

Fury

Found: Magma Rock (Interior)

Description: Call wandering souls to attack.

How To Find: There is a room where you'll find a Mars Djinni all the way in the corner. To reach it, the lava needs to be drained. Refer to the Walkthrough for a more detailed explanation.

Fugue

Found: Mars Lighthouse

Description: Fatigue foes to drop PP.

How To Find: After defeating the two Flame Dragons (Agatio and Karst), you'll have to place the Mars Star into the big dragon's mouth to heat up the lighthouse. After you do that, go back to the very first room and use "Blaze" on the valve at the western side of the room. An ice wall will crack. Go up to it and use "Burst" on it to blow it up, then continue into the following room and you'll encounter the Djinni soon enough.

GS1 Mars Djinni*

Found: Magma Rock (Interior)

Description: -

How To Find: In the room where the first floodgate is, you'll find the Mars Djinni near said floodgate.

Jupiter

* = This Djinni is only obtainable if you missed a Jupiter Djinni in GS1

Breath

Found: Shrine of the Sea God

Description: Restore HP quickly.

How To Find: During your first visit to the Shrine of the Sea God, you'll find a Jupiter Djinni which you'll have to chase down. Eventually, you will be in a room with a stone wall and a torch. Push the torch up into the gap in the stone wall, then lure the Jupiter Djinni up to the wall. It will be forced to stop by the flame. You will have to fight it to obtain it.

Ether

Found: Garoh

Description: Focus will to restore PP.

How To Find: After you get Reveal from Air's Rock, go to Garoh and use Reveal by the big rock in the village area, at the northeastern end. Enter the rock and make your way to Master Maha's chamber. After talking to him, he'll give you the Jupiter Djinni, Ether.

Blitz

Found: Yampi Desert

Description: Numb a foe with a lightning strike.

How To Find: In a certain area of the desert, there are a bunch of pillars everywhere that you have to use "Pound" on. If you Pound the correct ones, you can climb up a wall and hop your way across the pillars to the Jupiter Djinni (see the Walkthrough for a more detailed explanation). You have to fight it.

Waft

Found: Kibombo Mountains

Description: Calm a foe with soothing scents.

How To Find: Enter the mountains from the back, then go south and hop across the stone in the water. Go up two flights of stairs, then go south and you'll find a puddle. Freeze it, then jump across it and use Growth at the sprout you'll come to. You'll eventually encounter Waft, whom you'll have to fight.

Wheeze

Found: World Map

Description: Poison a foe as you strike.

How To Find: When you reach the Tundaria Tower, head southwest and follow that path south a bit. Walk around here and eventually, you should encounter the Jupiter Djinni.

Haze

Found: Apojii Islands

Description: Hide away to avoid damage.

How To Find: Once you get Sand, go to the southwestern part of the Apojii Islands, where the beach is. Use "Sand" and move all the way to

the right, then unburrow from the sand and follow the path to the Gaia Falls. You'll have to go through a cave to reach the Djinni. See the Walkthrough for more information.

Aroma

Found: Shaman Village

Description: Restore everyone's PP.

How To Find: Enter Chief Moapa's house and head downstairs, then take the exit and you'll be outside. Use "Lash" on the rope there to connect it, then climb it up and follow the path to another area, where you will find the Jupiter Djinni.

Whorl

Found: Jupiter Lighthouse

Description: Take a deep breath and strike!

How To Find: In one room of the lighthouse, you have to push some blocks in to bring power to Hover Pads. Solve the puzzle until you can float over to the bottom part of the northwestern platform, then land on it and fight Whorl.

Gasp

Found: Trial Road

Description: Call the Grim Reaper on your foes.

How To Find: Go to the very top of Trial Road after getting Hover. Get on the left side and use "Hover" on the pad to float over to the left, where you'll find a cave. Enter it and follow the path to an outside area. Go southeast and use Reveal by the pond there, then hop to the stone in the pond to confuse the Djinni. You can now attack it.

Lull

Found: Loho

Description: Negotiate a temporary cease-fire.

How To Find: After going through the Magma Rock, place the Magma Ball in the cannon in the village to blow up the big wall. Follow the new path and climb up, then follow the path until you reach the Djinni on top of a roof.

Gale

Found: Treasure Isle

Description: Blast enemies with a wind strike.

How To Find: There is a room in the dungeon with lots of boulders you can use "Lift" on. You must lift them in a certain order to trap the Jupiter Djinni, allowing you to fight it. See the Side Quests section for more information.

GS1 Jupiter Djinni*
Found: SW Atteka Islet
Description: -

How To Find: After pushing the wooden box on the island left two times, use
"Lift" on the boulder and hop your way over to the Djinni.

Mercury

* = This Djinni is only obtainable if you missed a Mercury Djinni in GS1

Fog
Found: Kandorean Temple
Description: Blind an enemy with fog.

How To Find: In almost the last room of the temple, you'll probably notice a
rope. Come back when you get the Lash Pebble, then use "Lash" on
it to connect it. This leads to the Mercury Djinni, which you will
have to battle.

Sour
Found: World Map
Description: Reduce a foe's resistance.

How To Find: Head northeast of Mikasalla and follow the path to a dark forest.
Somewhere in the forest, you should encounter a Mercury Djinni
sooner or later.

Chill
Found: World Map
Description: Strike to reduce a foe's Defense.

How To Find: On the southern end of the Gondowan continent (middle one), you
will find a forest where this Djinni lurks.

Spring
Found: Piers comes with it
Description: Restore HP with healing herbs.

How To Find: -

Shade

Found: Piers comes with it

Description: Create a watery shield.

How To Find: -

Steam

Found: Aqua Rock (Interior)

Description: Increase all allies' elemental strength.

How To Find: After getting Parch, head to the room east of the one where the Aquarius Stone is, and follow the path until you find a statue spewing out water. Use "Parch" on it to drain it, causing the river below to dry up. Get down to said river and head all the way north, where a Mercury Djinni awaits. You have to fight it. Also, this Djinni really boosts your elemental resistance, not strength.

Rime

Found: Ancient Lemuria

Description: Seal a foe's Psynergy.

How To Find: Once you visit King Hydros' palace and get the Grind Stone, get back on your boat and sail to the western end of the watery area. Use "Grind" on the big rock there, then follow that path to an ancient area of Lemuria. Go to the southwestern corner where you will see a lone weed behind a wall. Use "Cyclone" to blow it away, revealing a Mercury Djinni. Use Tremor on the statue it escapes into and it'll join you.

Eddy

Found: Shaman Village Cave

Description: Speed up Djinn recover time.

How To Find: In the second room of the cave, there are boulders you can lift up by using "Lift". Once Isaac and co. join your team, solve the puzzle in the cave until you can reach the Mercury Djinni, who will fight you. See the Walkthrough for more info.

Gel

Found: Kalt Island

Description: Weaken a foe's Attack.

How To Find: Slide across the icy river in this order: left, down, right, up, left, up, right, up, left, up, right, up, left, down, and left to reach a Lash rope. Use "Lash" on it and climb across, then follow the path to reach Gel.

Balm

Found: Mars Lighthouse

Description: Revive all downed allies.

How To Find: In the room where you must slide across the ice to reach the exit, use "Move" on the dragon statue to the left from the entrance, and push it. Slide across the ice in this order: down, left, down, left, up, right, up, left, down, left, and down. You will reach the Mercury Djinni, which you'll need to fight.

Serac

Found: Islet Cave

Description: Strike a chilling finishing blow.

How To Find: In the second hallway before you reach the Sentinel, go to the very end of it and use Tremor on the statue there. This one is pretty hard to get; you have to be exactly in the correct spot or you won't be able to budge it. It can get frustrating, but just try different positions until the Djinni falls out. It will fight before joining.

GS1 Mercury Djinni*

Found: Prox

Description: -

How To Find: In the second area of the village, there is a lone house with two people inside that speaks of Felix's parents. Inside that house, you'll find a Mercury Djinni.

=====
XI. Character Classes
=====

Ever notice how as you level up or if you change your Djinn around, your class for that character changes? This affects your stats, along with the spells you will learn. By switching around some of your Djinn, you'll get a different class and learn other spells, but more often than not your character will suck even worse if you do that. There are so many character classes in the game, which will be listed below, along with the Psynergy each character will get. You'll need to put on a certain amount of Djinn to get a specific class. Take note that they need to be active, and I will list the Psynergy that the characters will learn altogether. There are also some classes that can only be gotten by using certain items.

Felix & Isaac

Original Class: Squire

+++++++

+Venus+
+++++++

Squire

Djinn Required: 0-1 Venus

=====
Stats Raised
=====

HP: 110%
PP: 80%
Attack: 110%
Defense: 100%
Agility: 110%

Knight

Djinn Required: 2-3 Venus

=====
Stats Raised
=====

HP: 130%
PP: 90%
Attack: 120%
Defense: 110%
Agility: 120%

=====
Spells Learned (Squire & Knight)
=====

- Level 1 - Cure
- Level 2 - Quake
- Level 4 - Earthquake
- Level 6 - Spire
- Level 10 - Cure Well
- Level 13 - Ragnarok
- Level 14 - Quake Sphere
- Level 20 - Clay Spire
- Level 26 - Potent Cure
- Level 42 - Stone Spire

Gallant

Djinn Required: 4-5 Venus

=====
Stats Raised
=====

HP: 150%
Attack: 130%
Defense: 120%
Agility: 130%

=====
Spells Learned
=====

Level 1 - Cure
Level 2 - Quake
Level 4 - Earthquake
Level 6 - Spire
Level 7 - Gaia
Level 10 - Cure Well
Level 13 - Ragnarok
Level 14 - Quake Sphere
Level 19 - Revive
Level 20 - Clay Spire
Level 24 - Mother Gaia
Level 26 - Potent Cure
Level 42 - Stone Spire
Level 54 - Grand Gaia

Lord

Djinn Required: 6-7 Venus

=====
Stats Raised
=====

HP: 170%
PP: 110%
Attack: 140%
Defense: 130%
Agility: 140%

Slayer

Djinn Required: 8-9 Venus

=====
Stats Raised

=====
HP: 190%
PP: 120%
Attack: 150%
Defense: 140%
Agility: 150%

=====
Spells Learned (Lord & Slayer)
=====

Level 1 - Cure
Level 2 - Quake
Level 4 - Earthquake
Level 6 - Spire
Level 7 - Gaia
Level 10 - Cure Well
Level 13 - Odyssey (upgraded from Ragnarok as a Lord)
Level 14 - Quake Sphere
Level 19 - Revive
Level 20 - Clay Spire
Level 24 - Mother Gaia
Level 26 - Potent Cure
Level 42 - Stone Spire
Level 54 - Grand Gaia

++++++
+Mars+
++++++

Brute

Djinn Required: 1 Mars

=====
Stats Raised
=====

PP: 70%
Attack: 120%
Defense: 90%
Agility: 110%
Luck: 70%

Ruffian

Djinn Required: 2-3 Mars

=====
Stats Raised
=====

HP: 120%
PP: 80%
Attack: 130%
Agility: 120%
Luck: 70%

=====
Spells Learned (Brute & Ruffian)
=====

Level 1 - Growth
Level 6 - Blast
Level 12 - Mad Growth
Level 13 - Planet Diver
Level 16 - Nova
Level 17 - Haunt
Level 24 - Curse
Level 28 - Wild Growth
Level 29 - Condemn
Level 40 - Supernova

Savage

Djinn Required: 4 Mars

=====
Stats Raised
=====

HP: 140%
PP: 90%
Attack: 140%
Defense: 110%
Agility: 130%
Luck: 70%

Barbarian

Djinn Required: 5-9 Mars

=====
Stats Raised
=====

HP: 160%

Attack: 150%
Defense: 120%
Agility: 140%
Luck: 70%

=====
Spells Learned (Savage & Barbarian)
=====

Level 1 - Growth
Level 6 - Blast
Level 7 - Spire
Level 9 - Impair
Level 12 - Mad Growth
Level 13 - Planet Diver
Level 16 - Nova
Level 17 - Haunt
Level 19 - Revive
Level 20 - Clay Spire
Level 23 - Debilitate
Level 24 - Curse
Level 28 - Wild Growth
Level 29 - Condemn
Level 40 - Supernova
Level 42 - Stone Spire

Berserker

Djinn Required: 1 Venus, 6-8 Mars

=====
Stats Raised
=====

HP: 180%
PP: 110%
Attack: 160%
Defense: 130%
Agility: 150%
Luck: 70%

Chaos Lord

Djinn Required: 2 Venus, 7 Mars

=====
Stats Raised
=====

HP: 200%
PP: 120%

Attack: 170%
Defense: 140%
Agility: 160%
Luck: 70%

=====
Spells Learned (Berserker & Chaos Lord)
=====

- Level 1 - Growth
- Level 6 - Blast
- Level 7 - Spire
- Level 9 - Impair
- Level 12 - Mad Growth
- Level 13 - Planetary (upgraded from Planet Diver as a Berserker)
- Level 16 - Nova
- Level 17 - Haunt
- Level 19 - Revive
- Level 20 - Clay Spire
- Level 23 - Debilitate
- Level 24 - Curse
- Level 28 - Wild Growth
- Level 29 - Condemn
- Level 40 - Supernova
- Level 42 - Stone Spire

+++++++
+Jupiter+
+++++++

Apprentice

Djinn Required: 1 Jupiter

=====
Stats Raised
=====

PP: 120%
Attack: 110%
Agility: 120%
Luck: 90%

Illusionist

Djinn Required: 2-3 Jupiter

=====
Stats Raised
=====

HP: 120%
PP: 130%
Attack: 120%
Defense: 110%
Agility: 130%
Luck: 90%

=====
Spells Learned (Apprentice & Illusionist)
=====

Level 1 - Delude
Level 6 - Gaia
Level 9 - Weaken
Level 11 - Astral Blast
Level 14 - Sleep
Level 17 - Haunt
Level 24 - Mother Gaia
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 54 - Grand Gaia

Enchanter

Djinn Required: 4-5 Jupiter

=====
Stats Raised
=====

HP: 140%
PP: 140%
Attack: 140%
Defense: 120%
Agility: 140%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Delude
Level 5 - Impact
Level 6 - Ward
Level 6 - Gaia
Level 9 - Weaken
Level 11 - Astral Blast
Level 14 - Sleep
Level 17 - Haunt

Level 21 - High Impact
Level 22 - Resist
Level 24 - Mother Gaia
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 54 - Grand Gaia

Conjurer

Djinn Required: 2-3 Venus, 6 Jupiter

=====
Stats Raised
=====

HP: 170%
PP: 160%
Attack: 150%
Defense: 130%
Agility: 150%
Luck: 90%

War Adept

Djinn Required: 2 Venus, 7 Jupiter

=====
Stats Raised
=====

HP: 190%
PP: 170%
Attack: 160%
Defense: 140%
Agility: 170%
Luck: 90%

=====
Spells Learned (Conjurer & War Adept)
=====

Level 1 - Delude
Level 5 - Impact
Level 6 - Ward
Level 6 - Gaia
Level 9 - Weaken
Level 11 - Thunder Mine (upgraded from Astral Blast as a Conjurer)
Level 14 - Sleep
Level 17 - Haunt
Level 21 - High Impact

Level 22 - Resist
Level 24 - Mother Gaia
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 54 - Grand Gaia

Shaman

Djinn Required: 6-9 Jupiter

=====
Stats Raised
=====

HP: 120%
PP: 150%
Attack: 110%
Defense: 110%
Agility: 130%

Druid

Djinn Required: 1 Venus, 6-8 Jupiter

=====
Stats Raised
=====

HP: 150%
PP: 170%
Attack: 130%
Defense: 130%
Agility: 140%

=====
Spells Learned (Shaman & Druid)
=====

Level 1 - Cure
Level 2 - Bolt
Level 3 - Growth
Level 5 - Ward
Level 6 - Flash Bolt
Level 10 - Cure Well
Level 12 - Mad Growth
Level 18 - Bind
Level 19 - Revive
Level 22 - Blue Bolt
Level 23 - Resist
Level 26 - Potent Cure

Level 29 - Wild Growth
Level 31 - Drain
Level 39 - Psy Drain

+++++++
+Mercury+
+++++++

Swordsman

Djinn Required: 1 Mercury

=====
Stats Raised
=====

PP: 90%
Attack: 110%
Defense: 110%
Agility: 90%
Luck: 120%

=====
Spells Learned
=====

Level 4 - Thorn
Level 5 - Cure Poison
Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 14 - Briar
Level 19 - Revive
Level 30 - Break
Level 36 - Nettle

Defender

Djinn Required: 2-3 Mercury

=====
Stats Raised
=====

HP: 120%
Attack: 120%
Defense: 120%

Luck: 120%

=====
Spells Learned
=====

Level 1 - Ply
Level 4 - Thorn
Level 6 - Avoid
Level 5 - Cure Poison
Level 10 - Mad Blast
Level 16 - Ply Well
Level 11 - Cutting Edge
Level 13 - Restore
Level 14 - Briar
Level 19 - Revive
Level 30 - Break
Level 34 - Pure Ply
Level 36 - Nettle

Cavalier

Djinn Required: 4-5 Mercury

=====
Stats Raised
=====

HP: 140%
PP: 110%
Attack: 130%
Defense: 130%
Agility: 110%
Luck: 120%

=====
Spells Learned
=====

Level 1 - Ply
Level 4 - Thorn
Level 6 - Avoid
Level 8 - Wish
Level 5 - Cure Poison
Level 10 - Mad Blast
Level 16 - Ply Well
Level 11 - Cutting Edge
Level 13 - Restore
Level 14 - Briar
Level 19 - Revive
Level 22 - Wish Well
Level 30 - Break
Level 34 - Pure Ply
Level 36 - Nettle

Level 46 - Pure Wish

Guardian

Djinn Required: 1-3 Venus, 6 Mercury

=====
Stats Raised
=====

HP: 170%
PP: 130%
Attack: 140%
Defense: 140%
Agility: 130%
Luck: 120%

Protector

Djinn Required: 2 Venus, 7 Mercury

=====
Stats Raised
=====

HP: 190%
PP: 140%
Attack: 160%
Defense: 150%
Agility: 130%
Luck: 120%

=====
Spells Learned (Guardian & Protector)
=====

Level 1 - Ply
Level 4 - Thorn
Level 6 - Avoid
Level 8 - Wish
Level 5 - Cure Poison
Level 10 - Mad Blast
Level 16 - Ply Well
Level 11 - Plume Edge (upgraded from Cutting Edge as a Guardian)
Level 13 - Restore
Level 14 - Briar
Level 19 - Revive
Level 22 - Wish Well
Level 30 - Break
Level 34 - Pure Ply
Level 36 - Nettle

Level 46 - Pure Wish

Shaman

Djinn Required: 6-9 Mercury

=====
Stats Raised
=====

HP: 120%
PP: 150%
Attack: 110%
Defense: 110%
Agility: 130%

Druid

Djinn Required: 7-8 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 170%
Attack: 140%
Defense: 130%
Agility: 140%

=====
Spells Learned (Shaman & Druid)
=====

- Level 1 - Cure
- Level 1 - Growth
- Level 2 - Froth
- Level 5 - Cure Poison
- Level 8 - Wish
- Level 10 - Cure Well
- Level 12 - Mad Growth
- Level 13 - Restore
- Level 14 - Froth Sphere
- Level 19 - Revive
- Level 22 - Wish Well
- Level 26 - Potent Cure
- Level 28 - Wild Growth
- Level 34 - Break
- Level 40 - Froth Spiral
- Level 46 - Pure Wish

+++++++
+Other+
+++++++

Ninja

Djinn Required: 3 Mars, 3 Jupiter

=====
Stats Raised
=====

HP: 160%
PP: 140%
Attack: 150%
Defense: 120%
Agility: 170%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Gale
Level 4 - Punji
Level 6 - Fire Bomb
Level 7 - Mist
Level 8 - Thunderclap
Level 12 - Death Plunge
Level 15 - Punji Trap
Level 16 - Cluster Bomb
Level 18 - Typhoon
Level 21 - Shuriken
Level 26 - Thunderbolt
Level 31 - Annihilation
Level 36 - Punji Strike
Level 40 - Carpet Bomb
Level 44 - Hurricane
Level 50 - Thunderhead

Disciple

Djinn Required: 4 Mars, 4 Jupiter

=====
Stats Raised
=====

HP: 180%
PP: 150%
Attack: 160%
Defense: 130%
Agility: 180%
Luck: 90%

Master

Djinn Required: 4 Mars, 5 Jupiter

=====
Stats Raised
=====

HP: 200%
PP: 160%
Attack: 170%
Defense: 140%
Agility: 190%
Luck: 90%

=====
Spells Learned (Disciple & Master)
=====

Level 1 - Gale
Level 4 - Punji
Level 6 - Fire Bomb
Level 7 - Mist
Level 8 - Thunderclap
Level 12 - Death Leap (upgraded from Death Plunge as a Disciple)
Level 15 - Punji Trap
Level 16 - Cluster Bomb
Level 18 - Typhoon
Level 21 - Shuriken
Level 26 - Thunderbolt
Level 31 - Annihilation
Level 36 - Punji Strike
Level 40 - Carpet Bomb
Level 44 - Hurricane
Level 50 - Thunderhead

Samurai

Djinn Required: 4 Mars, 3 Jupiter

=====
Stats Raised
=====

HP: 190%
PP: 130%
Attack: 150%
Defense: 140%
Agility: 140%
Luck: 95%

=====
Spells Learned
=====

Level 3 - Guardian
Level 5 - Demon Spear
Level 6 - Rockfall
Level 8 - Lava Shower
Level 10 - Magic Shell
Level 12 - Dragon Cloud
Level 15 - Protector
Level 18 - Demon Night
Level 21 - Angel Spear
Level 22 - Molten Bath
Level 24 - Rockslide
Level 27 - Magic Shield
Level 33 - Helm Splitter
Level 40 - Quick Strike
Level 48 - Magma Storm
Level 54 - Avalanche

Ronin

Djinn Required: 5 Mars, 4 Jupiter

=====
Stats Raised
=====

HP: 190%
PP: 140%
Attack: 160%
Defense: 150%
Agility: 150%
Luck: 95%

=====
Spells Learned
=====

Level 3 - Guardian
Level 5 - Demon Spear
Level 6 - Rockfall
Level 8 - Lava Shower
Level 10 - Magic Shell
Level 12 - Epicenter (upgraded from Dragon Cloud as a Ronin)

Level 15 - Protector
Level 18 - Thorny Grave (upgraded from Demon Night as a Ronin)
Level 21 - Angel Spear
Level 22 - Molten Bath
Level 24 - Rockslide
Level 27 - Magic Shield
Level 33 - Skull Splitter (upgraded from Helm Splitter as a Ronin)
Level 40 - Quick Strike
Level 48 - Magma Storm
Level 54 - Avalanche

Dragoon

Djinn Required: 3 Mars, 3-4 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 130%
Attack: 140%
Defense: 140%
Agility: 110%
Luck: 120%

=====
Spells Learned
=====

Level 2 - Blast
Level 4 - Thorn
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 16 - Ply Well
Level 17 - Briar
Level 22 - Wish Well
Level 27 - Fiery Blast
Level 34 - Pure Ply
Level 36 - Nettle
Level 46 - Pure Wish

Templar

Djinn Required: 4 Mars, 4 Mercury

=====

Stats Raised

=====

HP: 180%
PP: 140%
Attack: 150%
Defense: 150%
Agility: 120%
Luck: 120%

Paladin

Djinn Required: 4 Mars, 5 Mercury

=====

Stats Raised

=====

HP: 200%
PP: 150%
Attack: 160%
Defense: 160%
Agility: 130%
Luck: 120%

=====

Spells Learned (Templar & Paladin)

=====

Level 2 - Blast
Level 4 - Thorn
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Plume Edge (upgraded from Cutting Edge as a Templar)
Level 13 - Restore
Level 16 - Ply Well
Level 17 - Briar
Level 22 - Wish Well
Level 27 - Fiery Blast
Level 34 - Pure Ply
Level 36 - Nettle
Level 46 - Pure Wish

Jenna & Garet

Original Class: Flame User (Jenna)
Guard (Garet)

+++++++
+Venus+
+++++++

Brute

Djinn Required: 1 Venus

=====
Stats Raised
=====

PP: 70%
Attack: 120%
Defense: 90%
Agility: 110%
Luck: 70%

Ruffian

Djinn Required: 2-3 Mars

=====
Stats Raised
=====

HP: 120%
PP: 80%
Attack: 130%
Agility: 120%
Luck: 70%

=====
Spells Learned (Brute & Ruffian)
=====

Level 1 - Growth
Level 6 - Blast
Level 12 - Mad Growth
Level 13 - Planet Diver
Level 16 - Nova
Level 17 - Haunt
Level 24 - Curse
Level 28 - Wild Growth
Level 29 - Condemn
Level 40 - Supernova

Savage

Djinn Required: 4 Mars

=====
Stats Raised
=====

HP: 140%
PP: 90%
Attack: 140%
Defense: 110%
Agility: 130%
Luck: 70%

Barbarian

Djinn Required: 5-9 Mars

=====
Stats Raised
=====

HP: 160%
Attack: 150%
Defense: 120%
Agility: 140%
Luck: 70%

=====
Spells Learned (Savage & Barbarian)
=====

Level 1 - Growth
Level 6 - Blast
Level 7 - Spire
Level 9 - Impair
Level 12 - Mad Growth
Level 13 - Planet Diver
Level 16 - Nova
Level 17 - Haunt
Level 19 - Revive
Level 20 - Clay Spire
Level 23 - Debilitate
Level 24 - Curse
Level 28 - Wild Growth
Level 29 - Condemn
Level 40 - Supernova
Level 42 - Stone Spire

Berserker

Djinn Required: 1 Venus, 6-8 Mars

=====
Stats Raised
=====

HP: 180%
PP: 110%
Attack: 160%
Defense: 130%
Agility: 150%
Luck: 70%

Chaos Lord

Djinn Required: 2 Venus, 7 Mars

=====
Stats Raised
=====

HP: 200%
PP: 120%
Attack: 170%
Defense: 140%
Agility: 160%
Luck: 70%

=====
Spells Learned (Berserker & Chaos Lord)
=====

Level 1 - Growth
Level 6 - Blast
Level 7 - Spire
Level 9 - Impair
Level 12 - Mad Growth
Level 13 - Planetary (upgraded from Planet Diver as a Berserker)
Level 16 - Nova
Level 17 - Haunt
Level 19 - Revive
Level 20 - Clay Spire
Level 23 - Debilitate
Level 24 - Curse
Level 28 - Wild Growth
Level 29 - Condemn
Level 40 - Supernova
Level 42 - Stone Spire

++++
+Mars (Jenna)+
++++

Flame User

Djinn Required: 0-1 Mars

=====
Stats Raised
=====

PP: 120%
Agility: 120%
Luck: 90%

Witch

Djinn Required: 2-3 Mars

=====
Stats Raised
=====

HP: 110%
PP: 130%
Attack: 110%
Defense: 110%
Agility: 130%
Luck: 90%

=====
Spells Learned (Flame User & Witch)
=====

- Level 1 - Flare
- Level 5 - Fume
- Level 6 - Flare Wall
- Level 7 - Beam
- Level 10 - Impair
- Level 18 - Flare Storm
- Level 21 - Cycle Beam
- Level 23 - Debilitate
- Level 26 - Serpent Fume
- Level 41 - Searing Beam
- Level 47 - Dragon Fume

Hex

Djinn Required: 4-5 Mars

=====
Stats Raised
=====

HP: 130%
PP: 140%
Attack: 120%
Defense: 120%
Agility: 140%
Luck: 90%

Fire Master

Djinn Required: 6-7 Mars

HP: 150%
PP: 150%
Attack: 130%
Defense: 130%
Agility: 150%
Luck: 90%

Justice

Djinn Required: 8-9 Mars

=====
Stats Raised
=====

HP: 170%
PP: 160%
Attack: 140%
Defense: 140%
Agility: 160%
Luck: 90%

=====
Spells Learned (Hex, Fire Master, & Justice)
=====

Level 1 - Flare
Level 5 - Fume
Level 6 - Flare Wall
Level 7 - Beam
Level 9 - Aura
Level 10 - Impair
Level 16 - Healing Aura

Level 18 - Flare Storm
Level 21 - Cycle Beam
Level 23 - Debilitate
Level 26 - Serpent Fume
Level 33 - Cool Aura
Level 41 - Searing Beam
Level 47 - Dragon Fume

++++
+Mars (Garet)+
++++

Guard

Djinn Required: 0-1 Mars

=====
Stats Raised
=====

HP: 110%
PP: 80%
Defense: 110%
Agility: 70%

Soldier

Djinn Required: 2-3 Mars

=====
Stats Raised
=====

HP: 130%
PP: 90%
Attack: 110%
Defense: 120%
Agility: 80%

=====
Spells Learned (Guard & Soldier)
=====

Level 1 - Flare
Level 4 - Fire
Level 6 - Flare Wall
Level 8 - Volcano

Level 12 - Heat Wave
Level 14 - Fireball
Level 18 - Flare Storm
Level 22 - Eruption
Level 36 - Inferno
Level 48 - Pyroclasm

Warrior

Djinn Required: 4-5 Mars

=====
Stats Raised
=====

HP: 150%
Attack: 120%
Defense: 130%
Agility: 90%

=====
Spells Learned
=====

Level 1 - Flare
Level 3 - Guard
Level 4 - Fire
Level 6 - Flare Wall
Level 8 - Volcano
Level 9 - Impair
Level 12 - Heat Wave
Level 14 - Fireball
Level 15 - Protect
Level 18 - Flare Storm
Level 22 - Eruption
Level 26 - Debilitate
Level 36 - Inferno
Level 48 - Pyroclasm

Champion

Djinn Required: 6-7 Mars

=====
Stats Raised
=====

HP: 170%
PP: 110%
Attack: 130%
Defense: 140%

Hero

Djinn Required: 8-9 Mars

=====
Stats Raised
=====

HP: 190%
PP: 120%
Attack: 150%
Defense: 150%
Agility: 110%

=====
Spells Learned (Champion & Hero)
=====

Level 1 - Flare
Level 3 - Guard
Level 4 - Fire
Level 6 - Flare Wall
Level 8 - Volcano
Level 9 - Impair
Level 12 - Liquifier (upgraded from Heat Wave as a Champion)
Level 14 - Fireball
Level 15 - Protect
Level 18 - Flare Storm
Level 22 - Eruption
Level 26 - Debilitate
Level 36 - Inferno
Level 48 - Pyroclasm

+++++++
+Jupiter+
+++++++

Page

Djinn Required: 1 Jupiter

=====
Stats Raised
=====

PP: 120%

Attack: 110%
Agility: 120%
Luck: 90%

Illusionist

Djinn Required: 2-3 Jupiter

=====
Stats Raised
=====

HP: 120%
PP: 130%
Attack: 120%
Defense: 110%
Agility: 130%
Luck: 90%

=====
Spells Learned (Page & Illusionist)
=====

Level 1 - Delude
Level 6 - Ward
Level 8 - Volcano
Level 9 - Weaken
Level 11 - Astral Blast
Level 14 - Sleep
Level 23 - Eruption
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 48 - Pyroclasm

Enchanter

Djinn Required: 4-5 Jupiter

=====
Stats Raised
=====

HP: 140%
PP: 140%
Attack: 140%
Defense: 120%
Agility: 140%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Delude
Level 3 - Guard
Level 5 - Impact
Level 6 - Ward
Level 8 - Volcano
Level 9 - Weaken
Level 11 - Astral Blast
Level 14 - Sleep
Level 15 - Protect
Level 21 - High Impact
Level 23 - Eruption
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 48 - Pyroclasm

Conjurer

Djinn Required: 1-3 Mars, 6 Jupiter

=====
Stats Raised
=====

HP: 170%
PP: 160%
Attack: 150%
Defense: 130%
Agility: 150%
Luck: 90%

War Adept

Djinn Required: 2 Mars, 7 Jupiter

=====
Stats Raised
=====

HP: 190%
PP: 170%
Attack: 160%
Defense: 140%
Agility: 170%
Luck: 90%

=====

Spells Learned (Conjurer & War Adept)

=====

- Level 1 - Delude
- Level 3 - Guard
- Level 5 - Impact
- Level 6 - Ward
- Level 8 - Volcano
- Level 9 - Weaken
- Level 11 - Thunder Mine (upgraded from Astral Blast as a Conjurer)
- Level 14 - Sleep
- Level 15 - Protect
- Level 21 - High Impact
- Level 23 - Eruption
- Level 25 - Enfeeble
- Level 31 - Drain
- Level 39 - Psy Drain
- Level 48 - Pyroclasm

Ascetic

Djinn Required: 6-9 Jupiter

=====
Stats Raised
=====

- HP: 120%
- PP: 140%
- Attack: 120%
- Defense: 120%
- Agility: 140%
- Luck: 120%

Fire Monk

Djinn Required: 1 Mars, 7 Jupiter

=====
Stats Raised
=====

- HP: 160%
- PP: 160%
- Attack: 140%
- Defense: 140%
- Agility: 160%
- Luck: 120%

=====
Spells Learned (Ascetic & Fire Monk)

=====
Level 1 - Slash
Level 6 - Ward
Level 8 - Volcano
Level 9 - Plasma
Level 10 - Wind Slash
Level 18 - Bind
Level 22 - Eruption
Level 24 - Resist
Level 26 - Shine Plasma
Level 30 - Sonic Slash
Level 33 - Drain
Level 41 - Psy Drain
Level 48 - Pyroclasm
Level 50 - Spark Plasma

+++++++
+Mercury+
+++++++

Swordsman

Djinn Required: 1 Mercury

=====
Stats Raised
=====

PP: 90%
Attack: 110%
Defense: 110%
Agility: 90%
Luck: 120%

=====
Spells Learned
=====

Level 2 - Blast
Level 3 - Guard
Level 5 - Cure Poison
Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 15 - Protect
Level 28 - Fiery Blast
Level 30 - Break

Defender

Djinn Required: 2-3 Mercury

=====

Stats Raised

=====

HP: 120%

Attack: 120%

Defense: 120%

Luck: 120%

=====

Spells Learned

=====

Level 1 - Ply

Level 2 - Blast

Level 3 - Guard

Level 5 - Cure Poison

Level 6 - Avoid

Level 10 - Mad Blast

Level 11 - Cutting Edge

Level 13 - Restore

Level 16 - Ply Well

Level 15 - Protect

Level 28 - Fiery Blast

Level 30 - Break

Level 34 - Pure Ply

Cavalier

Djinn Required: 4-5 Mercury

=====

Stats Raised

=====

HP: 140%

PP: 110%

Attack: 130%

Defense: 130%

Agility: 110%

Luck: 120%

=====

Spells Learned

=====

Level 1 - Ply

Level 2 - Blast

Level 3 - Guard
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 16 - Ply Well
Level 15 - Protect
Level 22 - Wish Well
Level 28 - Fiery Blast
Level 30 - Break
Level 34 - Pure Ply
Level 46 - Pure Wish

Radiant

Djinn Required: 2 Mars, 7 Mercury

=====
Stats Raised
=====

HP: 190%
PP: 140%
Attack: 150%
Defense: 150%
Agility: 140%
Luck: 120%

=====
Spells Learned
=====

Level 1 - Ply
Level 2 - Blast
Level 3 - Guard
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Plume Edge (upgraded from Cutting Edge)
Level 13 - Restore
Level 16 - Ply Well
Level 15 - Protect
Level 22 - Wish Well
Level 28 - Fiery Blast
Level 30 - Break
Level 34 - Pure Ply
Level 46 - Pure Wish

Ascetic

Djinn Required: 6-9 Mercury

=====
Stats Raised
=====

HP: 120%
PP: 140%
Attack: 110%
Defense: 120%
Agility: 140%
Luck: 120%

Luminier

Djinn Required: 1-3 Mars, 6 Mercury

=====
Stats Raised
=====

HP: 170%
PP: 130%
Attack: 140%
Defense: 140%
Agility: 130%
Luck: 120%

Water Monk

Djinn Required: 1 Mars, 7 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 160%
Attack: 130%
Defense: 140%
Agility: 160%
Luck: 120%

=====
Spells Learned (Ascetic, Luminier, & Water Monk)
=====

Level 1 - Douse
Level 5 - Cure Poison

Level 6 - Prism
Level 8 - Volcano
Level 9 - Wish
Level 12 - Drench
Level 13 - Restore
Level 20 - Hail Prism
Level 22 - Eruption
Level 24 - Wish Well
Level 30 - Deluge
Level 34 - Break
Level 46 - Pure Wish
Level 48 - Pyroclasm
Level 52 - Freeze Prism

+++++++
+Other+
+++++++

Ninja

Djinn Required: 3 Mars, 3 Jupiter

=====
Stats Raised
=====

HP: 160%
PP: 140%
Attack: 150%
Defense: 120%
Agility: 170%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Gale
Level 4 - Punji
Level 6 - Fire Bomb
Level 7 - Mist
Level 8 - Thunderclap
Level 12 - Death Plunge
Level 15 - Punji Trap
Level 16 - Cluster Bomb
Level 18 - Typhoon
Level 21 - Shuriken
Level 26 - Thunderbolt
Level 31 - Annihilation
Level 36 - Punji Strike
Level 40 - Carpet Bomb
Level 44 - Hurricane

Level 50 - Thunderhead

Disciple

Djinn Required: 4 Mars, 4 Jupiter

=====
Stats Raised
=====

HP: 180%
PP: 150%
Attack: 160%
Defense: 130%
Agility: 180%
Luck: 90%

Master

Djinn Required: 4 Mars, 5 Jupiter

=====
Stats Raised
=====

HP: 200%
PP: 160%
Attack: 170%
Defense: 140%
Agility: 190%
Luck: 90%

=====
Spells Learned (Disciple & Master)
=====

- Level 1 - Gale
- Level 4 - Punji
- Level 6 - Fire Bomb
- Level 7 - Mist
- Level 8 - Thunderclap
- Level 12 - Death Leap (upgraded from Death Plunge as a Disciple)
- Level 15 - Punji Trap
- Level 16 - Cluster Bomb
- Level 18 - Typhoon
- Level 21 - Shuriken
- Level 26 - Thunderbolt
- Level 31 - Annihilation
- Level 36 - Punji Strike
- Level 40 - Carpet Bomb
- Level 44 - Hurricane

Level 50 - Thunderhead

Samurai

Djinn Required: 4 Mars, 3 Jupiter

=====
Stats Raised
=====

HP: 190%
PP: 130%
Attack: 150%
Defense: 140%
Agility: 140%
Luck: 95%

=====
Spells Learned
=====

Level 3 - Guardian
Level 5 - Demon Spear
Level 6 - Rockfall
Level 8 - Lava Shower
Level 10 - Magic Shell
Level 12 - Dragon Cloud
Level 15 - Protector
Level 18 - Demon Night
Level 21 - Angel Spear
Level 22 - Molten Bath
Level 24 - Rockslide
Level 27 - Magic Shield
Level 33 - Helm Splitter
Level 40 - Quick Strike
Level 48 - Magma Storm
Level 54 - Avalanche

Ronin

Djinn Required: 5 Mars, 4 Jupiter

=====
Stats Raised
=====

HP: 190%
PP: 140%
Attack: 160%
Defense: 150%
Agility: 150%

Luck: 95%

=====
Spells Learned
=====

Level 3 - Guardian
Level 5 - Demon Spear
Level 6 - Rockfall
Level 8 - Lava Shower
Level 10 - Magic Shell
Level 12 - Epicenter (upgraded from Dragon Cloud as a Ronin)
Level 15 - Protector
Level 18 - Thorny Grave (upgraded from Demon Night as a Ronin)
Level 21 - Angel Spear
Level 22 - Molten Bath
Level 24 - Rockslide
Level 27 - Magic Shield
Level 33 - Skull Splitter (upgraded from Helm Splitter as a Ronin)
Level 40 - Quick Strike
Level 48 - Magma Storm
Level 54 - Avalanche

Dragoon

Djinn Required: 3 Mars, 3-4 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 130%
Attack: 140%
Defense: 140%
Agility: 110%
Luck: 120%

=====
Spells Learned
=====

Level 2 - Blast
Level 4 - Thorn
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 16 - Ply Well
Level 17 - Briar
Level 22 - Wish Well
Level 27 - Fiery Blast

Level 34 - Pure Ply
Level 36 - Nettle
Level 46 - Pure Wish

Templar

Djinn Required: 4 Mars, 4 Mercury

=====
Stats Raised
=====

HP: 180%
PP: 140%
Attack: 150%
Defense: 150%
Agility: 120%
Luck: 120%

Paladin

Djinn Required: 4 Mars, 5 Mercury

=====
Stats Raised
=====

HP: 200%
PP: 150%
Attack: 160%
Defense: 160%
Agility: 130%
Luck: 120%

=====
Spells Learned (Templar & Paladin)
=====

Level 2 - Blast
Level 4 - Thorn
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Plume Edge (upgraded from Cutting Edge as a Templar)
Level 13 - Restore
Level 16 - Ply Well
Level 17 - Briar
Level 22 - Wish Well
Level 27 - Fiery Blast
Level 34 - Pure Ply

Level 36 - Nettle
Level 46 - Pure Wish

Sheba & Ivan

Original Class: Wind Seer

+++++++
+Venus+
+++++++

Seer

Djinn Required: 1 Venus

=====
Stats Raised
=====

HP: 90%
PP: 130%
Attack: 90%
Defense: 90%
Agility: 110%

Diviner

Djinn Required: 2-3 Venus

=====
Stats Raised
=====

HP: 110%
PP: 140%
Agility: 120%

=====
Spells Learned (Seer & Diviner)
=====

Level 1 - Cure
Level 2 - Bolt
Level 3 - Growth

Level 6 - Flash Bolt
Level 10 - Cure Well
Level 12 - Mad Growth
Level 18 - Bind
Level 22 - Blue Bolt
Level 26 - Potent Cure
Level 29 - Wild Growth
Level 31 - Drain
Level 39 - Psy Drain

Shaman

Djinn Required: 4-5 Venus

=====
Stats Raised
=====

HP: 120%
PP: 150%
Attack: 110%
Defense: 110%
Agility: 130%

Druid

Djinn Required: 6 Venus, 1-3 Jupiter

=====
Stats Raised
=====

HP: 150%
PP: 170%
Attack: 130%
Defense: 130%
Agility: 160%
Luck: 90%

Oracle

Djinn Required: 7 Venus, 2 Jupiter

=====
Stats Raised
=====

HP: 170%

PP: 180%
Attack: 140%
Defense: 140%
Agility: 170%
Luck: 90%

=====
Spells Learned (Shaman, Druid, & Oracle)
=====

Level 1 - Cure
Level 2 - Bolt
Level 3 - Growth
Level 5 - Ward
Level 6 - Flash Bolt
Level 10 - Cure Well
Level 12 - Mad Growth
Level 18 - Bind
Level 19 - Revive
Level 22 - Blue Bolt
Level 23 - Resist
Level 26 - Potent Cure
Level 29 - Wild Growth
Level 31 - Drain
Level 39 - Psy Drain

Enchanter

Djinn Required: 6-9 Venus

=====
Stats Raised
=====

HP: 140%
PP: 140%
Attack: 130%
Defense: 120%
Agility: 140%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Delude
Level 5 - Impact
Level 6 - Gaia
Level 9 - Weaken
Level 11 - Astral Blast
Level 14 - Sleep
Level 17 - Haunt
Level 20 - Curse
Level 21 - High Impact

Level 22 - Resist
Level 24 - Mother Gaia
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 54 - Grand Gaia

Conjurer

Djinn Required: 7-8 Venus, 1 Jupiter

=====
Stats Raised
=====

HP: 170%
PP: 160%
Attack: 140%
Defense: 130%
Agility: 170%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Delude
Level 5 - Impact
Level 6 - Gaia
Level 9 - Weaken
Level 11 - Thunder Mine (upgraded from Astral Blast)
Level 14 - Sleep
Level 17 - Haunt
Level 20 - Curse
Level 21 - High Impact
Level 22 - Resist
Level 24 - Mother Gaia
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 54 - Grand Gaia

++++++
+Mars+
++++++

Pilgrim

Djinn Required: 1 Mars

=====
Stats Raised
=====

HP: 90%
PP: 120%
Attack: 90%
Agility: 120%
Luck: 120%

Wanderer

Djinn Required: 2-3 Mars

=====
Stats Raised
=====

HP: 110%
PP: 130%
Defense: 110%
Agility: 130%
Luck: 120%

=====
Spells Learned (Pilgrim & Wanderer)
=====

- Level 1 - Slash
- Level 9 - Plasma
- Level 10 - Wind Slash
- Level 18 - Bind
- Level 26 - Shine Plasma
- Level 30 - Sonic Slash
- Level 33 - Drain
- Level 34 - Break
- Level 41 - Psy Drain
- Level 50 - Spark Plasma

Ascetic

Djinn Required: 4-5 Mars

=====
Stats Raised
=====

HP: 120%

PP: 140%
Attack: 110%
Defense: 120%
Agility: 140%
Luck: 120%

Fire Monk

Djinn Required: 6 Mars, 1-2 Jupiter

=====
Stats Raised
=====

HP: 150%
PP: 160%
Attack: 140%
Defense: 140%
Agility: 160%
Luck: 120%

Guru

Djinn Required: 7 Mars, 2 Jupiter

=====
Stats Raised
=====

HP: 170%
PP: 170%
Attack: 150%
Defense: 150%
Agility: 170%
Luck: 120%

=====
Spells Learned (Ascetic, Fire Monk, & Guru)
=====

Level 1 - Slash
Level 6 - Ward
Level 8 - Volcano
Level 9 - Plasma
Level 10 - Wind Slash
Level 18 - Bind
Level 22 - Eruption
Level 24 - Resist
Level 26 - Shine Plasma
Level 30 - Sonic Slash
Level 33 - Drain

Level 34 - Break
Level 41 - Psy Drain
Level 48 - Pyroclasm
Level 50 - Spark Plasma

Enchanter

Djinn Required: 6-9 Mars

=====
Stats Raised
=====

HP: 140%
PP: 140%
Attack: 130%
Defense: 120%
Agility: 140%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Delude
Level 3 - Guard
Level 5 - Impact
Level 6 - Ward
Level 8 - Volcano
Level 9 - Weaken
Level 11 - Astral Blast
Level 14 - Sleep
Level 15 - Protect
Level 21 - High Impact
Level 23 - Eruption
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 48 - Pyroclasm

Conjurer

Djinn Required: 7-8 Mars, 1 Jupiter

=====
Stats Raised
=====

HP: 170%
PP: 160%
Attack: 150%

Defense: 130%
Agility: 160%
Luck: 90%

=====
Spells Learned
=====

Level 1 - Delude
Level 3 - Guard
Level 5 - Impact
Level 6 - Ward
Level 8 - Volcano
Level 9 - Weaken
Level 11 - Thunder Mine (upgraded from Astral Blast)
Level 14 - Sleep
Level 15 - Protect
Level 21 - High Impact
Level 23 - Eruption
Level 25 - Enfeeble
Level 31 - Drain
Level 39 - Psy Drain
Level 48 - Pyroclasm

+++++++
+Jupiter+
+++++++

Wind Seer

Djinn Required: 0-1 Jupiter

=====
Stats Raised
=====

HP: 80%
PP: 140%
Attack: 80%
Defense: 90%
Agility: 130%
Luck: 110%

=====
Spells Learned
=====

Level 1 - Whirlwind
Level 4 - Ray
Level 8 - Plasma

Level 12 - Sleep
Level 14 - Storm Ray
Level 17 - Bind
Level 18 - Tornado
Level 26 - Shine Plasma
Level 36 - Destruct Ray
Level 44 - Tempest
Level 50 - Spark Plasma

Magician

Djinn Required: 2-3 Jupiter

=====
Stats Raised
=====

HP: 90%
PP: 150%
Attack: 90%
Agility: 140%
Luck: 110%

=====
Spells Learned
=====

Level 1 - Whirlwind
Level 4 - Ray
Level 5 - Impact
Level 8 - Plasma
Level 12 - Sleep
Level 14 - Storm Ray
Level 17 - Bind
Level 18 - Tornado
Level 21 - High Impact
Level 26 - Shine Plasma
Level 36 - Destruct Ray
Level 44 - Tempest
Level 50 - Spark Plasma

Mage

Djinn Required: 4-5 Jupiter

=====
Stats Raised
=====

HP: 110%
PP: 160%

Defense: 110%
Agility: 150%
Luck: 110%

Magister

Djinn Required: 6-7 Jupiter

=====
Stats Raised
=====

HP: 130%
PP: 170%
Attack: 110%
Defense: 120%
Agility: 160%
Luck: 110%

Sorcerer

Djinn Required: 8-9 Jupiter

=====
Stats Raised
=====

HP: 150%
PP: 180%
Attack: 120%
Defense: 130%
Agility: 170%
Luck: 110%

=====
Spells Learned (Mage, Magister, & Sorcerer)
=====

Level 1 - Whirlwind
Level 4 - Ray
Level 5 - Impact
Level 6 - Ward
Level 8 - Plasma
Level 12 - Sleep
Level 14 - Storm Ray
Level 17 - Bind
Level 18 - Tornado
Level 21 - High Impact
Level 22 - Resist
Level 26 - Shine Plasma
Level 36 - Destruct Ray

Level 44 - Tempest
Level 50 - Spark Plasma

+++++++
+Mercury+
+++++++

Hermit

Djinn Required: 1 Mercury

=====
Stats Raised
=====

HP: 80%
PP: 140%
Attack: 80%
Defense: 90%
Agility: 130%
Luck: 120%

Elder

Djinn Required: 2-3 Mercury

=====
Stats Raised
=====

HP: 90%
PP: 150%
Attack: 90%
Agility: 140%
Luck: 120%

=====
Spells Learned (Hermit & Elder)
=====

Level 1 - Impact
Level 6 - Prism
Level 8 - Plasma
Level 18 - Bind
Level 21 - High Impact
Level 22 - Hail Prism
Level 26 - Shine Plasma

Level 30 - Break
Level 31 - Drain
Level 39 - Psy Drain
Level 50 - Spark Plasma
Level 52 - Freeze Prism

Scholar

Djinn Required: 4 Mercury

=====
Stats Raised
=====

HP: 110%
PP: 160%
Defense: 110%
Agility: 150%
Luck: 120%

Savant

Djinn Required: 5-9 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 170%
Attack: 110%
Defense: 120%
Agility: 160%
Luck: 120%

Sage

Djinn Required: 1-3 Jupiter, 6-8 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 180%
Attack: 120%
Defense: 130%
Agility: 170%

Luck: 120%

Wizard

Djinn Required: 2 Jupiter, 7 Mercury

=====
Stats Raised
=====

HP: 180%
PP: 190%
Attack: 130%
Defense: 140%
Agility: 180%
Luck: 120%

=====
Spells Learned (Scholar, Savant, Sage, & Wizard)
=====

Level 1 - Impact
Level 6 - Prism
Level 8 - Plasma
Level 12 - Wish
Level 18 - Bind
Level 21 - High Impact
Level 22 - Hail Prism
Level 24 - Wish Well
Level 26 - Shine Plasma
Level 30 - Break
Level 31 - Drain
Level 39 - Psy Drain
Level 46 - Pure Wish
Level 50 - Spark Plasma
Level 52 - Freeze Prism

+++++++
+Other+
+++++++

Medium

Djinn Required: 3 Venus, 3 Mercury

=====
Stats Raised

=====
HP: 130%
PP: 170%
Attack: 120%
Defense: 120%
Agility: 150%
Luck: 90%

Conjurer

Djinn Required: 4 Venus, 4 Mercury

=====
Stats Raised
=====

HP: 140%
PP: 160%
Attack: 120%
Defense: 130%
Agility: 160%
Luck: 90%

Dark Mage

Djinn Required: 5 Venus, 4 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 170%
Attack: 130%
Defense: 140%
Agility: 170%
Luck: 90%

=====
Spells Learned (Medium, Conjurer, & Dark Mage)
=====

Level 1 - Cure
Level 2 - Froth
Level 2 - Bolt
Level 6 - Flash Bolt
Level 10 - Cure Well
Level 14 - Froth Sphere
Level 17 - Haunt
Level 19 - Revive

Level 20 - Curse
Level 22 - Blue Bolt
Level 26 - Potent Cure
Level 29 - Condemn
Level 31 - Drain
Level 36 - Psy Drain
Level 40 - Froth Spiral

White Mage

Djinn Required: 3 Venus, 4-6 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 180%
Attack: 130%
Defense: 130%
Agility: 150%
Luck: 120%

Pure Mage

Djinn Required: 4 Venus, 5 Mercury

=====
Stats Raised
=====

HP: 180%
PP: 190%
Attack: 140%
Defense: 140%
Agility: 160%
Luck: 120%

=====
Spells Learned (White Mage & Pure Mage)
=====

Level 2 - Prism
Level 5 - Cure Poison
Level 6 - Ward
Level 8 - Plasma
Level 11 - Dull
Level 12 - Wish
Level 13 - Restore
Level 17 - Revive
Level 20 - Hail Prism

Level 24 - Wish Well
Level 26 - Shine Plasma
Level 31 - Resist
Level 37 - Blunt
Level 46 - Spark Plasma
Level 46 - Pure Wish
Level 52 - Freeze Prism

Ranger

Djinn Required: 3 Mars, 3-6 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 160%
Attack: 120%
Defense: 120%
Agility: 160%
Luck: 120%

Bard

Djinn Required: 4 Mars, 4 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 170%
Attack: 140%
Defense: 130%
Agility: 170%
Luck: 120%

Warlock

Djinn Required: 4 Mars, 5 Mercury

=====
Stats Raised
=====

HP: 170%
PP: 180%

Attack: 150%
Defense: 140%
Agility: 180%
Luck: 120%

=====
Spells Learned (Ranger, Bard, & Warlock)
=====

- Level 1 - Douse
- Level 1 - Slash
- Level 6 - Ward
- Level 8 - Volcano
- Level 10 - Wind Slash
- Level 12 - Drench
- Level 18 - Bind
- Level 22 - Eruption
- Level 24 - Resist
- Level 30 - Sonic Slash
- Level 30 - Deluge
- Level 33 - Drain
- Level 34 - Break
- Level 41 - Psy Drain
- Level 48 - Pyroclasm

Piers & Mia

Original Class: Mariner (Piers)
Water Seer (Mia)

+++++++
+Venus+
+++++++

Seer

Djinn Required: 1 Venus

=====
Stats Raised
=====

HP: 90%
PP: 130%
Attack: 90%
Defense: 90%
Agility: 110%

Diviner

Djinn Required: 2-3 Venus

=====
Stats Raised
=====

HP: 110%
PP: 140%
Agility: 120%

=====
Spells Learned (Seer & Diviner)
=====

- Level 1 - Cure
- Level 2 - Froth
- Level 3 - Growth
- Level 5 - Cure Poison
- Level 10 - Cure Well
- Level 12 - Mad Growth
- Level 13 - Restore
- Level 14 - Froth Sphere
- Level 26 - Potent Cure
- Level 29 - Wild Growth
- Level 30 - Break
- Level 36 - Pure Wish
- Level 40 - Froth Sprial

Shaman

Djinn Required: 4-5 Venus

=====
Stats Raised
=====

HP: 120%
PP: 150%
Attack: 110%
Defense: 110%
Agility: 130%

Druid

Djinn Required: 6 Venus, 1-3 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 170%
Attack: 130%
Defense: 130%
Agility: 160%

Oracle

Djinn Required: 7 Venus, 2 Mercury

=====
Stats Raised
=====

HP: 170%
PP: 180%
Attack: 140%
Defense: 140%
Agility: 170%

=====
Spells Learned (Shaman, Druid, & Oracle)
=====

Level 1 - Cure
Level 2 - Froth
Level 3 - Growth
Level 5 - Cure Poison
Level 8 - Wish
Level 10 - Cure Well
Level 12 - Mad Growth
Level 13 - Restore
Level 14 - Froth Sphere
Level 19 - Revive
Level 22 - Wish Well
Level 26 - Potent Cure
Level 29 - Wild Growth
Level 30 - Break
Level 36 - Pure Wish
Level 40 - Froth Sprial

Cavalier

Djinn Required: 6-9 Venus

=====

Stats Raised

=====

HP: 140%
PP: 110%
Attack: 130%
Defense: 130%
Agility: 110%
Luck: 120%

=====

Spells Learned

=====

Level 1 - Ply
Level 4 - Thorn
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 14 - Briar
Level 16 - Ply Well
Level 19 - Revive
Level 22 - Wish Well
Level 30 - Break
Level 34 - Pure Ply
Level 36 - Nettle
Level 46 - Pure Wish

Guardian

Djinn Required: 7-8 Venus, 1 Mercury

=====

Stats Raised

=====

HP: 170%
PP: 130%
Attack: 140%
Defense: 140%
Agility: 130%
Luck: 120%

=====

Spells Learned

=====

Level 1 - Ply
Level 4 - Thorn
Level 5 - Cure Poison
Level 6 - Avoid

Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Plume Edge (upgraded from Cutting Edge)
Level 13 - Restore
Level 14 - Briar
Level 16 - Ply Well
Level 19 - Revive
Level 22 - Wish Well
Level 30 - Break
Level 34 - Pure Ply
Level 36 - Nettle
Level 46 - Pure Wish

++++++
+Mars+
++++++

Pilgrim

Djinn Required: 1 Mars

=====
Stats Raised
=====

HP: 90%
PP: 120%
Attack: 90%
Agility: 120%
Luck: 120%

Wanderer

Djinn Required: 2-3 Mars

=====
Stats Raised
=====

HP: 110%
PP: 130%
Defense: 110%
Agility: 130%
Luck: 120%

=====
Spells Learned (Pilgrim & Wanderer)

=====
Level 1 - Douse
Level 5 - Cure Poison
Level 6 - Prism
Level 12 - Drench
Level 13 - Restore
Level 20 - Hail Prism
Level 30 - Deluge
Level 34 - Break
Level 54 - Freeze Prism

Ascetic

Djinn Required: 4-5 Mars

=====
Stats Raised
=====

HP: 120%
PP: 140%
Attack: 110%
Defense: 120%
Agility: 140%
Luck: 120%

Water Monk

Djinn Required: 1-3 Venus, 6 Mars

=====
Stats Raised
=====

HP: 150%
PP: 160%
Attack: 130%
Defense: 140%
Agility: 160%
Luck: 120%

Guru

Djinn Required: 2 Venus, 7 Mars

=====
Stats Raised

=====
HP: 170%
PP: 170%
Attack: 150%
Defense: 150%
Agility: 170%
Luck: 120%

=====
Spells Learned (Ascetic, Water Monk, & Guru)
=====

Level 1 - Douse
Level 5 - Cure Poison
Level 6 - Prism
Level 8 - Volcano
Level 9 - Wish
Level 12 - Drench
Level 13 - Restore
Level 20 - Hail Prism
Level 22 - Eruption
Level 24 - Wish Well
Level 30 - Deluge
Level 34 - Break
Level 46 - Pure Wish
Level 48 - Pyroclasm
Level 54 - Freeze Prism

Cavalier

Djinn Required: 6-9 Mars

=====
Stats Raised
=====

HP: 140%
PP: 110%
Attack: 130%
Defense: 130%
Agility: 110%
Luck: 120%

=====
Spells Learned
=====

Level 1 - Ply
Level 2 - Blast
Level 3 - Guard
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish

Level 10 - Mad Blast
Level 11 - Cutting Edge
Level 13 - Restore
Level 15 - Protect
Level 16 - Ply Well
Level 22 - Wish Well
Level 28 - Fiery Blast
Level 30 - Break
Level 34 - Pure Ply
Level 46 - Pure Wish

Luminier

Djinn Required: 1 Venus, 7-8 Mars

=====
Stats Raised
=====

HP: 170%
PP: 130%
Attack: 150%
Defense: 140%
Agility: 130%
Luck: 120%

=====
Spells Learned
=====

Level 1 - Ply
Level 2 - Blast
Level 3 - Guard
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Wish
Level 10 - Mad Blast
Level 11 - Plume Edge (upgraded from Cutting Edge)
Level 13 - Restore
Level 15 - Protect
Level 16 - Ply Well
Level 22 - Wish Well
Level 28 - Fiery Blast
Level 30 - Break
Level 34 - Pure Ply
Level 46 - Pure Wish

+++++++
+Jupiter+
+++++++

Hermit

Djinn Required: 1 Jupiter

=====
Stats Raised
=====

HP: 80%
PP: 140%
Attack: 80%
Defense: 90%
Agility: 130%
Luck: 120%

Elder

Djinn Required: 2-3 Jupiter

=====
Stats Raised
=====

HP: 90%
PP: 150%
Attack: 90%
Agility: 140%
Luck: 120%

=====
Spells Learned (Hermit & Elder)
=====

Level 1 - Impact
Level 6 - Prism
Level 8 - Plasma
Level 18 - Bind
Level 21 - High Impact
Level 22 - Hail Prism
Level 26 - Shine Plasma
Level 30 - Break
Level 31 - Drain
Level 39 - Psy Drain
Level 50 - Spark Plamsa
Level 52 - Freeze Prism

Scholar

Djinn Required: 4 Jupiter

=====
Stats Raised
=====

HP: 110%
PP: 160%
Defense: 110%
Agility: 150%
Luck: 120%

Savant

Djinn Required: 5-9 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 170%
Attack: 110%
Defense: 120%
Agility: 160%
Luck: 120%

Sage

Djinn Required: 1-3 Jupiter, 6-8 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 180%
Attack: 120%
Defense: 130%
Agility: 170%
Luck: 120%

Wizard

Djinn Required: 2 Jupiter, 7 Mercury

=====

Stats Raised

=====

HP: 180%
PP: 190%
Attack: 130%
Defense: 140%
Agility: 180%
Luck: 120%

=====

Spells Learned (Scholar, Savant, Sage, & Wizard)

=====

Level 1 - Impact
Level 6 - Prism
Level 8 - Plasma
Level 12 - Wish
Level 18 - Bind
Level 21 - High Impact
Level 22 - Hail Prism
Level 24 - Wish Well
Level 26 - Shine Plasma
Level 30 - Break
Level 31 - Drain
Level 39 - Psy Drain
Level 46 - Pure Wish
Level 50 - Spark Plasma
Level 52 - Freeze Prism

+++++

+Mercury (Piers)+

+++++

Mariner

Djinn Required: 0-1 Mercury

=====

Stats Raised

=====

HP: 110%
PP: 90%
Agility: 90%
Luck: 120%

=====

Spells Learned

=====

Level 1 - Douse
Level 1 - Frost
Level 2 - Ply
Level 4 - Cool
Level 5 - Cure Poison
Level 8 - Tundra
Level 12 - Diamond Dust
Level 13 - Restore
Level 17 - Ply Well
Level 21 - Supercool
Level 24 - Glacier
Level 30 - Break
Level 35 - Pure Ply
Level 48 - Megacool

Privateer

Djinn Required: 2-3 Mercury

=====
Stats Raised
=====

HP: 130%
Attack: 110%
Defense: 110%
Luck: 120%

Commander

Djinn Required: 4-5 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 110%
Attack: 120%
Defense: 120%
Agility: 110%
Luck: 120%

=====
Spells Learned (Privateer & Commander)
=====

Level 1 - Douse
Level 1 - Frost
Level 2 - Ply

Level 4 - Cool
Level 5 - Cure Poison
Level 6 - Avoid
Level 8 - Tundra
Level 12 - Diamond Dust
Level 13 - Restore
Level 17 - Ply Well
Level 21 - Supercool
Level 24 - Glacier
Level 30 - Break
Level 35 - Pure Ply
Level 48 - Megacool

Captain

Djinn Required: 6-7 Mercury

=====
Stats Raised
=====

HP: 170%
PP: 120%
Attack: 130%
Defense: 130%
Agility: 120%

Admiral

Djinn Required: 8-9 Mercury

=====
Stats Raised
=====

HP: 190%
PP: 130%
Attack: 140%
Defense: 140%
Agility: 130%
Luck: 120%

=====
Spells Learned (Captain & Admiral)
=====

Level 1 - Douse
Level 1 - Frost
Level 2 - Ply
Level 4 - Cool
Level 5 - Cure Poison

Level 6 - Avoid
Level 8 - Tundra
Level 12 - Diamond Berg (upgraded from Diamond Dust as a Captain)
Level 13 - Restore
Level 17 - Ply Well
Level 21 - Supercool
Level 24 - Glacier
Level 30 - Break
Level 35 - Pure Ply
Level 48 - Megacool

++++
+Mercury (Mia)+
++++

Water Seer

Djinn Required: 0-1 Mercury

=====
Stats Raised
=====

HP: 90%
PP: 130%
Attack: 90%
Agility: 80%
Luck: 130%

Scribe

Djinn Required: 2-3 Mercury

=====
Stats Raised
=====

PP: 140%
Defense: 110%
Agility: 90%
Luck: 130%

=====
Spells Learned (Water Seer & Scribe)
=====

Level 1 - Ply

Level 2 - Frost
Level 4 - Ice
Level 9 - Tundra
Level 13 - Restore
Level 16 - Ply Well
Level 17 - Ice Horn
Level 25 - Glacier
Level 30 - Break
Level 34 - Pure Ply
Level 42 - Ice Missile

Cleric

Djinn Required: 4-5 Mercury

=====
Stats Raised
=====

HP: 120%
PP: 150%
Attack: 110%
Defense: 120%
Luck: 130%

Paragon

Djinn Required: 6-7 Mercury

=====
Stats Raised
=====

HP: 140%
PP: 160%
Attack: 120%
Defense: 130%
Agility: 160%
Luck: 130%

Angel

Djinn Required: 8-9 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 170%
Attack: 130%
Defense: 140%
Agility: 120%
Luck: 130%

=====
Spells Learned (Cleric, Paragon, & Angel)
=====

Level 1 - Ply
Level 2 - Frost
Level 4 - Ice
Level 8 - Wish
Level 9 - Tundra
Level 13 - Restore
Level 16 - Ply Well
Level 17 - Ice Horn
Level 22 - Wish Well
Level 25 - Glacier
Level 30 - Break
Level 34 - Pure Ply
Level 42 - Ice Missile
Level 46 - Pure Wish

+++++++
+Other+
+++++++

Medium

Djinn Required: 3 Venus, 3 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 170%
Attack: 120%
Defense: 120%
Agility: 150%
Luck: 90%

Conjurer

Djinn Required: 4 Venus, 4 Mercury

=====
Stats Raised
=====

HP: 140%
PP: 160%
Attack: 120%
Defense: 130%
Agility: 160%
Luck: 90%

Dark Mage

Djinn Required: 5 Venus, 4 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 170%
Attack: 130%
Defense: 140%
Agility: 170%
Luck: 90%

=====
Spells Learned (Medium, Conjurer, & Dark Mage)
=====

Level 1 - Cure
Level 2 - Froth
Level 2 - Bolt
Level 6 - Flash Bolt
Level 10 - Cure Well
Level 14 - Froth Sphere
Level 17 - Haunt
Level 19 - Revive
Level 20 - Curse
Level 22 - Blue Bolt
Level 26 - Potent Cure
Level 29 - Condemn
Level 31 - Drain
Level 36 - Psy Drain
Level 40 - Froth Spiral

White Mage

Djinn Required: 3 Venus, 4-6 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 180%
Attack: 130%
Defense: 130%
Agility: 150%
Luck: 120%

Pure Mage

Djinn Required: 4 Venus, 5 Mercury

=====
Stats Raised
=====

HP: 180%
PP: 190%
Attack: 140%
Defense: 140%
Agility: 160%
Luck: 120%

=====
Spells Learned (White Mage & Pure Mage)
=====

Level 2 - Prism
Level 5 - Cure Poison
Level 6 - Ward
Level 8 - Plasma
Level 11 - Dull
Level 12 - Wish
Level 13 - Restore
Level 17 - Revive
Level 20 - Hail Prism
Level 24 - Wish Well
Level 26 - Shine Plasma
Level 31 - Resist
Level 37 - Blunt
Level 46 - Spark Plasma
Level 46 - Pure Wish
Level 52 - Freeze Prism

Ranger

Djinn Required: 3 Mars, 3-6 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 160%
Attack: 120%
Defense: 120%
Agility: 160%
Luck: 120%

Bard

Djinn Required: 4 Mars, 4 Mercury

=====
Stats Raised
=====

HP: 150%
PP: 170%
Attack: 140%
Defense: 130%
Agility: 170%
Luck: 120%

Warlock

Djinn Required: 4 Mars, 5 Mercury

=====
Stats Raised
=====

HP: 170%
PP: 180%
Attack: 150%
Defense: 140%
Agility: 180%
Luck: 120%

=====
Spells Learned (Ranger, Bard, & Warlock)
=====

Level 1 - Douse
Level 1 - Slash
Level 6 - Ward
Level 8 - Volcano
Level 10 - Wind Slash

Level 12 - Drench
Level 18 - Bind
Level 22 - Eruption
Level 24 - Resist
Level 30 - Sonic Slash
Level 30 - Deluge
Level 33 - Drain
Level 34 - Break
Level 41 - Psy Drain
Level 48 - Pyroclasm

Item Classes (Everyone)

+++++
+Mysterious Card+
+++++

Pierrot

Djinn Required: 0

=====
Stats Raised
=====

PP: 80%
Defense: 110%
Agility: 130%
Luck: 120%

Harlequin

Djinn Required: 1 Mars, 1 Jupiter, 1 Mercury

=====
Stats Raised
=====

HP: 130%
Attack: 110%
Defense: 120%
Agility: 140%
Luck: 120%

=====
Spells Learned (Pierrot & Harlequin)
=====

- Level 3 - Baffle Card
- Level 5 - Juggle
- Level 6 - Avoid
- Level 8 - Sword Card
- Level 10 - Sabre Dance
- Level 13 - Flame Card
- Level 15 - Sleep Card
- Level 17 - Heat Juggle
- Level 22 - Fire Breath
- Level 25 - Thunder Card
- Level 27 - Death Card
- Level 33 - Bramble Card
- Level 37 - Fiery Juggle
- Level 46 - Frost Card

Punchinello

Djinn Required: 2 Mars, 2 Jupiter, 2 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 110%
Attack: 120%
Defense: 130%
Agility: 150%
Luck: 120%

Acrobat

Djinn Required: 3 Mars, 3 Jupiter, 3 Mercury

=====
Stats Raised
=====

HP: 190%
PP: 120%
Attack: 130%
Defense: 140%
Agility: 160%
Luck: 120%

=====
Spells Learned (Punchinello & Acrobat)

=====
Level 3 - Baffle Card
Level 5 - Juggle
Level 6 - Avoid
Level 8 - Sword Card
Level 10 - Sabre Dance
Level 13 - Flame Card
Level 15 - Sleep Card
Level 17 - Heat Juggle
Level 22 - Fire Breath
Level 25 - Thunder Card
Level 27 - Death Card
Level 29 - Backstab
Level 33 - Bramble Card
Level 37 - Fiery Juggle
Level 46 - Frost Card

+++++
+Trainer's Whip+
+++++

Tamer

Djinn Required: 0

=====
Stats Raised
=====

PP: 70%
Attack: 110%
Defense: 120%
Agility: 90%
Luck: 80%

=====
Spells Learned
=====

Level 1 - Wild Wolf
Level 5 - Cure Poison
Level 6 - Impact
Level 10 - Whiplash
Level 10 - Salamander
Level 13 - Restore
Level 20 - Emu
Level 22 - High Impact
Level 45 - Roc

Trainer

Djinn Required: 1 Mars, 1 Jupiter, 1 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 90%
Attack: 120%
Defense: 130%
Luck: 80%

=====
Spells Learned
=====

Level 1 - Orc (upgraded from Wild Wolf)
Level 5 - Cure Poison
Level 6 - Impact
Level 7 - Pixie
Level 10 - Whiplash
Level 10 - Cerebus (upgraded from Salamander)
Level 13 - Restore
Level 20 - Harpy (upgraded from Emu)
Level 22 - High Impact
Level 32 - Wyvern
Level 45 - Grand Golem (upgraded from Roc)

Beastkeeper

Djinn Required: 2 Mars, 2 Jupiter, 2 Mercury

=====
Stats Raised
=====

HP: 160%
Attack: 140%
Defense: 140%
Agility: 110%
Luck: 80%

=====
Spells Learned
=====

HP: 160%
Attack: 140%
Defense: 140%

Agility: 110%

Luck: 80%

=====
Spells Learned
=====

- Level 1 - Dinox (upgraded from Orc)
- Level 5 - Cure Poison
- Level 6 - Impact
- Level 7 - Faery (upgraded from Pixie)
- Level 10 - Whiplash
- Level 10 - Chimera (upgraded from Cerebus)
- Level 13 - Restore
- Level 15 - Elder Wood
- Level 20 - Gryphon (upgraded from Harpy)
- Level 22 - High Impact
- Level 27 - Lich
- Level 32 - Blue Dragon (upgraded from Wyvern)
- Level 45 - Living Armor (upgraded from Grand Golem)

Beast Lord

Djinn Required: 3 Mars, 3 Jupiter, 3 Mercury

=====
Stats Raised
=====

- HP: 190%
- PP: 110%
- Attack: 160%
- Defense: 150%
- Agility: 120%
- Luck: 80%

=====
Spells Learned
=====

- Level 1 - Troll (upgraded from Dinox)
- Level 5 - Cure Poison
- Level 6 - Impact
- Level 7 - Weird Nymph (upgraded from Faery)
- Level 10 - Whiplash
- Level 10 - Macetail (upgraded from Chimera)
- Level 13 - Restore
- Level 15 - Estre Wood (upgraded from Elder Wood)
- Level 20 - Minotaur (upgraded from Gryphon)
- Level 22 - High Impact
- Level 24 - Succubus
- Level 27 - Phoenix (upgraded from Lich)
- Level 28 - Manticore
- Level 32 - Fire Dragon (upgraded from Blue Dragon)

Level 45 - Ghost Soldier (upgraded from Living Armor)

+++++++
+Tomegatericon+
+++++++

Dark Mage

Djinn Required: 0

=====
Stats Raised
=====

HP: 80%
PP: 140%
Attack: 80%
Defense: 90%
Agility: 140%
Luck: 90%

Crypt Lord

Djinn Required: 1 Mars, 1 Jupiter, 1 Mercury

=====
Stats Raised
=====

PP: 160%
Defense: 110%
Agility: 150%
Luck: 90%

=====
Spells Learned (Dark Mage & Crypt Lord)
=====

Level 9 - Raging Heat
Level 17 - Haunt
Level 19 - Revive
Level 20 - Fire Puppet
Level 22 - Fiery Abyss
Level 24 - Curse
Level 29 - Condemn
Level 31 - Drain
Level 33 - Poison Flow

Level 39 - Psy Drain
Level 53 - Dire Inferno

Necrolyte

Djinn Required: 2 Mars, 2 Jupiter, 2 Mercury

=====
Stats Raised
=====

HP: 130%
PP: 170%
Attack: 120%
Defense: 120%
Agility: 160%
Luck: 90%

=====
Spells Learned
=====

Level 9 - Raging Heat
Level 17 - Haunt
Level 19 - Revive
Level 20 - Fire Puppet
Level 22 - Fiery Abyss
Level 24 - Curse
Level 26 - Call Demon
Level 29 - Condemn
Level 31 - Drain
Level 33 - Poison Flow
Level 39 - Psy Drain
Level 53 - Dire Inferno

Necromage

Djinn Required: 3 Mars, 3 Jupiter, 3 Mercury

=====
Stats Raised
=====

HP: 160%
PP: 190%
Attack: 140%
Defense: 130%
Agility: 170%
Luck: 90%

=====
Spells Learned
=====

Level 9 - Raging Heat
Level 17 - Haunt
Level 19 - Revive
Level 20 - Fire Puppet
Level 22 - Fiery Abyss
Level 24 - Curse
Level 26 - Call Demon
Level 29 - Condemn
Level 31 - Drain
Level 33 - Poison Flow
Level 39 - Psy Drain
Level 47 - Call Dullahan (Dullahan does *not* need to be defeated to get this)
Level 53 - Dire Inferno

=====
XII. Item Forging
=====

In The Lost Age, you can get better equipment by forging certain items. In Yallam, the village located at the northeastern part of the southernmost continent, a blacksmith named Sunshine lives in the northwestern house on top of a cliff. If you speak with him, he'll ask you to give him a material of some kind so he can forge something out of it. Once you give him a material, he will tell you to come back later when it's finished. Just exit the village and enter it again and your item will be complete. Talk to his wife by the fireplace and she will give you the item (for a price, of course). The price is unknown, but you'll be forced to pay up anyway. I will list each material in this section, along with the possible items that can be forged.

Tear Stone

Found: Dropped by Gillman Lord

Forged

Cloud Wand
Clear Bracelet
Pure Circlet
Spirit Ring

Star Dust

Found: Dropped by Sand Scorpion

Forged

Comet Mace

Planet Armor

Luna Shield

Astral Circlet

Star Dust Ring

Sylph Feather

Found: Dropped by Great Seagull

Forged

Sylph Rapier

Faery Vest

Aerial Gloves

Floating Hat

Dragon Skin

Found: Dropped by Winged Lizard

Forged

Dragon Armor

Dragon Robe

Dragon Shield

Dragon Helm

Dragon Boots

Salamander Tail

Found: Dropped by Pyrodra

Forged

Burning Sword

Apollo's Axe

Salamander Rod

Ardagh Robe

Flame Shield

Golem Core

Found: Dropped by Bombander

Forged

Huge Sword
Gaia's Axe
Tungsten Mace
Chronos Mail
Titan Gloves

Mythril Silver

Found: Dropped by Soul Army

Forged

Levatine
Mythril Blade
Mythril Clothes
Mythril Helm
Mythril Armlet
Psychic Circlet

Dark Matter

Found: Dropped by Wonder Bird and Agatio & Karst

Forged

Darksword
Stealth Armor
Terra Shield
Fear Helm
Demon Circlet

Orihalcon

Found: Dropped by Sky Dragon

Forged

Excalibur

Stellar Axe

Nebula Wand

Xylion Armor

Big Bang Gloves

Cosmos Shield

Millenium Helm

Rusty Swords

Forged

Soul Brand (from the first Rusty Sword at the Western Sea)

Pirate's Sabre (from the second Rusty Sword at the Western Sea)

Robber's Blade (from the Rusty Sword at Lemuria)

Corsair's Edge (from the Rusty Sword at Aqua Rock)

Rusty Axes

Forged

Viking Axe (from the Rusty Axe at Treasure Isle)

Captain's Axe (from the Rusty Axe at the Eastern Sea)

Rusty Maces

Forged

Hagbone Mace (from the Rusty Mace at the Eastern Sea)

Demon Mace (from the Rusty Mace at Gaia Rock)

Rusty Staves

Forged

Goblin's Rod (from the Rusty Staff at the Western Sea)

Glower Staff (from the Rusty Staff at the Shrine of the Sea God)

=====
XIII. Psynergy
=====

In this section, I will list all of the Psynergy in the game, along with info about what they do and such.

Angel Spear

Type: Jupiter

PP Used: 12

Range: All

Description: Boost attack with a heavenly blade.

Annihilation

Type: Venus

PP Used: 18

Range: One

Description: Attempt to annihilate a foe.

Astral Blast

Type: Jupiter

PP Used: 5

Range: One

Description: Attack with celestial force.

Aura

Type: Mars

PP Used: 7

Range: All

Description: Restore 50 HP to the whole party.

Avalanche

Type: Venus

PP Used: 30

Range: Five

Description: Attack with blasts of rock.

Avoid

Type: Mercury

PP Used: 5

Range: One

Description: Encounter fewer monsters.

Baffle Card

Type: Jupiter

PP: 4

Range: Three

Description: Deludes enemy.

Beam

Type: Mars

PP Used: 7

Range: Three

Description: Attack with a searing heat beam.

Bind

Type: Jupiter

PP Used: 4

Range: One

Description: Block a foe's Psynergy.

Blast (Nova)

Type: Mars

PP Used: 5

Range: Three

Description: Attack with an explosive blast.

Blast

Type: Mars

PP Used: 7

Range: Three

Description: Attack with a massive explosion.

Blaze

Type: Mars

PP Used: 1

Range: One

Description: Manipulate flames.

Blue Bolt

Type: Jupiter

PP Used: 14

Range: Three

Description: Attack with a lightning bolt.

Blue Dragon

Type: Mercury

PP Used: 12

Range: Five

Description: Attack foes with an icy blast.

Blue Bolt

Type: Jupiter

PP Used: 14

Range: Three

Description: Attack with a lightning bolt.

Bolt

Type: Jupiter

PP Used: 4

Range: One

Description: Attack with a lightning bolt.

Bolt

Type: Jupiter

PP Used: 4

Range: One

Description: Attack with a lightning bolt.

Bramble Card

Type: Venus

PP Used: 22

Range: Three

Description: Throw a card of the Thorn suit.

Break

Type: Mercury

PP Used: 5

Range: All

Description: Eliminate an enemy's bonuses.

Briar

Type: Venus

PP Used: 11

Range: Three

Description: Attack with sharpened briars.

Burst

Type: Mars

PP Used: 2

Range: One

Description: Break cracked objects.

Call Demon

Type: Venus

PP Used: 13

Range: One

Description: Strike with a demon's fury.

Call Dullahan

Type: Jupiter

PP Used: 21

Range: One

Description: Strike with Dullahan's might.

Call Zombie

Type: Mercury

PP Used: 5

Range: One

Description: Command a zombie to strike a foe.

Carry

Type: Venus

PP Used: 2

Range: One

Description: Lift and move light objects.

Catch

Type: Venus

PP Used: 1

Range: One

Description: Grab light objects from afar.

Cerberus

Type: Mars

PP Used: 7

Range: Three

Description: Attack with the soul's fire.

Chimera

Type: Mars

PP Used: 7

Range: Three

Description: Attack a foe with a fiery blast.

Clay Spire

Type: Venus

PP Used: 13

Range: Three

Description: Attack with earthen spire.

Cloak

Type: Mercury

PP Used: 1

Range: One

Description: Hide away in shadows.

Cluster Bomb

Type: Mars

PP Used: 11

Range: Five

Description: Attack with a bomb blast.

Condemn

Type: Venus

PP Used: 8

Range: One

Description: Disable your enemy with evil power.

Cool

Type: Mercury

PP Used: 6

Range: Three

Description: Attack with freezing cold.

Cool Aura

Type: Mars

PP Used: 16

Range: All

Description: Restore 200 HP to the whole party.

Cutting Edge

Type: Jupiter

PP Used: 5

Range: One

Description: Inflict damage with a shockwave.

Cure

Type: Venus

PP Used: 3

Range: One

Description: Restore 70 HP.

Cure Poison

Type: Mercury

PP Used: 2

Range: One

Description: Cleanse the body of poison.

Cure Well

Type: Venus

PP Used: 7

Range: One

Description: Restore 160 HP.

Curse

Type: Venus

PP Used: 6

Range: One

Description: Draw the spirit of death to a foe.

Cycle Beam

Type: Mars

PP Used: 14

Range: Five

Description: Attack with a searing heat beam.

Cyclone

Type: Jupiter

PP Used: 2

Range: One

Description: Conjure wind to scatter weeds.

Death Card

Type: Venus

PP Used: 8

Range: One

Description: Call the Reaper to claim your foes.

Death Leap

Type: Jupiter

PP Used: 22

Range: One

Description: Beat a foe with a strange fan.

Death Plunge

Type: Jupiter

PP Used: 14

Range: One

Description: Plunge your weapon into a foe.

Debilitate

Type: Mars

PP Used: 6

Range: Three

Description: Drop enemy party's defense.

Delude

Type: Jupiter

PP Used: 4

Range: Three

Description: Wrap multiple foes in delusion.

Demon Night

Type: Venus

PP Used: 12

Range: Three

Description: Unleash a myriad of monsters.

Demon Spear

Type: Jupiter

PP Used: 7

Range: One

Description: Boost Attack with a heavenly blade.

Destruct Ray

Type: Jupiter

PP Used: 21

Range: Three

Description: Attack with a magnetic storm.

Diamond Berg

Type: Mercury

PP Used: 17

Range: One

Description: Freeze and crush a foe.

Diamond Dust

Type: Mercury

PP Used: 6

Range: One

Description: Freeze and crush a foe.

Dinox

Type: Venus

PP Used: 3

Range: One

Description: Attack with sharpened fangs.

Douse

Type: Mercury

PP Used: 5

Range: Three

Description: Attack with a surge of water.

Dragon Fume

Type: Mars

PP Used: 35

Range: One

Description: Attack with a plume of flames.

Drain

Type: Jupiter

PP Used: 3

Range: One

Description: Drain enemy's HP into yourself.

Drench

Type: Mercury

PP Used: 10

Range: Three

Description: Attack with a torrent of water.

Earthquake

Type: Venus

PP Used: 7

Range: Five

Description: Attack with a mighty tremor.

Elder Wood

Type: Mercury

PP Used: 14

Range: All

Description: Restore 170 HP to the whole party.

Emu
Type: Jupiter
PP Used: 10
Range: One
Description: Call a giant bird to claw a foe.

Enfeeble
Type: Jupiter
PP Used: 4
Range: One
Description: Drop enemy party's Resistance.

Epicenter
Type: Mars
PP Used: 33
Range: One
Description: Strike an enemy with a dragon cloud.

Eruption
Type: Mars
PP Used: 14
Range: Three
Description: Attack with volcanic might.

Faery
Type: Mercury
PP Used: 5
Range: One
Description: Conjure faeries to restore 120 HP.

Fiery Abyss
Type: Mars
PP Used: 18
Range: Five
Description: Call forth the fires of the pit.

Fiery Blast
Type: Mars
PP Used: 19
Range: Five
Description: Attack with an explosive blast.

Fiery Juggle
Type: Mars
PP Used: 25
Range: Five

Description: Skillfully toss balls of flame.

Fire

Type: Mars

PP Used: 6

Range: Three

Description: Attack with a scorching fireball.

Fire Bomb

Type: Mars

PP Used: 5

Range: Three

Description: Attack with a bomb blast.

Fireball

Type: Mars

PP Used: 12

Range: Five

Description: Attack with a scorching fireball.

Fire Breath

Type: Mars

PP Used: 13

Range: Three

Description: Attack with a sheet of flames.

Fire Dragon

Type: Mars

PP Used: 17

Range: Five

Description: Attack foes with a fiery blast.

Fire Puppet

Type: Mars

PP Used: 7

Range: Three

Description: Paralyze foes with fear.

Flame Card

Type: Mars

PP Used: 11

Range: Three

Description: Throw a card of the Flame suit.

Flare

Type: Mars

PP Used: 4

Range: Three

Description: Attack with flaring flames.

Flare Storm

Type: Mars

PP Used: 12

Range: Three

Description: Attack with incinerating flames.

Flare Wall

Type: Mars

PP Used: 7

Range: Three

Description: Attack with searing flames.

Flash Bolt

Type: Jupiter

PP Used: 7

Range: Three

Description: Attack with a lightning bolt.

Force

Type: Neutral

PP Used: 2

Range: None

Description: Strike a distant object.

Frost

Type: Mercury

PP Used: 5

Range: Three

Description: Attack with frigid blasts.

Frost Card

Type: Mercury

PP Used: 28

Range: Three

Description: Throw a card of the Ice suit.

Freeze Prism

Type: Mercury

PP Used: 31

Range: Five

Description: Attack with ice crystals.

Froth

Type: Mercury

PP Used: 5

Range: Three

Description: Attack with frothing bubbles.

Froth Sphere

Type: Mercury

PP Used: 12

Range: Five

Description: Attack with frenzied bubbles.

Froth Spiral

Type: Mercury

PP Used: 31

Range: Seven

Description: Attack with a bubble vortex.

Fume

Type: Mars

PP Used: 6

Range: One

Description: Attack with a plume of flames.

Gaia

Type: Venus

PP Used: 7

Range: Three

Description: Attack with the earth's might.

Gale

Type: Jupiter

PP Used: 3

Range: Three

Description: Attack with the wind's might.

Ghost Soldier

Type: Jupiter

PP Used: 22

Range: One

Description: Attack with phantom javelins.

Glacier

Type: Mercury

PP Used: 15

Range: Three

Description: Attack with frigid blasts.

Grand Gaia

Type: Venus

PP Used: 10

Range: Five

Description: Attack with the earth's might.

Grand Golem

Type: Venus

PP Used: 22

Range: One

Description: Attack with a fist of stone.

Grind

Type: Venus

PP Used: 2

Range: None

Description: Pulverize large objects.

Growth

Type: Venus

PP Used: 4

Range: One

Description: Attack with wild plants.

Gryphon

Type: Jupiter

PP Used: 10

Range: One

Description: Attack with a razor-sharp beak.

Guard

Type: Mars

PP Used: 3

Range: One

Description: Boost ally's Defense.

Guardian

Type: Mars

PP Used: 3

Range: One

Description: Boost Defense with divine might.

Hail Prism

Type: Mercury

PP Used: 16

Range: Five

Description: Attack with ice crystals.

Halt

Type: Jupiter

PP Used: 2

Range: None

Description: Stop a moving object.

Harpy

Type: Jupiter

PP Used: 10

Range: One

Description: Attack with boosted morale.

Haunt

Type: Venus

PP Used: 5

Range: Three

Description: Haunt a foe with an evil spirit.

Healing Aura

Type: Mars

PP Used: 11

Range: All

Description: Restore 100 HP to the whole party.

Heat Juggle

Type: Mars

PP Used: 13

Range: Five

Description: Skillfully toss balls of flame.

Heat Wave

Type: Mars

PP Used: 6

Range: One

Description: Attack with fiery bolts.

Helm Splitter

Type: Venus

PP Used: 8

Range: One

Description: Paralyze a foe with a mighty blow.

High Impact

Type: Jupiter

PP Used: 12

Range: All

Description: Boost party's Attack.

Hurricane

Type: Jupiter

PP Used: 25

Range: Five

Description: Attack with the wind's might.

Ice

Type: Mercury

PP Used: 5

Range: One

Description: Attack with spikes of ice.

Ice Horn

Type: Mercury

PP Used: 11

Range: Three

Description: Attack with spikes of ice.

Ice Missile

Type: Mercury

PP Used: 23

Range: Three

Description: Attack with spikes of ice.

Impact

Type: Jupiter

PP Used: 7

Range: One

Description: Boost ally's Attack.

Impair

Type: Mars

PP Used: 4

Range: One

Description: Drop enemy's Defense.

Inferno

Type: Mars

PP Used: 23

Range: Five

Description: Attack with a scorching fireball.

Juggle

Type: Mars

PP Used: 7

Range: One

Description: Skillfully toss balls of flame.

Lash

Type: Jupiter

PP Used: 1

Range: None

Description: Lift and move very light objects.

Lava Shower

Type: Mars

PP Used: 4

Range: One

Description: Attack with a volcano's might.

Lich

Type: Venus

PP Used: 10

Range: One

Description: Revive an ally with the undead's aid.

Lift

Type: Mercury

PP Used: 2

Range: None

Description: Lift an object vertically.

Liquifier

Type: Mars

PP Used: 17

Range: One

Description: Seize a foe with the fires of truth.

Living Armor

Type: Venus

PP Used: 17

Range: One

Description: Attack with a big axe.

Macetail

Type: Mars

PP Used: 7

Range: Three

Description: Attack foes with a fiery blast.

Mad Blast

Type: Mars

PP Used: 9

Range: Three

Description: Attack with a massive explosion.

Mad Growth

Type: Venus

PP Used: 10

Range: Three

Description: Attack with ferocious plants.

Magma Storm

Type: Mars

PP Used: 27

Range: Five

Description: Attack with a volcano's might.

Magic Shell

Type: Jupiter

PP Used: 3

Range: One

Description: Boost elemental Resistance.

Magic Shield

Type: Jupiter

PP Used: 5

Range: All

Description: Boost elemental Resistance.

Manticore

Type: Mars

PP Used: 16

Range: All

Description: Restore 300 HP with cleansing flame.

Megacool

Type: Mercury

PP Used: 33

Range: Three

Description: Attack with freezing cold.

Mind Read

Type: Jupiter

PP Used: 1

Range: None

Description: Read someone's mind.

Minotaur

Type: Venus

PP Used: 10

Range: One

Description: Attack with a mighty axe.

Mist

Type: Jupiter

PP Used: 4

Range: Three

Description: Wrap a foe in a cloud of delusion.

Molten Bath

Type: Mars

PP Used: 12

Range: Three

Description: Attack with a volcano's might.

Mother Gaia

Type: Venus

PP Used: 17

Range: Five

Description: Attack with the earth's might.

Move

Type: Venus

PP Used: 2

Range: None

Description: Move an object on the ground.

Nettle

Type: Venus

PP Used: 23

Range: Five

Description: Attack with stinging nettles.

Nova

Type: Mars

PP Used: 13

Range: Five

Description: Attack with a massive explosion.

Odyssey

Type: Venus

PP Used: 18

Range: One

Description: Pierce a foe with a colossal sword.

Orc

Type: Neutral

PP Used: 3

Range: One

Description: Attack with your body's mass.

Phoenix

Type: Mars

PP Used: 10

Range: One

Description: Revive an ally with the phoenix's fire.

Pixie

Type: Mercury

PP Used: 5

Range: One

Description: Conjure pixies to restore 115 HP.

Planetary

Type: Mars

PP Used: 19

Range: One

Description: Strike a foe with fire from the heavens.

Planet Diver

Type: Mars

PP Used: 7

Range: One

Description: Leap skyward and lunge onto a foe.

Plasma

Type: Jupiter

PP Used: 8

Range: Three

Description: Attack with a barrage of bolts.

Plume Edge

Type: Mercury

PP Used: 15

Range: One

Description: Attack with a foaming geyser.

Ply

Type: Mercury

PP Used: 4

Range: One

Description: Restore 100 HP with faith's power.

Ply Well

Type: Mercury

PP Used: 8

Range: One

Description: Restore 200 HP with faith's power.

Poison Flow

Type: Jupiter

PP Used: 28

Range: Five

Description: Conjure a blast of poisoned wind.

Potent Cure

Type: Venus

PP Used: 10

Range: One

Description: Restore 180 HP.

Pound

Type: Mars

PP Used: 2

Range: None

Description: Drive objects into the ground.

Prism

Type: Mercury

PP Used: 7

Range: Three

Description: Attack with ice crystals.

Protect

Type: Mars

PP Used: 5

Range: All

Description: Boost party's Defense.

Protector

Type: Mars

PP Used: 5

Range: All

Description: Boost Defense with divine might.

Psy Drain

Type: Jupiter

PP Used: 0

Range: One

Description: Drain enemy's PP into yourself.

Punji

Type: Venus

PP Used: 7

Range: Three

Description: Attack with a bamboo weapon.

Punji Trap

Type: Venus

PP Used: 13

Range: Three

Description: Attack with a bamboo weapon.

Punji Strike

Type: Venus

PP Used: 24

Range: Three

Description: Attack with a bamboo weapon.

Pure Ply

Type: Mercury

PP Used: 12

Range: One

Description: Restore 1000 HP with faith's power.

Pure Wish

Type: Mercury

PP Used: 20

Range: All

Description: Restore 400 HP to the whole party.

Pyroclasm

Type: Mars

PP Used: 29

Range: Five

Description: Attack with volcanic might.

Quake

Type: Venus

PP Used: 4

Range: Three

Description: Attack with a powerful quake.

Quake Sphere

Type: Venus

PP Used: 14

Range: Seven

Description: Attack with a massive quake.

Quick Strike

Type: Jupiter

PP Used: 12

Range: One

Description: Blind an enemy with a rapid strike.

Raging Heat

Type: Mars

PP Used: 9

Range: Five

Description: Call forth the fires of the pit.

Ragnarok

Type: Venus

PP Used: 7

Range: One

Description: Strike with a massive sword.

Ray
Type: Jupiter
PP Used: 6
Range: Three
Description: Attack with a magnetic storm.

Resist
Type: Jupiter
PP Used: 5
Range: All
Description: Boost Resistance.

Restore
Type: Mercury
PP Used: 1
Range: One
Description: Remove Sleep, Stun, and Delusion.

Retreat
Type: Venus
PP Used: 6
Range: None
Description: Return to the dungeon's entrance.

Reveal
Type: Jupiter
PP Used: 1
Range: None
Description: Perceive hidden truths.

Revive
Type: Venus
PP Used: 15
Range: One
Description: Revive a downed ally.

Roc
Type: Neutral
PP Used: 22
Range: One
Description: Strike with the sweep of a mighty wing.

Rockfall
Type: Venus
PP Used: 5
Range: Three

Description: Attack with a blast of rocks.

Rockslide

Type: Venus

PP Used: 15

Range: Five

Description: Attack with a blast of rocks.

Sabre Dance

Type: Venus

PP Used: 7

Range: One

Description: Attack with dancing blades.

Salamander

Type: Mars

PP Used: 7

Range: Three

Description: Call forth a fiery reptile's breath.

Scoop

Type: Venus

PP Used: 1

Range: None

Description: Dig in soft ground.

Searing Beam

Type: Mars

PP Used: 36

Range: Nine

Description: Attack with a searing heat beam.

Serpent Fume

Type: Mars

PP Used: 14

Range: One

Description: Attack with a plume of flames.

Shine Plasma

Type: Jupiter

PP Used: 18

Range: Five

Description: Attack with a barrage of bolts.

Shuriken

Type: Jupiter

PP Used: 8

Range: Three

Description: Attack with a huge throwing knife.

Skull Splitter

Type: Venus

PP Used: 8

Range: One

Description: Annihilate a foe by crushing its skull.

Slash

Type: Jupiter

PP Used: 4

Range: One

Description: Attack with a blade of focused air.

Sleep

Type: Jupiter

PP Used: 5

Range: Three

Description: Lull multiple foes to sleep.

Sleep Card

Type: Jupiter

PP Used: 5

Range: Three

Description: Put foes to sleep.

Sonic Slash

Type: Jupiter

PP Used: 20

Range: Five

Description: Attack with a blade of focused air.

Spark Plasma

Type: Jupiter

PP Used: 37

Range: Nine

Description: Attack with a barrage of bolts.

Spire

Type: Venus

PP Used: 5

Range: One

Description: Attack with earthen spire.

Stone Spire

Type: Venus

PP Used: 22

Range: Five

Description: Attack with earthen spire.

Storm Ray

Type: Jupiter

PP Used: 10

Range: Three

Description: Attack with a magnetic storm.

Succubus

Type: Mercury

PP Used: 9

Range: One

Description: Conjure faeries to restore 250 HP.

Supercool

Type: Mercury

PP Used: 14

Range: Five

Description: Attack with freezing cold.

Supernova

Type: Mars

PP Used: 31

Range: Seven

Description: Attack with a massive explosion.

Sword Card

Type: Mars

PP Used: 6

Range: One

Description: Reduce a foe's Attack.

Teleport

Type: Jupiter

PP Used: 2

Range: None

Description: Teleport at will.

Tempest

Type: Jupiter

PP Used: 27

Range: Five

Description: Attack with a fearsome windstorm.

Thorn

Type: Venus

PP Used: 6

Range: Three

Description: Attack with stabbing thorns.

Thorny Grave

Type: Venus

PP Used: 24

Range: Three

Description: Summon a loathesome fiend.

Thunder Card

Type: Jupiter

PP Used: 17

Range: Three

Description: Throw a card of the Thunder suit.

Thunderbolt

Type: Jupiter

PP Used: 19

Range: Five

Description: Attack with the storm's fury.

Thunderclap

Type: Jupiter

PP Used: 9

Range: Three

Description: Attack with the storm's fury.

Thunderstorm

Type: Jupiter

PP Used: 39

Range: Seven

Description: Attack with frigid blasts.

Thunder Mine

Type: Jupiter

PP Used: 16

Range: One

Description: Attack with ball lightning.

Tornado

Type: Jupiter

PP Used: 14

Range: Five

Description: Attack with a mighty tornado.

Tremor

Type: Venus

PP Used: 1

Range: None

Description: Shake objects left and right.

Troll

Type: Venus

PP Used: 3

Range: One

Description: Attack with fiendish might.

Tundra

Type: Mercury

PP Used: 8

Range: Three

Description: Attack with frigid blasts.

Typhoon

Type: Jupiter

PP Used: 12

Range: Five

Description: Attack with the wind's might.

Volcano

Type: Mars

PP Used: 6

Range: One

Description: Attack with volcanic might.

Ward

Type: Jupiter

PP Used: 3

Range: One

Description: Boost Resistance.

Weaken

Type: Jupiter

PP Used: 4

Range: One

Description: Drop enemy's Resistance.

Whiplash

Type: Jupiter

PP Used: 6

Range: One

Description: Attack with a whip.

Whirlwind

Type: Jupiter

PP Used: 5

Range: Three

Description: Attack with a swirling tornado.

Weird Nymph

Type: Mercury

PP Used: 5

Range: One

Description: Conjure pixies to restore 125 HP.

Wild Growth

Type: Venus

PP Used: 19

Range: Five

Description: Attack with giant plants.

Wild Wolf

Type: Neutral

PP Used: 3

Range: One

Description: Call on a feral ally's aid.

Wind Slash

Type: Jupiter

PP Used: 9

Range: Three

Description: Attack with a blade of focused air.

Wish

Type: Mercury

PP Used: 9

Range: All

Description: Restore 80 HP to the whole party.

Wish Well

Type: Mercury

PP Used: 13

Range: All

Description: Restore 180 HP to the whole party.

Wyvern

Type: Mars

PP Used: 17

Range: Five

Description: Attack foes with fiery breath.

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XIV. Enemy List
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In this section, I will list all of the enemies in the game, along with info about them and such.

001. Ruffian

Found: Venus Lighthouse Entry, Suhalla Gate

HP: 29

PP: 0

Attack: 23

Defense: 6

Agility: 11

Luck: 3

Turns: 1

Power (Venus): 100

Power (Mars): 100

Power (Jupiter): 100

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 100

Resist (Jupiter): 100

Resist (Mercury): 100

Items Obtained: 5 Coins, Herb

EXP Gained: 5

002. Punch Ant

Found: Suhalla Gate Cave, World Map, Kandorean Temple

HP: 26
PP: 0
Attack: 26
Defense: 8
Agility: 6
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 6 Coins, Smoke Bomb
EXP Gained: 5

003. Giant Bat

Found: World Map, Kandorean Temple, Shrine of the Sea God

HP: 32
PP: 0
Attack: 30
Defense: 6
Agility: 22
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 6 Coins, Herb
EXP Gained: 6

004. Wild Wolf

Found: World Map, Kandorean Temple, Shrine of the Sea God

HP: 45
PP: 0
Attack: 34
Defense: 8
Agility: 13
Luck: 4
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 7 Coins, Herb
EXP Gained: 7

005. Mimic (1)
Found: Kandorean Temple

HP: 207
PP: 12
Attack: 47
Defense: 12
Agility: 23
Luck: 15
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 46 Coins, Game Ticket
EXP Gained: 64

006. Angle Worm
Found: Venus Lighthouse Entry, Suhalla Gate

HP: 37
PP: 0
Attack: 40
Defense: 9
Agility: 14
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48

Resist (Mercury): 48

Items Obtained: 10 Coins, Elixir

EXP Gained: 12

007. Mercury Djinni (Fog)

Found: Kandorean Temple

HP: 165

PP: 14

Attack: 32

Defense: 6

Agility: 22

Luck: 6

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 193

Items Obtained: 85 Coins

EXP Gained: 28

008. Chestbeater

Found: Kandorean Temple

HP: 155

PP: 0

Attack: 44

Defense: 11

Agility: 20

Luck: 24

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 28 Coins, Nut

EXP Gained: 40

009. Ghost

Found: Shrine of the Sea God, Dehkan Plateau

HP: 56
PP: 6
Attack: 38
Defense: 12
Agility: 12
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 9 Coins, Oil Drop
EXP Gained: 9

010. Jupiter Djinni (Breath)
Found: Shrine of the Sea God

HP: 267
PP: 24
Attack: 65
Defense: 17
Agility: 50
Luck: 8
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 126 Coins
EXP Gained: 109

011. Skeleton
Found: Dehkan Plateau, World Map

HP: 60
PP: 0
Attack: 46
Defense: 14
Agility: 18
Luck: 1

Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 11 Coins, Herb
EXP Gained: 10

012. Mini-Goblin

Found: Dehkan Plateau, World Map, Madra Catacombs

HP: 62
PP: 0
Attack: 61
Defense: 16
Agility: 25
Luck: 5
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 28 Coins, Sleep Bomb
EXP Gained: 25

013. Rat Soldier

Found: Dehkan Plateau, World Map, Madra Catacombs

HP: 69
PP: 0
Attack: 56
Defense: 13
Agility: 19
Luck: 2
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 72

Resist (Mars): 48
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 19 Coins, Smoke Bomb
EXP Gained: 17

014. Mars Djinni (Cannon)
Found: Dehkan Plateau

HP: 151
PP: 14
Attack: 34
Defense: 6
Agility: 20
Luck: 6
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 81 Coins
EXP Gained: 24

015. Will Head
Found: World Map

HP: 54
PP: 0
Attack: 42
Defense: 10
Agility: 10
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 10 Coins, Smoke Bomb
EXP Gained: 9

016. Rat

Found: Venus Lighthouse Entry, Suhalla Gate

HP: 49

PP: 0

Attack: 52

Defense: 27

Agility: 15

Luck: 1

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 17 Coins, Herb

EXP Gained: 14

017. Venus Djinni (Iron)

Found: World Map

HP: 223

PP: 20

Attack: 49

Defense: 12

Agility: 37

Luck: 7

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 125

Resist (Mercury): 100

Items Obtained: 96 Coins

EXP Gained: 73

018. Drone Bee

Found: Madra Catacombs

HP: 63

PP: 0

Attack: 68

Defense: 19

Agility: 36
Luck: 2
Turns: 1

Power (Venus): 90
Power (Mars): 95
Power (Jupiter): 105
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 48

Items Obtained: 28 Coins, Elixir
EXP Gained: 19

019. Kobold
Found: World Map, Yampi Desert, Air's Rock

HP: 77
PP: 0
Attack: 80
Defense: 17
Agility: 47
Luck: 7
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 45 Coins, Oil Drop
EXP Gained: 40

020. Dino
Found: World Map, Yampi Desert, Air's Rock

HP: 82
PP: 0
Attack: 84
Defense: 23
Agility: 35
Luck: 8
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 90
Power (Mercury): 95

Resist (Venus): 152
Resist (Mars): 100
Resist (Jupiter): 48
Resist (Mercury): 100

Items Obtained: 39 Coins, Herb
EXP Gained: 40

021. Momonga
Found: World Map, Yampi Desert

HP: 53
PP: 0
Attack: 66
Defense: 16
Agility: 51
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 31 Coins, Weasel's Claw
EXP Gained: 29

022. Mercury Djinni (Sour)
Found: World Map

HP: 291
PP: 26
Attack: 75
Defense: 19
Agility: 57
Luck: 9
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 152 Coins
EXP Gained: 130

023. Emu

Found: Yampi Desert, Air's Rock

HP: 98

PP: 0

Attack: 89

Defense: 21

Agility: 46

Luck: 9

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 51 Coins, Sacred Feather

EXP Gained: 53

024. Spider

Found: Yampi Desert

HP: 69

PP: 0

Attack: 75

Defense: 22

Agility: 22

Luck: 1

Turns: 1

Power (Venus): 95

Power (Mars): 90

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 48

Resist (Mercury): 48

Items Obtained: 32 Coins, Antidote

EXP Gained: 25

025. Jupiter Djinni (Blitz)

Found: Yampi Desert

HP: 267

PP: 24

Attack: 65
Defense: 17
Agility: 50
Luck: 8
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 126 Coins
EXP Gained: 109

026. King Scorpion
Found: Yampi Desert

HP: 1064
PP: 0
Attack: 101
Defense: 32
Agility: 39
Luck: 40
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 228 Coins, Vial
EXP Gained: 440

027. Gnome
Found: Yampi Desert

HP: 85
PP: 5
Attack: 73
Defense: 15
Agility: 38
Luck: 3
Turns: 1

Power (Venus): 85
Power (Mars): 100

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 72

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 40 Coins, Oil Drop

EXP Gained: 29

028. Briggs

Found: Eastern Alhafra

HP: 984

PP: 0

Attack: 129

Defense: 29

Agility: 76

Luck: 42

Turns: 1

Power (Venus): 100

Power (Mars): 100

Power (Jupiter): 100

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 100

Resist (Jupiter): 100

Resist (Mercury): 100

Items Obtained: 891 Coins, Vial

EXP Gained: 333

029. Sea Fighter

Found: Eastern Alhafra

HP: 197

PP: 0

Attack: 119

Defense: 28

Agility: 61

Luck: 26

Turns: 1

Power (Venus): 100

Power (Mars): 100

Power (Jupiter): 100

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 100

Resist (Jupiter): 100

Resist (Mercury): 100

Items Obtained: 130 Coins

EXP Gained: 89

030. Ooze

Found: Alhafran Cave

HP: 72

PP: 0

Attack: 72

Defense: 19

Agility: 30

Luck: 1

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 40 Coins, Herb

EXP Gained: 26

031. Harpy

Found: Alhafran Cave, Air's Rock

HP: 105

PP: 0

Attack: 104

Defense: 25

Agility: 46

Luck: 4

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 53 Coins, Elixir

EXP Gained: 38

032. Ghoul

Found: Alhafran Cave, Air's Rock

HP: 99
PP: 0
Attack: 93
Defense: 20
Agility: 16
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 42 Coins, Antidote
EXP Gained: 34

033. Mimic (2)
Found: Air's Rock

HP: 431
PP: 36
Attack: 126
Defense: 33
Agility: 77
Luck: 16
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 241 Coins, Lucky Medal
EXP Gained: 272

034. Creeper
Found: Air's Rock

HP: 89
PP: 6
Attack: 79
Defense: 19
Agility: 29
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 38 Coins, Weasel's Claw
EXP Gained: 32

035. Mummy
Found: Air's Rock

HP: 113
PP: 0
Attack: 116
Defense: 30
Agility: 44
Luck: 8
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 102 Coins, Elixir
EXP Gained: 72

036. Wolfkin Cub
Found: Gondowan Cliffs, World Map

HP: 115
PP: 0
Attack: 136
Defense: 32
Agility: 79
Luck: 5
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 95 Coins, Nut

EXP Gained: 82

037. Wyvern Chick

Found: Gondowan Cliffs, World Map

HP: 124

PP: 0

Attack: 128

Defense: 36

Agility: 76

Luck: 6

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 76 Coins, Weasel's Claw

EXP Gained: 83

038. Flash Ant

Found: Gondowan Cliffs, World Map

HP: 76

PP: 0

Attack: 119

Defense: 38

Agility: 62

Luck: 3

Turns: 1

Power (Venus): 95

Power (Mars): 90

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 48

Resist (Mercury): 48

Items Obtained: 71 Coins, Elixir

EXP Gained: 61

039. Wild Gorilla

Found: Gondowan Cliffs, Kibombo Mountains

HP: 130
PP: 0
Attack: 122
Defense: 32
Agility: 76
Luck: 5
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 80 Coins, Bramble Seed
EXP Gained: 77

040. Mars Djinni (Kindle)
Found: Gondowan Cliffs

HP: 403
PP: 37
Attack: 114
Defense: 29
Agility: 90
Luck: 11
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 273 Coins
EXP Gained: 228

041. Bone Fighter
Found: World Map, Gabomba Statue, Gabomba Catacombs

HP: 122
PP: 0
Attack: 131
Defense: 35
Agility: 52
Luck: 3

Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 63 Coins, Sleep Bomb
EXP Gained: 51

042. Death Head
Found: World Map, Gabomba Statue, Gabomba Catacombs

HP: 128
PP: 15
Attack: 130
Defense: 31
Agility: 47
Luck: 3
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 73 Coins, Nut
EXP Gained: 55

043. Mad Mole
Found: World Map

HP: 96
PP: 0
Attack: 119
Defense: 22
Agility: 36
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 60 Coins, Bramble Seed
EXP Gained: 39

044. Mercury Djinni (Chill)
Found: World Map

HP: 414
PP: 37
Attack: 124
Defense: 31
Agility: 96
Luck: 12
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 282 Coins
EXP Gained: 234

045. Pixie
Found: Kibombo Mountains

HP: 75
PP: 30
Attack: 135
Defense: 31
Agility: 112
Luck: 27
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 127 Coins, Nut
EXP Gained: 96

046. Assassin

Found: Kibombo Mountains

HP: 129

PP: 0

Attack: 150

Defense: 35

Agility: 84

Luck: 13

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 127

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 131 Coins, Antidote

EXP Gained: 97

047. Dirge

Found: Kibombo Mountains

HP: 91

PP: 0

Attack: 122

Defense: 32

Agility: 60

Luck: 2

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 61 Coins, Nut

EXP Gained: 47

048. Jupiter Djinni (Waft)

Found: Kibombo Mountains

HP: 440

PP: 40

Attack: 134

Defense: 34

Agility: 104

Luck: 13

Turns: 1

Power (Venus): 80

Power (Mars): 95

Power (Jupiter): 120

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 100

Resist (Jupiter): 193

Resist (Mercury): 100

Items Obtained: 309 Coins

EXP Gained: 255

049. Doomsayer

Found: Gabomba Statue, Gabomba Catacombs

HP: 107

PP: 30

Attack: 148

Defense: 31

Agility: 77

Luck: 21

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 127

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 173 Coins, Oil Drop

EXP Gained: 107

050. Salamander

Found: Gabomba Statue, Gabomba Catacombs

HP: 212

PP: 18

Attack: 158

Defense: 49

Agility: 50

Luck: 6

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 190 Coins, Oil Drop
EXP Gained: 84

051. Spirit

Found: Gabomba Statue, Gabomba Catacombs

HP: 116
PP: 11
Attack: 114
Defense: 30
Agility: 48
Luck: 6
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 67 Coins, Crystal Powder
EXP Gained: 49

052. Mimic (3)

Found: Gabomba Statue

HP: 536
PP: 50
Attack: 177
Defense: 43
Agility: 110
Luck: 17
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 380 Coins, Hard Nut
EXP Gained: 400

053. Red Demon

Found: Gabomba Statue, Gabomba Catacombs

HP: 228

PP: 10

Attack: 173

Defense: 43

Agility: 90

Luck: 26

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 127

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 154 Coins, Staff of Anubis

EXP Gained: 129

054. Venus Djinni (Steel)

Found: Gabomba Statue

HP: 466

PP: 66

Attack: 143

Defense: 37

Agility: 116

Luck: 16

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 340 Coins

EXP Gained: 279

055. Venus Djinni (Mud)

Found: Gabomba Catacombs

HP: 500

PP: 44

Attack: 153
Defense: 41
Agility: 122
Luck: 15
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 358 Coins
EXP Gained: 360

056. Mad Plant
Found: Gabomba Catacombs

HP: 449
PP: 0
Attack: 181
Defense: 41
Agility: 87
Luck: 19
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 347 Coins, Game Ticket
EXP Gained: 321

057. Bandit
Found: World Map

HP: 346
PP: 0
Attack: 200
Defense: 41
Agility: 98
Luck: 34
Turns: 1

Power (Venus): 80
Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 72

Resist (Mars): 72

Resist (Jupiter): 72

Resist (Mercury): 72

Items Obtained: 183 Coins

EXP Gained: 136

058. Thief

Found: World Map

HP: 212

PP: 0

Attack: 2196

Defense: 38

Agility: 87

Luck: 26

Turns: 1

Power (Venus): 80

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 72

Resist (Mars): 72

Resist (Jupiter): 72

Resist (Mercury): 72

Items Obtained: 169 Coins

EXP Gained: 115

059. Aqua Jelly

Found: Lemurian Ship

HP: 225

PP: 5

Attack: 161

Defense: 33

Agility: 78

Luck: 7

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 99 Coins, Sleep Bomb
EXP Gained: 96

060. Aqua Hydra
Found: Lemurian Ship

HP: 2776
PP: 70
Attack: 173
Defense: 38
Agility: 63
Luck: 44
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 1612 Coins, Vial
EXP Gained: 963

061. Seabird
Found: Eastern Sea

HP: 133
PP: 0
Attack: 166
Defense: 31
Agility: 110
Luck: 9
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 114 Coins, Sacred Feather
EXP Gained: 106

062. Urchin Beast
Found: Eastern Sea

HP: 89
PP: 0
Attack: 163
Defense: 54
Agility: 101
Luck: 6
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 79 Coins, Antidote
EXP Gained: 93

063. Fighter Bee
Found: Eastern Sea

HP: 116
PP: 0
Attack: 155
Defense: 38
Agility: 74
Luck: 2
Turns: 1

Power (Venus): 90
Power (Mars): 95
Power (Jupiter): 105
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 48

Items Obtained: 90 Coins, Elixir
EXP Gained: 67

064. Calamar
Found: Eastern Sea

HP: 104
PP: 0
Attack: 130
Defense: 34
Agility: 46
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 79 Coins, Elixir
EXP Gained: 59

065. Merman
Found: Eastern Sea

HP: 162
PP: 0
Attack: 184
Defense: 46
Agility: 93
Luck: 10
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 139 Coins, Crystal Powder
EXP Gained: 134

066. Numb Ant
Found: World Map

HP: 101
PP: 0
Attack: 172
Defense: 57
Agility: 91
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48

Resist (Mercury): 48

Items Obtained: 111 Coins, Bramble Seed

EXP Gained: 111

067. Death Cap

Found: World Map, Taopo Swamp

HP: 117

PP: 0

Attack: 59

Defense: 19

Agility: 90

Luck: 5

Turns: 1

Power (Venus): 105

Power (Mars): 80

Power (Jupiter): 70

Power (Mercury): 100

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 56 Coins, Sleep Bomb

EXP Gained: 48

068. Alec Goblin

Found: World Map

HP: 147

PP: 0

Attack: 190

Defense: 48

Agility: 91

Luck: 7

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 146 Coins, Smoke Bomb

EXP Gained: 126

069. Mad Vermin

Found: World Map, Taopo Swamp, Gaia Rock

HP: 131
PP: 0
Attack: 164
Defense: 22
Agility: 67
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 80 Coins, Herb
EXP Gained: 55

070. Dire Wolf

Found: World Map, Taopo Swamp

HP: 155
PP: 0
Attack: 186
Defense: 44
Agility: 101
Luck: 6
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 114 Coins, Weasel's Claw
EXP Gained: 118

071. Undead

Found: World Map, Taopo Swamp

HP: 165
PP: 0
Attack: 180
Defense: 27
Agility: 58
Luck: 1

Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 90 Coins, Antidote
EXP Gained: 74

072. Ravager
Found: World Map

HP: 29
PP: 0
Attack: 185
Defense: 47
Agility: 60
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 95 Coins, Elixir
EXP Gained: 90

073. Ghost Mage
Found: World Map, Taopo Swamp

HP: 161
PP: 19
Attack: 168
Defense: 43
Agility: 86
Luck: 9
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48

Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 110 Coins, Bramble Seed
EXP Gained: 80

074. Faery

Found: Taopo Swamp, Aqua Rock, Apojii Island Caves

HP: 105
PP: 30
Attack: 182
Defense: 46
Agility: 150
Luck: 27
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 175 Coins, Nut
EXP Gained: 172

075. Cave Troll

Found: Taopo Swamp

HP: 212
PP: 0
Attack: 199
Defense: 45
Agility: 44
Luck: 3
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 134 Coins, Nut
EXP Gained: 106

076. Mad Plant (2)
Found: Taopo Swamp

HP: 518
PP: 0
Attack: 227
Defense: 56
Agility: 104
Luck: 19
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 409 Coins, Lucky Medal
EXP Gained: 507

077. Venus Djinni (Flower)
Found: Taopo Swamp

HP: 590
PP: 53
Attack: 182
Defense: 51
Agility: 149
Luck: 18
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 432 Coins
EXP Gained: 519

078. Man o' War
Found: Aqua Rock, Apojii Island Caves

HP: 137
PP: 0
Attack: 193
Defense: 42

Agility: 70
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 87 Coins, Antidote
EXP Gained: 55

079. Roc
Found: Aqua Rock, Apojii Island Caves

HP: 245
PP: 0
Attack: 214
Defense: 50
Agility: 116
Luck: 17
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 193 Coins, Vial
EXP Gained: 238

080. Virago
Found: Aqua Rock, Apojii Island Caves

HP: 185
PP: 0
Attack: 199
Defense: 47
Agility: 89
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 120 Coins, Elixir
EXP Gained: 87

081. Lizard Fighter
Found: Aqua Rock

HP: 212
PP: 0
Attack: 204
Defense: 61
Agility: 60
Luck: 2
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 124 Coins, Nut
EXP Gained: 89

082. Sea Dragon
Found: Aqua Rock

HP: 270
PP: 0
Attack: 231
Defense: 68
Agility: 90
Luck: 14
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 194 Coins, Unicorn Ring
EXP Gained: 257

083. Mimic (4)
Found: Aqua Rock

HP: 676
PP: 62
Attack: 240
Defense: 66
Agility: 145
Luck: 17
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 531 Coins, Potion
EXP Gained: 760

084. Mercury Djinni (Steam)
Found: Aqua Rock

HP: 620
PP: 56
Attack: 192
Defense: 54
Agility: 159
Luck: 19
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 457 Coins
EXP Gained: 571

085. Needle Egg
Found: World Map, Tundaria Tower

HP: 119
PP: 0

Attack: 234
Defense: 94
Agility: 147
Luck: 7
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 110 Coins, Antidote
EXP Gained: 214

086. Squirrelfang

Found: World Map, Tundaria Tower, Ankohl Ruins, Islet Cave

HP: 130
PP: 0
Attack: 229
Defense: 59
Agility: 168
Luck: 6
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 131 Coins, Elixir
EXP Gained: 176

087. Dinox

Found: World Map, Tundaria Tower, Ankohl Ruins, Islet Cave

HP: 172
PP: 0
Attack: 264
Defense: 82
Agility: 116
Luck: 10
Turns: 1

Power (Venus): 100
Power (Mars): 95

Power (Jupiter): 90

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 100

Resist (Jupiter): 48

Resist (Mercury): 100

Items Obtained: 166 Coins, Nut

EXP Gained: 239

088. Jupiter Djinni (Wheeze)

Found: World Map

HP: 740

PP: 68

Attack: 234

Defense: 70

Agility: 197

Luck: 23

Turns: 1

Power (Venus): 80

Power (Mars): 95

Power (Jupiter): 120

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 100

Resist (Jupiter): 193

Resist (Mercury): 100

Items Obtained: 781 Coins

EXP Gained: 556

089. Minotaurus

Found: Tundaria Tower, Ankohl Ruins

HP: 268

PP: 0

Attack: 276

Defense: 84

Agility: 123

Luck: 18

Turns: 1

Power (Venus): 110

Power (Mars): 95

Power (Jupiter): 90

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 100

Resist (Jupiter): 48

Resist (Mercury): 100

Items Obtained: 207 Coins, Tartarus Axe
EXP Gained: 318

090. Living Armor
Found: Tundaria Tower, Ankohl Ruins

HP: 201
PP: 0
Attack: 266
Defense: 99
Agility: 90
Luck: 21
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 72
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 152

Items Obtained: 205 Coins, Water of Life
EXP Gained: 320

091. Harridan
Found: Tundaria Tower, Ankohl Ruins, Treasure Isle, Islet Cave

HP: 231
PP: 29
Attack: 261
Defense: 66
Agility: 118
Luck: 8
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 164 Coins, Nut
EXP Gained: 150

092. Stone Soldier
Found: Tundaria Tower, Treasure Isle, Islet Cave

HP: 211
PP: 14
Attack: 327
Defense: 137
Agility: 140
Luck: 6
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 164 Coins, Elixir
EXP Gained: 278

093. Magicore
Found: Tundaria Tower, Islet Cave

HP: 321
PP: 34
Attack: 253
Defense: 74
Agility: 109
Luck: 11
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 208 Coins, Aura Gloves
EXP Gained: 169

094. Mars Djinni (Reflux)
Found: Tundaria Tower

HP: 756
PP: 69
Attack: 231
Defense: 68
Agility: 199
Luck: 23
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 563 Coins
EXP Gained: 794

095. Wight

Found: Gaia Rock, Izumo Ruins

HP: 192
PP: 0
Attack: 205
Defense: 55
Agility: 54
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 115 Coins, Elixir
EXP Gained: 92

096. Fire Worm

Found: Gaia Rock, Izumo Ruins

HP: 97
PP: 0
Attack: 211
Defense: 49
Agility: 94
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48

Resist (Mercury): 48

Items Obtained: 113 Coins, Oil Drop

EXP Gained: 158

097. Clay Gargoyle

Found: Gaia Rock, Izumo Ruins

HP: 304

PP: 21

Attack: 319

Defense: 150

Agility: 100

Luck: 7

Turns: 1

Power (Venus): 100

Power (Mars): 100

Power (Jupiter): 95

Power (Mercury): 100

Resist (Venus): 48

Resist (Mars): 100

Resist (Jupiter): 127

Resist (Mercury): 100

Items Obtained: 170 Coins, Potion

EXP Gained: 307

098. Golem

Found: Gaia Rock, Izumo Ruins

HP: 266

PP: 0

Attack: 217

Defense: 50

Agility: 40

Luck: 2

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 161 Coins, Vial

EXP Gained: 105

099. Gnome Mage

Found: Gaia Rock, Izumo Ruins

HP: 162
PP: 24
Attack: 179
Defense: 50
Agility: 108
Luck: 8
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 100
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 126 Coins, Crystal Powder
EXP Gained: 86

100. Dread Hound

Found: Gaia Rock, Izumo Ruins

HP: 252
PP: 0
Attack: 211
Defense: 56
Agility: 90
Luck: 13
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 176 Coins, Prophet's Hat
EXP Gained: 116

101. Wood Walker

Found: Gaia Rock, Izumo Ruins, Ankohl Ruins

HP: 230
PP: 21
Attack: 213
Defense: 75
Agility: 94
Luck: 24

Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 72
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 201 Coins, Bramble Seed
EXP Gained: 242

102. Mimic (5)
Found: Gaia Rock

HP: 707
PP: 64
Attack: 251
Defense: 71
Agility: 153
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 531 Coins, Game Ticket
EXP Gained: 840

103. Mad Plant (3)
Found: Gaia Rock

HP: 566
PP: 0
Attack: 254
Defense: 65
Agility: 114
Luck: 20
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 48

Resist (Mars): 7
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 451 Coins, Potion
EXP Gained: 630

104. Serpent
Found: Gaia Rock

HP: 3536
PP: 160
Attack: 249
Defense: 76
Agility: 135
Luck: 46
Turns: 3 (w/o four lights shining), 2 (w/ four lights shining)

Power (Venus): 110
Power (Mars): 95
Power (Jupiter): 90
Power (Mercury): 95

Resist (Venus): 152
Resist (Mars): 100
Resist (Jupiter): 48
Resist (Mercury): 100

Items Obtained: 2898 Coins
EXP Gained: 1995

105. Gressil
Found: Izumo Ruins

HP: 175
PP: 30
Attack: 243
Defense: 70
Agility: 145
Luck: 30
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 127
Resist (Mars): 100
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 208 Coins, Otafuku Mask
EXP Gained: 259

106. Avimander

Found: Champa

HP: 3792

PP: 87

Attack: 281

Defense: 89

Agility: 94

Luck: 41

Turns: 2

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 1330 Coins, Potion

EXP Gained: 2176

107. Poseidon

Found: Sea of Time

HP: 4905

PP: 162

Attack: 302

Defense: 100

Agility: 185

Luck: 47

Turns: 2

Power (Venus): 95

Power (Mars): 85

Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 3762 Coins, Psy Crystal

EXP Gained: 2930

108. Hydra

Found: Western Sea, Northern Reaches

HP: 276

PP: 0

Attack: 288

Defense: 82

Agility: 102

Luck: 12

Turns: 1

Power (Venus): 95

Power (Mars): 85

Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 317 Coins, Antidote

EXP Gained: 408

109. Gillman

Found: Western Sea

HP: 234

PP: 0

Attack: 291

Defense: 89

Agility: 142

Luck: 11

Turns: 1

Power (Venus): 85

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 100

Resist (Mercury): 127

Items Obtained: 210 Coins, Crystal Powder

EXP Gained: 330

110. Seafoal

Found: Western Sea

HP: 191

PP: 0

Attack: 262

Defense: 61

Agility: 168

Luck: 10

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 172 Coins, Sacred Feather
EXP Gained: 261

111. Vile Dirge
Found: Western Sea

HP: 173
PP: 0
Attack: 228
Defense: 56
Agility: 120
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 98 Coins, Weasel's Claw
EXP Gained: 75

112. Spiral Shell
Found: Western Sea, Northern Reaches

HP: 155
PP: 0
Attack: 268
Defense: 92
Agility: 117
Luck: 9
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 129 Coins, Elixir
EXP Gained: 236

113. Turtle Dragon

Found: Western Sea, Northern Reaches, Treasure Isle

HP: 340

PP: 0

Attack: 305

Defense: 100

Agility: 117

Luck: 15

Turns: 1

Power (Venus): 95

Power (Mars): 85

Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 251 Coins, Blessed Mace

EXP Gained: 424

114. Wolfkin

Found: World Map, Shaman Village Cave, Trial Road

HP: 213

PP: 0

Attack: 309

Defense: 89

Agility: 174

Luck: 9

Turns: 1

Power (Venus): 85

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 100

Resist (Venus): 72

Resist (Mars): 48

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 219 Coins, Weasel's Claw

EXP Gained: 337

115. Wargold

Found: World Map, Shaman Village Cave, Trial Road

HP: 202

PP: 0

Attack: 303
Defense: 78
Agility: 101
Luck: 9
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 226 Coins, Oil Drop
EXP Gained: 321

116. Slayer

Found: World Map, Shaman Village Cave

HP: 220
PP: 0
Attack: 300
Defense: 90
Agility: 158
Luck: 14
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 127
Resist (Mars): 100
Resist (Jupiter): 172
Resist (Mercury): 100

Items Obtained: 254 Coins, Sleep Bomb
EXP Gained: 344

117. Pteranodon

Found: World Map, Shaman Village Cave, Trial Road

HP: 242
PP: 0
Attack: 291
Defense: 100
Agility: 166
Luck: 8
Turns: 1

Power (Venus): 95
Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 174 Coins, Nut

EXP Gained: 341

118. Talon Runner

Found: World Map, Shaman Village Cave

HP: 228

PP: 0

Attack: 303

Defense: 88

Agility: 159

Luck: 11

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 215 Coins, Bramble Seed

EXP Gained: 367

119. Mars Djinni (Core)

Found: World Map

HP: 840

PP: 79

Attack: 264

Defense: 80

Agility: 266

Luck: 26

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 100

Resist (Mars): 193

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 642 Coins

EXP Gained: 946

120. Venus Djinni (Petra)

Found: World Map

HP: 830

PP: 77

Attack: 260

Defense: 79

Agility: 227

Luck: 26

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 937 Coins

EXP Gained: 631

121. Wild Gryphon

Found: Shaman Village Cave

HP: 297

PP: 33

Attack: 367

Defense: 111

Agility: 215

Luck: 18

Turns: 1

Power (Venus): 90

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 110

Items Obtained: 320 Coins, Feathered Robe

EXP Gained: 487

122. Mercury Djinni (Eddy)

Found: Shaman Village Cave

HP: 860
PP: 80
Attack: 270
Defense: 83
Agility: 237
Luck: 27
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 656 Coins
EXP Gained: 989

123. Navampa
Found: Shaman Village Cave

HP: 735
PP: 0
Attack: 368
Defense: 100
Agility: 156
Luck: 17
Turns: 1

Power (Venus): 80
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 90
Resist (Mars): 90
Resist (Jupiter): 90
Resist (Mercury): 90

Items Obtained: 267 Coins
EXP Gained: 398

124. Azart
Found: Shaman Village Cave

HP: 365
PP: 0
Attack: 328
Defense: 66
Agility: 134
Luck: 10
Turns: 1

Power (Venus): 80
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 90
Resist (Mars): 90
Resist (Jupiter): 90
Resist (Mercury): 90

Items Obtained: 232 Coins
EXP Gained: 355

125. Satrage
Found: Shaman Village Cave

HP: 485
PP: 0
Attack: 342
Defense: 74
Agility: 145
Luck: 13
Turns: 1

Power (Venus): 80
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 90
Resist (Mars): 90
Resist (Jupiter): 90
Resist (Mercury): 90

Items Obtained: 249 Coins
EXP Gained: 378

126. Moapa
Found: Trial Road

HP: 3042
PP: 354
Defense: 120 (0-2 races won), 174 (3 races won), 219 (4 races won)
Agility: 181
Luck: 40
Turns: 1

Power (Venus): 100
Power (Mars): 100
Power (Jupiter): 100
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 100
Resist (Jupiter): 100
Resist (Mercury): 100

Items Obtained: 2460 Coins

EXP Gained: 1670

127. Knight

Found: Trial Road

HP: 1954

PP: 0

Attack: 321

Defense: 151 (0 races won), 106 (1-4 races won)

Agility: 11

Luck: 36

Turns: 1

Power (Venus): 100

Power (Mars): 100

Power (Jupiter): 100

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 100

Resist (Jupiter): 100

Resist (Mercury): 100

Items Obtained: 205 Coins

EXP Gained: 835

128. Nightmare

Found: Trial Road

HP: 258

PP: 28

Attack: 287

Defense: 89

Agility: 138

Luck: 13

Turns: 1

Power (Venus): 85

Power (Mars): 85

Power (Jupiter): 100

Power (Mercury): 85

Resist (Venus): 72

Resist (Mars): 100

Resist (Jupiter): 127

Resist (Mercury): 100

Items Obtained: 198 Coins, Healing Ring

EXP Gained: 241

129. Mole Mage

Found: Trial Road

HP: 199
PP: 14
Attack: 265
Defense: 47
Agility: 74
Luck: 4
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 132 Coins, Antidote
EXP Gained: 191

130. Mad Plant (4)
Found: Trial Road

HP: 29
PP: 0
Attack: 358
Defense: 103
Agility: 174
Luck: 21
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 594 Coins, Lucky Pepper
EXP Gained: 1121

131. Jupiter Djinni (Gasp)
Found: Trial Road

HP: 870
PP: 81
Attack: 276
Defense: 84
Agility: 239
Luck: 27
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 660 Coins
EXP Gained: 1000

132. Wyvern

Found: Jupiter Lighthouse

HP: 340
PP: 0
Attack: 339
Defense: 108
Agility: 149
Luck: 21
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 284 Coins, Aeolian Cossack
EXP Gained: 469

133. Foul Mummy

Found: Jupiter Lighthouse

HP: 238
PP: 0
Attack: 320
Defense: 100
Agility: 118
Luck: 10
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 297 Coins, Potion

EXP Gained: 376

134. Devil Scorpion

Found: Jupiter Lighthouse

HP: 181

PP: 0

Attack: 308

Defense: 121

Agility: 126

Luck: 6

Turns: 1

Power (Venus): 95

Power (Mars): 90

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 72

Resist (Mars): 48

Resist (Jupiter): 100

Resist (Mercury): 72

Items Obtained: 180 Coins, Antidote

EXP Gained: 284

135. Macetail

Found: Jupiter Lighthouse

HP: 284

PP: 28

Attack: 327

Defense: 105

Agility: 110

Luck: 9

Turns: 1

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 248 Coins, Vial

EXP Gained: 426

136. Ghost Army

Found: Jupiter Lighthouse

HP: 250

PP: 18

Attack: 342

Defense: 136

Agility: 133

Luck: 25

Turns: 1

Power (Venus): 100

Power (Mars): 95

Power (Jupiter): 95

Power (Mercury): 95

Resist (Venus): 72

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 152

Items Obtained: 254 Coins, Mist Potion

EXP Gained: 454

137. Blue Dragon

Found: Jupiter Lighthouse

HP: 408

PP: 0

Attack: 349

Defense: 121

Agility: 133

Luck: 23

Turns: 1

Power (Venus): 95

Power (Mars): 85

Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 297 Coins, Rising Mace

EXP Gained: 490

138. Mad Plant (5)

Found: Jupiter Lighthouse

HP: 726

PP: 0

Attack: 352

Defense: 99

Agility: 152

Luck: 20

Turns: 1

Power (Venus): 105

Power (Mars): 80

Power (Jupiter): 70

Power (Mercury): 100

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 1065 Coins, Mint

EXP Gained: 594

139. Mimic (6)

Found: Jupiter Lighthouse

HP: 907

PP: 78

Attack: 349

Defense: 108

Agility: 204

Luck: 18

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 105

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 152

Resist (Mercury): 127

Items Obtained: 700 Coins, Psy Crystal

EXP Gained: 1420

140. Jupiter Djinni (Whorl)

Found: Jupiter Lighthouse

HP: 852

PP: 78

Attack: 273

Defense: 84

Agility: 233

Luck: 27

Turns: 1

Power (Venus): 80

Power (Mars): 95

Power (Jupiter): 120

Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 643 Coins
EXP Gained: 965

141. Karst
Found: Jupiter Lighthouse

HP: 3186 (against Felix's team), 3240 (against Isaac's team)
PP: 320
Attack: 354 (against Felix's team), 426 (against Isaac's team)
Defense: 107 (against Felix's team), 158 (against Isaac's team)
Agility: 235
Luck: 50
Turns: 1

Power (Venus): 100
Power (Mars): 105
Power (Jupiter): 100
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 5280 Coins, Dark Matter
EXP Gained: 2813

142. Agatio
Found: Jupiter Lighthouse

HP: 4248 (against Felix's team), 4320 (against Isaac's team)
PP: 280
Attack: 377 (against Felix's team), 453 (against Isaac's team)
Defense: 114 (against Felix's team), 377 (against Isaac's team)
Agility: 178 (against Felix's team), 378 (against Isaac's team)
Luck: 46
Turns: 1

Power (Venus): 100
Power (Mars): 110
Power (Jupiter): 100
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 127
Resist (Mercury): 72

Items Obtained: 3740 Coins
EXP Gained: 3000

143. Karst (against all members)

Found: Jupiter Lighthouse

HP: 3186

PP: 320

Attack: 354

Defense: 107

Agility: 235

Luck: 50

Turns: 1

Power (Venus): 100

Power (Mars): 105

Power (Jupiter): 100

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 72

Items Obtained: 5280 Coins, Dark Matter

EXP Gained: 2813

144. Agatio (against all members)

Found: Jupiter Lighthouse

HP: 4248

PP: 280

Attack: 377

Defense: 114

Agility: 178

Luck: 46

Turns: 1

Power (Venus): 100

Power (Mars): 110

Power (Jupiter): 100

Power (Mercury): 90

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 127

Resist (Mercury): 72

Items Obtained: 3740 Coins

EXP Gained: 3000

145. Karst (against 2-3 members)

Found: Jupiter Lighthouse

HP: 3186

PP: 280

Attack: 354

Defense: 107
Agility: 235
Luck: 50
Turns: 1

Power (Venus): 100
Power (Mars): 105
Power (Jupiter): 100
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 5280 Coins, Dark Matter
EXP Gained: 2813

146. Agatio (against 2-3 members)
Found: Jupiter Lighthouse

HP: 4248
PP: 280
Attack: 377
Defense: 114
Agility: 178
Luck: 46
Turns: 1

Power (Venus): 100
Power (Mars): 110
Power (Jupiter): 100
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 127
Resist (Mercury): 72

Items Obtained: 3740 Coins
EXP Gained: 3000

147. Raging Rock
Found: Magma Rock

HP: 1350
PP: 48
Attack: 294
Defense: 90
Agility: 121
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 800 Coins, Potion

EXP Gained: 465

148. Lich

Found: Magma Rock

HP: 187

PP: 30

Attack: 305

Defense: 81

Agility: 146

Luck: 22

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 127

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 330 Coins, Psy Crystal

EXP Gained: 401

149. Little Death

Found: Magma Rock

HP: 222

PP: 40

Attack: 335

Defense: 108

Agility: 191

Luck: 30

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 127

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 273 Coins, Hiotoko Mask

EXP Gained: 420

150. Phoenix

Found: Magma Rock, Northern Reaches

HP: 281

PP: 80

Attack: 344

Defense: 112

Agility: 243

Luck: 31

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 100

Resist (Mars): 193

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 286 Coins, Water of Life

EXP Gained: 3750

151. Wise Gryphon

Found: Magma Rock

HP: 179

PP: 6

Attack: 241

Defense: 105

Agility: 104

Luck: 5

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 48

Resist (Mars): 127

Resist (Jupiter): 48

Resist (Mercury): 7

Items Obtained: 98 Coins, Elixir

EXP Gained: 98

152. Lesser Demon

Found: Magma Rock

HP: 410

PP: 44
Attack: 374
Defense: 119
Agility: 178
Luck: 28
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 127
Resist (Mars): 100
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 304 Coins, Rune Blade
EXP Gained: 511

153. Grand Chimera
Found: Jupiter Lighthouse, Northern Reaches

HP: 313
PP: 48
Attack: 336
Defense: 109
Agility: 168
Luck: 27
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 300 Coins, Mist Potion
EXP Gained: 396

154. Mimic (7)
Found: Magma Rock

HP: 936
PP: 80
Attack: 364
Defense: 114
Agility: 210
Luck: 18
Turns: 1

Power (Venus): 95

Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 27

Items Obtained: 726 Coins, Apple
EXP Gained: 1500

155. Mars Djinni (Fury)
Found: Magma Rock

HP: 950
PP: 89
Attack: 304
Defense: 95
Agility: 267
Luck: 30
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 731 Coins
EXP Gained: 1145

156. Raptor
Found: Mars Lighthouse

HP: 366
PP: 0
Attack: 354
Defense: 96
Agility: 180
Luck: 19
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 295 Coins

EXP Gained: 521

157. Doodle Bug

Found: Mars Lighthouse

HP: 202

PP: 22

Attack: 329

Defense: 109

Agility: 173

Luck: 12

Turns: 1

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 176 Coins, Smoke Bomb

EXP Gained: 417

158. Minos Warrior

Found: Mars Lighthouse

HP: 353

PP: 0

Attack: 397

Defense: 130

Agility: 164

Luck: 20

Turns: 1

Power (Venus): 110

Power (Mars): 95

Power (Jupiter): 90

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 100

Resist (Jupiter): 48

Resist (Mercury): 100

Items Obtained: 276 Coins, Clotho's Distaff

EXP Gained: 525

159. Devil Frog

Found: Mars Lighthouse

HP: 282
PP: 0
Attack: 347
Defense: 102
Agility: 173
Luck: 15
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 248 Coins, Elixir
EXP Gained: 417

160. Fire Bird
Found: Mars Lighthouse

HP: 303
PP: 98
Attack: 376
Defense: 124
Agility: 259
Luck: 32
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 304 Coins, Water of Life
EXP Gained: 5838

161. Aka Manah
Found: Mars Lighthouse

HP: 479
PP: 70
Attack: 405
Defense: 129
Agility: 187
Luck: 32
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 318 Coins, Gloria Helm
EXP Gained: 546

162. Mercury Djinni (Balm)
Found: Mars Lighthouse

HP: 940
PP: 88
Attack: 300
Defense: 94
Agility: 261
Luck: 30
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 720 Coins
EXP Gained: 1112

163. Mimic (8)
Found: Mars Lighthouse

HP: 1008
PP: 84
Attack: 397
Defense: 126
Agility: 224
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25

Resist (Jupiter): 152

Resist (Mercury): 127

Items Obtained: 772 Coins, Cookie

EXP Gained: 1668

164. Flame Dragon (Small)

Found: Mars Lighthouse

HP: 5348

PP: 320

Attack: 389

Defense: 134

Agility: 215

Luck: 55

Turns: 1

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 1872 Coins, Psy Crystal

EXP Gained: 2502

165. Flame Dragon (Big)

Found: Mars Lighthouse

HP: 5724

PP: 250

Attack: 400

Defense: 137

Agility: 158

Luck: 48

Turns: 1

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 1521 Coins

EXP Gained: 2502

166. Mars Djinni (Fugue)

Found: Mars Lighthouse

HP: 950

PP: 83

Attack: 280

Defense: 86

Agility: 247

Luck: 28

Turns: 1

Power (Venus): 80

Power (Mars): 95

Power (Jupiter): 120

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 100

Resist (Jupiter): 193

Resist (Mercury): 100

Items Obtained: 731 Coins

EXP Gained: 1145

167. Doom Dragon

Found: Mars Lighthouse

HP: 5000 (w/ three heads), 4200 (w/ two heads), 4000 (w/ one head)

PP: 500

Attack: 470

Defense: 155

Agility: 200

Luck: 50

Turns: 4 (w/ three heads), 3 (w/ two heads), 2 (w/ one head)

Power (Venus): 110

Power (Mars): 105

Power (Jupiter): 95

Power (Mercury): 100

Resist (Venus): 190

Resist (Mars): 175

Resist (Jupiter): 98

Resist (Mercury): 130

Items Obtained: -

EXP Gained: -

168. Minos Knight

Found: Yampi Desert Cave

HP: 454

PP: 0

Attack: 517

Defense: 170

Agility: 175

Luck: 21

Turns: 1

Power (Venus): 110

Power (Mars): 95

Power (Jupiter): 90

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 100

Resist (Jupiter): 48

Resist (Mercury): 100

Items Obtained: 294 Coins, Riot Gloves

EXP Gained: 577

169. Sand Scorpion

Found: Yampi Desert Cave

HP: 259

PP: 12

Attack: 457

Defense: 185

Agility: 147

Luck: 7

Turns: 1

Power (Venus): 95

Power (Mars): 90

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 72

Resist (Mars): 48

Resist (Jupiter): 100

Resist (Mercury): 72

Items Obtained: 207 Coins, Star Dust

EXP Gained: 366

170. Winged Lizard

Found: Yampi Desert Cave

HP: 337

PP: 0

Attack: 452

Defense: 160

Agility: 202

Luck: 9

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 212 Coins, Dragon Skin
EXP Gained: 467

171. Soul Army
Found: Yampi Desert Cave

HP: 356
PP: 54
Attack: 508
Defense: 207
Agility: 156
Luck: 26
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 72
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 152

Items Obtained: 299 Coins, Mythril Silver
EXP Gained: 586

172. Fire Dragon
Found: Yampi Desert Cave

HP: 648
PP: 40
Attack: 513
Defense: 178
Agility: 166
Luck: 35
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 354 Coins, Atropos' Rod
EXP Gained: 641

173. Venus Djinni (Crystal)

Found: Yampi Desert Cave

HP: 990

PP: 94

Attack: 309

Defense: 97

Agility: 280

Luck: 33

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 764 Coins

EXP Gained: 1211

174. Valukar

Found: Yampi Desert Cave

HP: 12960

PP: 0

Attack: 550

Defense: 175

Agility: 206

Luck: 46

Turns: 1

Power (Venus): 95

Power (Mars): 105

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 60

Items Obtained: 8702 Coins

EXP Gained: 4980

175. Earth Golem

Found: Treasure Isle

HP: 298

PP: 0

Attack: 299

Defense: 114
Agility: 70
Luck: 5
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 183 Coins, Giant Axe
EXP Gained: 218

176. Cannibal Ghoul
Found: Treasure Isle

HP: 249
PP: 0
Attack: 274
Defense: 82
Agility: 80
Luck: 4
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 160 Coins, Antidote
EXP Gained: 194

177. Pyrodra
Found: Yampi Desert Cave

HP: 384
PP: 0
Attack: 451
Defense: 125
Agility: 125
Luck: 14
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 387 Coins, Salamander Tail

EXP Gained: 568

178. Great Seagull

Found: Yampi Desert Cave

HP: 266

PP: 0

Attack: 411

Defense: 93

Agility: 206

Luck: 12

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 211 Coins, Sylph Feather

EXP Gained: 363

179. Ocean Dragon

Found: Yampi Desert Cave

HP: 473

PP: 32

Attack: 478

Defense: 154

Agility: 143

Luck: 16

Turns: 1

Power (Venus): 95

Power (Mars): 85

Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 307 Coins, Triton's Ward

EXP Gained: 590

180. Sea Hedgehog
Found: Yampi Desert Cave

HP: 177
PP: 0
Attack: 402
Defense: 160
Agility: 188
Luck: 8
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 145 Coins, Potion
EXP Gained: 319

181. Puppet Warrior
Found: Yampi Desert Cave

HP: 310
PP: 0
Attack: 469
Defense: 180
Agility: 125
Luck: 22
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 72
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 152

Items Obtained: 283 Coins, Psy Crystal
EXP Gained: 555

182. Gillman Lord
Found: Yampi Desert Cave

HP: 284

PP: 0
Attack: 456
Defense: 136
Agility: 174
Luck: 13
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 459 Coins, Tear Stone
EXP Gained: 257

183. Mimic (9)
Found: Treasure Isle

HP: 879
PP: 76
Attack: 333
Defense: 103
Agility: 196
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 677 Coins, Power Bread
EXP Gained: 1336

184. Jupiter Djinni (Gale)
Found: Treasure Isle

HP: 980
PP: 92
Attack: 309
Defense: 97
Agility: 277
Luck: 31
Turns: 1

Power (Venus): 80

Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 756 Coins
EXP Gained: 1197

185. Star Magician
Found: Treasure Isle

HP: 7486
PP: 560
Attack: 460
Defense: 139
Agility: 268
Luck: 52
Turns: 1

Power (Venus): 90
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 105

Resist (Venus): 130
Resist (Mars): 72
Resist (Jupiter): 150
Resist (Mercury): 180

Items Obtained: 7866 Coins
EXP Gained: 5566

186. Refresh Ball
Found: Treasure Isle

HP: 360
PP: 43
Attack: 317
Defense: 124
Agility: 136
Luck: 36
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 278 Coins

EXP Gained: 448

187. Guardian Ball

Found: Treasure Isle

HP: 520

PP: 43

Attack: 317

Defense: 127

Agility: 292

Luck: 33

Turns: 1

Power (Venus): 110

Power (Mars): 95

Power (Jupiter): 90

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 100

Resist (Jupiter): 48

Resist (Mercury): 100

Items Obtained: 289 Coins

EXP Gained: 439

188. Thunder Ball

Found: Treasure Isle

HP: 280

PP: 43

Attack: 329

Defense: 123

Agility: 219

Luck: 30

Turns: 1

Power (Venus): 90

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 48

Resist (Mars): 100

Resist (Jupiter): 152

Resist (Mercury): 100

Items Obtained: 243 Coins

EXP Gained: 296

189. Anger Ball

Found: Treasure Isle

HP: 460
PP: 43
Attack: 357
Defense: 125
Agility: 173
Luck: 27
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 30 Coins
EXP Gained: 387

190. Venus Djinni (Meld)
Found: Islet Cave

HP: 710
PP: 65
Attack: 221
Defense: 65
Agility: 187
Luck: 22
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 729 Coins
EXP Gained: 531

191. Chimera Worm
Found: Islet Cave

HP: 251
PP: 22
Attack: 452
Defense: 133
Agility: 152
Luck: 5
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 179 Coins, Water of Life
EXP Gained: 359

192. Druj
Found: Islet Cave

HP: 672
PP: 66
Attack: 549
Defense: 197
Agility: 205
Luck: 33
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 627 Coins, Berserker Band
EXP Gained: 348

193. Wonder Bird
Found: Islet Cave

HP: 424
PP: 102
Attack: 510
Defense: 190
Agility: 285
Luck: 34
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 8622 Coins, Dark Matter

EXP Gained: 333

194. Cruel Dragon

Found: Islet Cave

HP: 636

PP: 65

Attack: 539

Defense: 216

Agility: 162

Luck: 26

Turns: 1

Power (Venus): 95

Power (Mars): 85

Power (Jupiter): 95

Power (Mercury): 115

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 175

Items Obtained: 358 Coins, Tisiphone Edge

EXP Gained: 661

195. Mercury Djinni (Serac)

Found: Islet Cave

HP: 920

PP: 86

Attack: 290

Defense: 90

Agility: 257

Luck: 29

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 193

Items Obtained: 706 Coins

EXP Gained: 1093

196. Sentinel
Found: Islet Cave

HP: 8736
PP: 780
Attack: 608
Defense: 216
Agility: 171
Luck: 54
Turns: 3

Power (Venus): 100
Power (Mars): 120
Power (Jupiter): 100
Power (Mercury): 130

Resist (Venus): 72
Resist (Mars): 127
Resist (Jupiter): 152
Resist (Mercury): 193

Items Obtained: 6144 Coins
EXP Gained: 10538

197. Bombander
Found: Anemos Inner Sanctum

HP: 548
PP: 110
Attack: 541
Defense: 224
Agility: 141
Luck: 10
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 325 Coins, Golem Core
EXP Gained: 624

198. Sky Dragon
Found: Anemos Inner Sanctum

HP: 657
PP: 111
Attack: 562
Defense: 232
Agility: 191

Luck: 22

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 175

Resist (Mars): 72

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 686 Coins, Orihalcon

EXP Gained: 358

199. Mad Demon

Found: Anemos Inner Sanctum

HP: 745

PP: 96

Attack: 567

Defense: 234

Agility: 213

Luck: 29

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 127

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 671 Coins, Lachesis' Rule

EXP Gained: 363

200. Grave Wright

Found: Anemos Inner Sanctum

HP: 460

PP: 20

Attack: 530

Defense: 213

Agility: 151

Luck: 11

Turns: 1

Power (Venus): 100

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 379 Coins, Psy Crystal
EXP Gained: 551

201. Dullahan
Found: Anemos Inner Sanctum

HP: 16000
PP: 300
Attack: 676
Defense: 269
Agility: 241
Luck: 59
Turns: 3

Power (Venus): 110
Power (Mars): 100
Power (Jupiter): 100
Power (Mercury): 100

Resist (Venus): 150
Resist (Mars): 130
Resist (Jupiter): 110
Resist (Mercury): 190

Items Obtained: 6775 Coins
EXP Gained: 15600

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XV. Secrets & Glitches
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In this section, I will list all of the secrets and glitches in the game, along with information about how to do them and such.

Secrets

Secret #1 - Naming Your Characters

On the naming screen, when you're naming Felix, press Select three times. After naming him, you'll be able to name Jenna, Sheba, and Piers. When you're naming Piers, press up, down, up, down, left, right, left, right, up, right, down, left, and up. You will then get to name Isaac, Garet, Ivan, and Mia, but *only* on a non-linked game.

Secret #2 - New Difficulties

After clearing the game once (you must save your game after defeating the Doom Dragon), load up that same file and you'll get the option to play the game on Easy. If you refuse, you'll get the option to play on Hard. Note that on Hard, Dullahan's HP is **not** doubled. It's only 16,383 since the game can't go any higher than that.

Secret #3 - Visit the Previous Sanctum

You can visit the sanctum of the village you were last in. To do it, hold L, R, and Start with your file highlighted. Load your file with these buttons held down, then release, and you'll start at the last sanctum.

Secret #4 - Different Battle Themes

After the reunion in Contigo, when Isaac and co. team up with you, you'll be able to hear different battle themes depending on your party. If you put Isaac in your party and take out Felix, the original battle theme from GS1 will play. If you put Jenna in your party and leave out both Isaac and Felix, her battle theme will play (which plays at the very beginning of the game, as well).

Glitches

Glitch #1 - Visiting the GS1 continent

That's right, folks; you can visit the old continent from the original Golden Sun. You can see Vale, the Venus Lighthouse, and the Babi Lighthouse, but you can't enter any of them. To do it, you must go southwest of Loho to the small shore. Then, have the boat in this exact position:

<http://img212.imageshack.us/img212/1901/goldensunthelostageumegwd4.png>

That picture may be kind of hard to see, but basically, you need your boat facing the mountain from the shore. Press A, and if you did it right, you'll hop off and will be on the seemingly unreachable continent. If you walk around a bit, you will find Vale and the Sol Sanctum behind it. Keep walking and you should eventually find the Venus Lighthouse. North of that, you will see the Babi Lighthouse. The area is huge, so it could take a bit of exploring to find these places. Also, it seems that the further you go, the less monsters you will encounter, until eventually you won't encounter any at all.

Glitch #2 - Stuck in Lemuria

This glitch will cause you to be permenately stuck on your file, so it's

important that you read up. When you visit Piers' uncle in Lemuria, he tells him about his mother's death, then Piers gets depressed and temporarily leaves the party. You then have to use Lash to enter Lunpa's house, and you can't get Piers back until you finish that sequence (much less progress with the story). If you have the Lash Pebble on Piers when he leaves, you're screwed, and you'll be permenately stuck. To avoid this, just have the Lash Pebble equipped on someone else. One would think Camelot would've taken note of an obvious glitch like this, but I guess not.

Glitch #3 - Trial Road Item Duplication

During the race with Moapa, you'll have to put some items in chests. If you put an item in a chest and then leave the Trial Road, you'll get the items you dropped back. However, you'll also be able to buy the items at a shop. This allows you to have more of an item than you're supposed to. Pretty useful.

===== XVI. Frequently Asked Questions =====

In this section, I will list the most commonly asked questions regarding this game. Before emailing me with a question, please refer to this very section first, and see if your question is already answered! Thank you.

Q: How do I uncurse a weapon/armor?

A: Go to the sanctuary of any town, and you can pay the wizard there a price for him to remove it.

Q: I can't beat Dullahan! Any tips?

A: Not really. Perhaps level up your characters a bit, or plan your strategies more carefully. If all else fails, attempt a summon rush. That is, put the Djinn of all your characters on Standby, so that you'll enter the battle having your best summons available.

Q: Is there a way to get into the Anemos Inner Sanctum on a non-linked game?

A: Sadly, no. You have to have all 72 Djinn, which means your game has to be

linked (meaning you also have to have all Djinn from GS1).

Q: Got any passwords I can use?

A: No, but there is a Password Generator you can use to generate your own password. You can even list what things you want to transfer to your game using the generator. It is located here:

<http://home.earthlink.net/~paul3/goldensun.html>

Q: Are there any benefits of linking with a cable and using a password?

A: Other than the tedious process of typing out a Gold password instead of using a link cable, no.

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XVII. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible. Please make the subject something to do with the game (such as "Golden Sun: The Lost Age FAQ"), so I'll know that your email isn't spam.

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XVIII. Credits
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Credits go to you for reading this guide.
Credits go to me for taking the time to write this guide.
Credits go to Torrent Lord's excellent enemy list. It's really informative and helpful. Thanks!

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XIX. Copyrights

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