

Sword of Mana FAQ/Walkthrough

by ShdwRlm3

Updated to v2.9 on Jun 9, 2004

ShdwRlm3

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Shinyaku Seiken Densetsu
Sword of Mana

FAQ / Walkthrough
Version 2.9
June 9, 2004

by ShdwRlm3

\ NEW ! /

V 2.9 - June 9, 2004 - Wow, has it really been that long since I've updated? Anyway, TONS of changes, mostly in the layout. Check the Version History section for complete details.

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For quick Chapter access, press Ctrl+F, then search for "5a" (don't include the quotation marks) or whatever Chapter you're looking for. You can also use Ctrl+F to search for anything you're looking for (i.e. "Brownie Ring")

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~ I N T R O D U C T I O N ~

There exists a legend... a legend of a sword of pure holiness. The very essence of Mana flows through it, granting those who wield it unimaginable power. With the power of this sword, gods have been vanquished, and empires laid to waste. Yet, only those pure of heart can harness its full potential, and few are of such caliber. And so the sword has been lost to the ages, waiting for a time, a place, and a person that needs it most.

There exists a tome of pure knowledge. Written by someone with way too much free time, it grows as time passes, seeking to chronicle the adventures of Heroes and Heroines as they quest to save the world of Mana.

The time has now come for the Sword of Mana to be put to use once more. The goddess cries as the Tree of Mana struggles to maintain a balance throughout the world. And now you, Hero and/or Heroine, have stepped up to the task. Luckily for you, you have stumbled upon these chronicles, replete with a full walkthrough, numerous item and monster lists, secrets and other Completely Useless Info (TM). May your journey be safe, and above all else, keep on happy!

- 0 2 -
~ S T O R Y ~

"Long ago, a man used the power of the Mana Tree to subjugate the world. Then a youth wielding a holy sword appeared, a ray of light conquering the darkness. Thus Mana resumed her peaceful slumber. Though few remain who recall the old tale, the legend has been revived once more..."

- 0 3 -
~ C H A R A C T E R S ~

Warning!!! Spoilers abound! DO NOT read this chapter if you do not wish to have the story spoiled!

~* Heroes *~

Many heroes have answered the cries of Mana. Together, perhaps they can force back the powers of darkness and heal the damage done to the soul of Mana. If you are not familiar with the Legend of the Holy Sword, avert your innocent eyes, because the following details may spoil your enjoyment of the story.

Hero - The hero of our story seeks to avenge the death of his parents, only to find out that Dark Lord is really his father. Okay, maybe not (and just in case I get any e-mails, I was kidding!), but really, isn't the whole avenging death thing getting rather cliché? Anyway, some may claim he is completely free of personality. Others would argue that stupidity and being quick to anger constitute a personality. Those people would be correct.

Heroine - The female protagonist journeys to uncover her mysterious (and really, what other kind is there?) past. As she and Hero grow closer together, she gets the startling revelation that she and Hero are actually brother and sister! Okay, again, maybe not.

Amanda - Hero's fellow gladiator-slave and sister to Lester. She is outspoken, and may have a crush on Hero. Apparently she also doles out lots of oppressive love.

Willy - A survivor of the Mana Clan and another gladiator-slave. In Final Fantasy Adventure, he originally died fairly on in the game (literally at the beginning). Unfortunately, he lives on in this one, only to speak with the worst slang ever in an RPG (yes, he surpasses Barrett!).

Bogard - Gemma Knight of lore, he vows to protect Heroine from harm. Knowing and protecting her since she was but a child, he has a fatherly affection towards her.

Cibba - The great sage of Wendel, he led the Gemma Knights to victory. He is said to be hundreds of years old, and boy does he look it!

Lester - A minstrel and the brother of Amanda. He uses his music to soothe others.

Marshall - A Warbot left over from the age of Vandole. He has spent hundreds of years alone, and needs a good friend or two.

Watts - A Dwarf. He spends his time mining and dining with Dudbears at the Abandoned Mine (which I guess isn't so abandoned considering the numerous enemies inside).

~* Villains *~

Just as heroes gather to save Mana, so do the forces of evil join together to spread fear, sorrow, and rabites. What's that? Rabites aren't scary? Then you haven't faced them all...

Dark Lord - He seeks to purge the world of the Mana Clan. What are his true intentions? And what is his true motive?

Julius - A mysterious man who works for Dark Lord. His ghastly appearance leads some to believe he isn't completely human.

Count Lee - A Mavole who has been kidnapping women of the Mana Clan. I'm sure there are better ways of meeting women than that, Count.

Ebony Butler - Count Lee's servant. He longs to return to Mavolia.

Ivory Butler - Count Lee's servant. He longs to return to Mavolia.

Isabella - Another Mavole with unknown motives. She wonders why Count Lee would want to live in the world of humans, so she comes up from Mavolia for a stay.

Devius - Count of Devius Manor and brother of Dark Lord. He is concerned for his sibling, considering his recent, disturbing behavior.

Goremard - A pact was made with this dealer of death. Just by who and for what is still unclear...

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- 4k. Traps
- 4l. Combos

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*****  
4a. * Controls *  
*****
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Battle

- D-Pad - Move
- A Button - Attack
- B Button - Run
- L Button - Ability
- R Button - Magic
- Select - Switch Characters
- Start - Ring Menu
 - (Press Start when in Ring Menu) Enemy Names

Town

- D-Pad - Move

A Button - Speak
- Open Chest
B Button - Run
L Button - Ability
R Button - None
Select - None
Start - Ring Menu

Ring Menu

D-Pad

Left - Move icons clockwise
Right - Move icons counter-clockwise
Up - Move to another set of icons
Down - Move to another set of icons

A Button - Select
B Button - Go up one level on Ring Menu
L Button - Weapons Ring Menu (Battle only)
R Button - Spirits Ring Menu (Battle only)
Select - None
Start - Exit Ring Menu completely

Menu

D-Pad - Move cursor
A Button - Confirm
B Button - Cancel
L Button - Switch Characters
R Button - Switch Characters
Select - Description
Start - None

4b. * Abilities *

Abilities made their debut in Legend of Mana, and appear in Sword of Mana in an extremely limited form. You get a whopping total of two abilities, both of which you'll receive early on your adventure.

Jump

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Command: L Button  
Description: Umm... jump.  
Acquire: Hero - Cascade Cottage  
Heroine - Cascade Cottage

Squat

~~~~~

Command: L Button + A Button
Description: Sit down to collect your thoughts and regain your MP slowly (1/20 of your maximum MP).
Acquire: Hero - Vinquette Hall
Heroine - Cascade Cottage

4c. * Ring Menu *

Warrior Type	+7	+1	+1	+2		+1	
Monk Type	+8		+2	+1		+1	
Magician Type	+3	+5			+2	+1	+1
Sage Type	+2	+6			+1	+2	+1
Thief Type	+5	+3	+1	+1			+2
Random	+?	+?	+?	+?	+?	+?	+?

4e. * Special Classes *

Depending on which Level Up Types you choose, you may earn a special Class, and special bonus effects to go along with it. These effects range from added ttack with certain weapons to increased defense against certain elemental magic. All Classes are taken from the different classes in Seiken Densetsu 3 (although some translations are different).

Do your best to plan your Level Up Types in advance, since the high-level Classes take 35 total Level Ups. For the more interesting Classes, you'll have to decide if you want to give up a balanced character for a powerhouse in the attributes that you choose.

There are three types of Classes: Yellow (Base), Blue (Secondary), and Red (Final). Before you can receive a Red Class, you must have a Blue one, and before you can get a Blue one, you must already have a Yellow Class. Long story short- you can't go directly to Red Classes. Yellow Classes take 5 Level Ups in certain types, while Blue takes 15 and Red takes 35.

Note that the Classes are categorized by the Level Up Types (Warrior, Monk, Sage, Magician, Thief, Random (Mix)). Once you get a Yellow Class in one category, you CANNOT switch to another one! The same goes for Blue Classes. Keep this in mind before you Level Up the wrong type. However, you CAN level up other types in the process.

You may also get Bonus Accessories by choosing one Level Up Type and leveling it up 40 straight times. Of course, this means you will have to forego Classes for a majority of the quest.

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NOTE!!!

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Class requirements and other info can be found in my separate Class FAQ also available at www.gamefaqs.com

4f. * Skill Levels *

All of the Weapons and Spirits in Sword of Mana have "Skill Levels" Skill Levels have a few purposes.

First of all, for each Level your Weapon or Magic Attack Power for that particular Weapon or Spirit will increase by 1. It may not sound like a lot, but if you manage to reach Level 99 (the maximum), you'll be dealing a potential extra 99 points of damage. Also, for every Wisp Level, HealingLight will heal an additional 1 HP.

Weapon Levels determine how fast your Deathblow Gauge increases. There are 30 bars (or points) in the Deathblow Gauge. The following table shows how many points your gauge will increase by based on your Level with that particular weapon only:

Skill Level	Point
1-9	1
10-19	2
20-29	3
30-39	4
40-49	5
50-59	6
60-69	7
70-79	8
80-89	9
90-99	10

The final use for Skill Levels involves a certain Quest which requires you to reach Level 30 for the Spirits. You can find more info in the Quests Chapter.

Skill Experience

To determine how much Skill EXP you need to Level Up a particular Weapon or Spirit, use the following formula:

$$(\text{Current Skill Level} + 1) * 20 = \text{Skill Level Up}$$

For instance, if your Sword is Level 1, you'll need $(1+1)*20 = 40$ Skill EXP to level it up to Level 2. If it's Level 98, you'll need $(98+1)*20 = 1980$ Skill EXP to level it up to the maximum Level 99.

Skill EXP is gained just from hitting enemies with a Weapon or with a Spirit's attack spell (support spells do not get you experience). Even if you do 0 damage, you'll still get the EXP, although if you Miss you won't get anything.

How much Skill EXP you receive from hitting an enemy depends solely on how much regular EXP the Monster gives. Use the following formulas to determine how much Skill EXP you get:

Weapon Skill EXP: EXP / 5
 Magic Skill EXP: EXP / 3

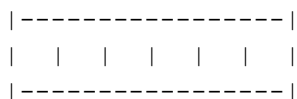
Enemies give a minimum of 1 Skill EXP.

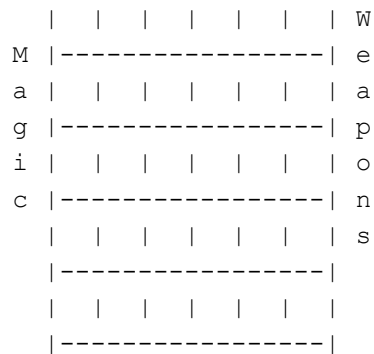
For those of you wondering, Metaballs and Stone Seals give 1 Skill EXP for each hit, so it's not recommended that you use them for leveling up later on.

*Skill EXP formulas from the Shinyaku Seiken Densetsu Kaitaishinsho!!!

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4g.                * NPC Grid *
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Offensive





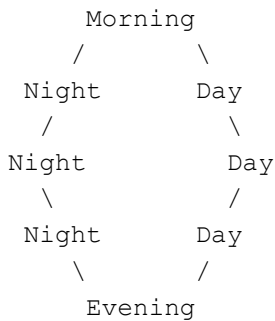
Defensive

 4h. * Time *

As in Seiken Densetsu 3, there are different times of day. The time of day affects what enemies appear in battle and may also have bearing on certain events. Unlike Seiken Densetsu 3, time only passes when you "scroll" from one screen to another (in other words, when the screen blacks out and you enter a new area).

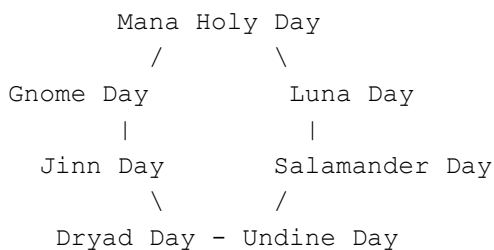
There are a few things that you should note when it comes to time. Time does not pass in towns and some areas next to towns. However, whenever you sleep at an Inn, you'll wake up in the Morning. Time does pass in most dungeons (the only known exception being Binkett's Mansion). Unfortunately, in many internal dungeons it's hard to tell what time of day it is, other than by seeing what enemies are appearing.

Time cycles (clockwise) as follows:



As in Seiken Densetsu 3 and Legend of Mana, each day of the week is also assigned a special attribute. Depending on the Day, special rare monsters may appear, or certain events may occur. Also, a Spirit's Attack Magic Power will be increased if it is that Spirit's day. On Mana Holy Day, all magic is powered up slightly.

The days cycle (clockwise) as follows:



Certain weapons allow for comboable hits. Time your button presses right to perform a combo!

Weapon	Hit 1	Hit 2	Hit 3
Sword	Slash	Return Slash	Jump Slash
Rod	Strike	Return Strike	Jump Strike
Knuckle	Punch	Kick	Jumping Upper
Lance	Thrust	Throw	Swing
Axe	Slash	Return Slash	Jump Slash

So what's the point of combos? Well, the first hit does normal damage, but the second hit does 150% and the third hit does 200%!!!

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The bulk of this text focuses on your journey to save Mana. While following these steps will certainly ensure your success, remember that exploration is half the fun, so it's recommended that you only peek when you get stuck. Of course, if you wish to sap all of the fun out of the game, feel free to follow this guide from start to finish.

NOTE: Hero's Quest and Heroine's Quest branch at different points.

NOTE: Since Hero and Heroine don't have official names, they will be referred to as Hero and Heroine.

Area Info Explained

In an effort to make this guide easier to navigate, you'll find lots of different formatting that will (hopefully) get you the information you need, fast. The following Area Info will appear whenever you enter a new area. Note that areas will often be close together and will share enemies. In such cases the area info will be combined.

```

_( Area Name )
-----
Monster Data: | Items:
Name      HP:   Day/Night | Gumdrop x1
+ Staff, Knucks, Mace, Wind |
x Earth   |
-----

```

For the Area Name, () denote a Field
 [] denote a Town
 <> denote a Dungeon

dungeon where he's been a "gladiator-slave" since he was captured. Willy is awakened by Hero's screaming, and asks if he had the dream again. Answer "Yes" (the top option), otherwise Willy will keep asking the question until you do say Yes. Willy then asks about the girl Hero escaped with, and it's time to name her. After the rest of the lengthy conversation, run to the right and press A near the Goddess Statue (or whatever remains of it), then choose the first option to reach the save screen. Save your game.

Talk to Amanda, who is the girl near the Goddess Statue. Speak with the Slave standing near the gate, then talk to Amanda (the girl standing near the Goddess Statue) twice. You'll get Popoi's Note #1 (you'll get the Popoi's Notebook later). Speak with the Slave once more.

	Jackal	Jap: Jackal	Boss	S: o	_____
	-----	-----	-----	R: o	W: -
	Type: Fauna	Hero [x] Heroine []		K: o	S: o
	Prime: Smell	Location: Granz Castle		F: o	L: -
	Sub: DayViz			S: o	S: -
	-----	-----	-----	B: o	U: o
	HP: 55 L: 7	BLACK: N/A		L: o	D: o
	Pow: 8 Def: 5 Agi: 1			A: o	J: +
	Int: 2 Mnd: 5 Exp: 5			M: o	G: x
~~~~~					

Willy and Hero are dragged into the Arena. Now it's time for battle! Willy is with you, but he's not actually an NPC, and his idea of battle is running for cover. If you played Final Fantasy Adventure, or even if you didn't this should be an easy battle. The Jackal follows you around slowly, but holding B to run lets you outrun him. When he gets ready to slash you, run behind him and strike him with your sword repeatedly. The only time you should be worried is when the Jackal heads to the top of the screen. This signals his most damaging attack in which he charges straight down, so make sure you're not in the way. After beating him, enjoy the super cool boss explosion graphics (better than any of the effects in FFA, that's for sure) and head up through the entryway.

Hero and Willy try to escape, but for some reason stop at a bridge to chat. Willy tells Hero to visit the village of Topple, then Shadow Knight and his minions appear. Hero tries to attack Shadow Knight, but Shadow Knight fends off the attack and Hero ends up falling off the bridge and down the waterfall.

_( Path to Topple )

Monster Data:	Items:
Rabite HP: 20 Day/Night	Gumdrop x1
+ Rod, Knucks, Mace, Wind	Angel Grail x1
x Earth	Earth Geode x1 (See Magic Chapter)
Chobin Hood HP: 40 Event	Wood Geode x1 (See Magic Chapter)
+ Earth	
x Wind	

(Path to Topple)

Niccolo goes out fishing one day, and it looks like he has a big catch! He reels in Hero, and kicks him awake- how nice of him. After a short conversation, Niccolo runs off, and you're in control again. Head to the golden

Goddess Statue to replenish your HP/MP and to save your game, then exit south to then next area. Hero hears a scream, and rushes to find out what's going on.

Hero finds a Chobin Hood attacking a strangely familiar girl, and it's up for him to save her. Be careful, the Chobin Hood can take off as much as 7 points of damage, so get in quickly and defeat him. After taking care of the Chobin Hood, the girl mentions that she's heading to Topple as well, and Hero and Heroine decide to go together. Next, she surprisingly introduces herself as Heroine, and Hero instantly recognizes the name (although she doesn't seem to remember Hero). Heroine asks a question, and you must answer "Yes" to proceed. Next, you have to find Heroine's weapon, which she dropped in the grass. Use your Sword to slash the grass until you find her weapon (which is usually found to the lower left). Slash the rest of the grass to get some items too. Heroine will now officially join you, and you can press Select to switch to her.

Head back up to the Goddess Statue to heal if necessary. Go back down to find 3 Rabites. It's suggested that you spend some time here leveling up as Hero, since Heroine is already Level 5 while Hero is Level 1. Enemies reappear on the same screen after a while, so you don't have to leave and come back over and over again. Once you're all done, head down to the next screen.

Make your way right, then exit up.

A rather open field here, with more enemies to practice on. Go up the steps on the right for a Chest with an Angel's Grail. Go back down a bit, then head all the way left and go up the steps there. Exit up the steps.

( Topple Armory )

Here you'll find the Topple Armory (Cannon). You won't be able to use Cannon Travel until much later in the game, so don't worry about it for now. You should see something sparkling on the ground to the left. Walk into it to pick up a Wood Geode (for information on Geodes, please refer to the Magic or Quest FAQ). Exit back down.

( Path to Topple )

Exit left.

Open the Chest for a Gumdrop, then exit back right.

Go down the steps and head right. Go up and read the sign nearby, which says "Topple Village ahead." Looks like you're going up.

_[ Topple Village ] _____

Items:

Gumdrop x1

---

[ Topple Village ]

After you enter the village, immediately head left to try to exit the screen. The rabbit-like creature near the statue will catch up to you and introduce himself as Niccolo, the traveling merchant. The snoopy little guy will ask where you're going. Answer with the first option or else he won't stop asking until you do. He'll then offer you a Popoi's Notebook for 10 Lucre. Buy it (not like you have much of a choice). If you don't happen to have 10 Lucre, he'll sell it to you for whatever you have. You'll now have the Popoi's Notebook added to your Ring Menu. You can use it to look at the Map, check what Monsters you've defeated, read up on gameplay-related notes that you've collected, or see your Amigo info. Now it's time to explore town!

Save and heal at the Gold Goddess Statue in the middle of town. Speak

with the Topple Girl walking outside (during the Day) for Popoi's Note #13. If you come to town at Night, a Topple Grandfather will be walking around. Speak to him for Popoi's Note #21 (make sure you tell him "no" when he asks if you know about the Orchard).

In the northwestern Residence you can find out more about the Granz Realm.

In the northeast is the Inn. A Topple Gentleman will give you Popoi's Note #2. Stay for the Night and you'll wake up with BEST status, which gives you D-Fence and PowerUp. Go to the second floor room to find a Chest with a Gumdrop. If you come here at Night, you'll meet Blassie the Third, who'll request Blood Pouches. Please refer to the Quest FAQ for more information on this and other Quests.

The southwestern house is the General Store. Buy any Items or Accessories you want. Come here during the Day and speak with the Topple Grandfather for Popoi's Note #15. Also here during the Day is Clive, who will make you a Honey Elixir (heals all HP) if you bring him certain ingredients. Bebes will drop the necessary Honey, but it will be a while before you can get the other ingredients, so don't worry about it for now. Also here during the Day is Luke. Speak to him and tell him you'll help find his father to start a Quest. Once again, please refer to the Quest FAQ for more info.

Once you're done exploring and shopping, talk to the child in the middle of the village. Once you've done that, go into the elder man's house and speak with him. Leave his house and the kid will be there. After a short conversation, the elderly man will come out and the kid will kick you (what's with everyone kicking you, anyway?). Everyone goes back into the house and the elderly man speaks about Shadow Knight or something or other and mentions the Holy Sword and the town of Wendel. After the long conversation, he gives you the Magic Rope, which lets you return to the last Goddess Statue that you saved at.

Before you leave Topple, though, make sure you speak to the old lady walking around the streets AND the man living inside the house in the northwest Residence.

_( Topple Outskirts ) + ( Path to Cave ) _____

Monster Data:	Items:
Rabite HP: 20 Day/Night	Gumdrop x1
+ Rod, Knuckle, Morning, Wind	
x Earth	
BeBe HP: 17 Day/Night	
+ Rod, Knucks, Mace, Wind	
x Earth	
Batmo HP: 23 Night	
+ Flail, Bow, Lance, Light, Earth	
x Dark, Wind	

( Topple Outskirts )

Here you'll meet a new enemy- the Batmo or the Bebe, depending on the time of day (Batmo at Night, Bebe at Day). Be careful of the Batmo's sonar, because it can confuse you (which reverses your controls). Bebes, on the other hand, can poison you. Exit to the upper-right.

( Path to Cave )

Exit north.

The sign here says "Cave Off-limits." Of course, that can only mean that you must enter the cave. For now, the entrance is nowhere in sight so continue left and go to the next screen.





Items:

Gumdrop x1

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[ Topple Village ]

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In the northwestern Residence you can find out more about the Granz Realm.

In the northeast is the Inn. A Topple Gentleman will give you Popoi's Note #2. Stay for the Night and you'll wake up with BEST status, which gives you D-Fence and PowerUp. Go to the second floor room to find a Chest with a Gumdrop. If you come here at Night, you'll meet Blassie the Third, who'll request Blood Pouches. Please refer to the Quest FAQ for more information on this and other Quests.

The southwestern house is the General Store. Buy any Items or Accessories you want. Come here during the Day and speak with the Topple Grandfather for Popoi's Note #15. Also here during the Day is Clive, who will make you a Honey Elixir (heals all HP) if you bring him certain ingredients. Bebes will drop the necessary Honey, but it will be a while before you can get the other ingredients, so don't worry about it for now. Also here during the Day is Luke. Speak to him and tell him you'll help find his father to start a Quest. Once again, please refer to the Quests FAQ for more info.

Finally, enter the southeastern residence. Speak with the Topple Boy, who will ask you to find his lost book. Tell him yes to progress in the story.

Exit town by using the southern exit.

_( Path to Topple )

---

Monster Data:

Rabite            HP: 20    Day/Night

+ Rod, Knucks, Mace, Wind

x Earth

Bebe

+ Rod, Knucks, Mace, Wind

x Earth

Batmo

+ Flail, Bow, Lance, Light, Earth

x Dark, Wind

Chobin Hood    HP: 40    Event Only

+ Earth

x Wind

---

Items:

Gumdrop x1

Angel Grail x1

Earth Geode x1 (See Magic Chapter)

Wood Geode x1 (See Magic Chapter)

---

( Path to Topple )



and the Grandfather living in the southwest house. Hero will enter the Cascade Cottage and find a letter waiting for him there. After reading the memo, Heroine will walk in and accuse him of being a Granz soldier. After the misunderstanding is cleared up, Hero gives the note to Heroine. A glowing ball of light will then appear from nowhere and introduce itself as the Light Spirit, Wisp. If you're playing as Hero, it will grant Heroine its powers. If you're playing as Heroine, you've already had a Wisp from the beginning. Fret not if you're playing as Hero--- he'll get Wisp magic a bit later on. Heroine will explain how to use magic, and they agree to go to Wendel together.

Outside, Hero or Heroine will teach the Ability, Jump, to the other person. You'll need this ability to get to Wendel. Press L to Jump. Save at the Goddess Statue to the left if you wish, then exit right.

( Topple Outskirts )

If you're Hero, you can test out Magic by switching to Heroine. Again, if you're playing as Hero, HERO WILL GET WISP LATER. After playing with the magic, exit to the east.

```

_____
|      5c      | /                               * Of Mavoles and Men *                               \
| Chapter  2  |
|              |
| ~ Path to Cave ~ Batmo Cave ~ Vinquette Vicinity ~
|              |
|              | \                               ~ Vinquette Hall ~                               /
|              | ~~~~~

```

[ Path to Cave ]

Back at the Path to Cave, you can now go up the stairs and jump up to the next platform. Do so, then go up another set of steps and open the Chest on the left for a Gumdrop. Head right, go up the steps, and exit to the east.

In the next area, Niccolo is walking about. Talk to him for Popoi's Note #17, then continue north, save at the Statue, and enter the Cave. Woohoo! Dungeon time!

~~~~~

```

|                                < B A T M O  C A V E >                                |

```

| <u>< Batmo Cave ></u> | |
|-----------------------------------|----------------|
| Monster Data: | Items: |
| Batmo HP: 23 Day/Night | Angel Grail x1 |
| + Flail, Bow, Lance, Light, Earth | Gumdrop x1 |
| x Dark, Wind | |
| Chobin Hood HP: 40 Day/Night | |
| + Earth | |
| x Wind | |
| Lime Slime HP: 20 Day/Night | |
| + Light, Water, Tree | |
| x Sword, Sickle, Axe, Rod, Knucks | |
| Morning, Dark, Moon, Fire | |

Go up until you reach some steps. Go up the steps, then run to the left.

There's a reason this place is called Batmo cave, and it's not because it's full of Rabites. Once again, be careful of their sonar. Exit north.

Head up, then right. There's a Chobin Hood in a pit that will launch arrows at you, as well as some Batums elsewhere in the room. Defeat them, then go up the steps. Go west and you'll see a Chest. Open it for an Angel Grail
Exit north.

Head up, go up the steps, then head right and go down the steps into the pit area. You'll be ambushed by some Lime Slimes, which CANNOT be hurt by your current weapons. Of course, if you've played an RPG before, then you know "that which cannot be harmed by weapons can get its butt kicked by magic." Let Heroine defeat the Lime Slimes by using Wisp. If you try to head back the way you came, you'll find a Metaball that will turn into blades and harm you. It can't be hurt by magic, but you can attack it with Hero's Sword to make it go away. Anyway, head right up the stairs, the head up and exit to the right.

Go right until you see a path heading up. Go up the path and defeat all of the Chobin Hoods in this area. Once you do that, you'll get the Bow. Go to your Ring Menu and switch to the Bow. With the Bow, you can now defeat the Lime Slimes, as well as any Metaballs with a Jab Trait that get in your way.
Exit to the right.

Use the Bow on the Metaball before Heroine wastes any more MP >\_< Head right and jump up to the platform for a Chest with a Candy Drop. Jump back down and exit south.

Head left, then down the stairs. Be very careful in this area, because there are 3 Green Slimes and a couple of Chobin Hoods. Head south, then go right to find a Bash Metaball. Hero's weapons can't destroy it, so switch to Heroine and attack it with her Rod. Continue right then exit south, which leads outside.

\_(Vinquette Vicinity) + (Path to Scaly Lair) \_\_\_\_\_

Monster Data:

Rabite HP: 20 Day/Night
+ Rod, Knucks, Mace, Wind
x Earth

Bebe HP: 17 Day
+ Rod, Knucks, Mace, Wind
x Earth

Chobin Hood HP: 40 Day
+ Earth
x Wind

Batmo HP: 23 Night
+ Flail, Bow, Lance, Light, Earth
x Dark, Wind

Needlebeak HP: 45 Day
+ Flail, Bow, Lance, Dark, Earth
x Light, Wind

Lime Slime HP: 20 Night
+ Light, Water, Wood
x Sword, Sickle, Axe, Rod, Knucks
Mace, Dark, Moon, Fire

Items:

Gumdrop x2
Cobra Earrings x1
Cicada Earrings x1

(Vinquette Vicinity)

Ahh, sweet, beautiful light. Head right and defeat the Chobin Hood, then head down the stairs and defeat some Rabites. Open the Chest to the right for a Gumdrop, then head left and exit south.

There's an exit to the west, but you can't do anything there for now
You can go there later when you have the Flail to get Cobra Earrings. Instead,

head down and exit to the right.

Continue right, then head down and exit south.

Head south and read the sign, which says "North - Viquette Hall South - Scaly Lair." Open the Chest on the right for a Gumdrops. If you head north 2 screens you'll find that the Mansion's gates are closed if it's Day, so just head south for now.

Head east, and Niccolo will approach you again. This time, he's got "Cactus Essence" on sale for 50 Lucre. Buy it- OR ELSE! Niccolo will leave. Walk to the right to find a pot. Press A near it and it'll ask if you wish to place the Hot House. Say yes and a giant Cactus House will pop up. You'll automatically enter the Hot House Lobby.

[Hot House]

Here, you'll see a door on the left that leads to the Hot House Handyman (though there's nothing to do there for now). The door to the right leads to Trent, the talking tree. For now, speak with Li'l Cactus. Like in Legend of Mana, speaking to him will make him write in his Cactus Diary, which you can read on the right. Go through the door on the upper-right.

You're now in the Cactus House Orchard. Speak to the tree, whose name is Trent. Give him some seeds if you have any, then go back to the Lobby. Exit the house. If you gave Trent some seeds, plant the house again and go to the Orchard. Head up the ladder and you'll find that some fruit and or vegetables have sprouted. Giving him different seeds on different days will result in different Produce. Please refer to the Weapons/Armor Chapter for more info. Exit the house and Li'l Cactus will write in his diary.

(Viquette Vicinity)

Back outside, head left to the Goddess Statue and save. Go back up and exit North.

Head to the right and exit north.

Nothing on this screen, so just exit up.

Once again, these gates will be closed if it's not Night. If it's not Night, enter and exit the screen until it is. Proceed through the gates. After the event, run up the giant, ominous-looking stairs.

\_[Viquette Hall] \_\_\_\_\_

Items:

Angel Grail x1

[Viquette Hall]

Hmm... it's night. It's stormy. There's a giant, dark, likely haunted mansion. Sounds like fun, no? After cowering in fear for a few moments, enter the mansion.

A nice creepy-looking man will welcome you to Viquette Hall. Hero and Heroine ask him a few questions about getting to Wendel and seeing the master of the house. The Butler says you'll have to stay for the Night to meet him. A young woman enters the mansion. The Butler introduces her as Isabella. Isabella goes to her room, and the mysterious man leaves soon after. Hero and Heroine discuss traps, sealed caves, and "pulling funny business" while asleep... The butler returns and tells them their room is ready.

Hero and Heroine end up in a room. Open the Chest for an Angel Grail. Leave the room and save at the Gold Goddess Statue. Run to the right and enter the door to Isabella's room. Speak with her and she'll tell you that you need a Water Spirit from Marsh Cave to unseal the cave leading to Wendel. Leave her

Save at the Goddess Statue in this room, then open the Chest above for a Magic Walnut. Not much else to do here so exit.

Back in the hall, fend off the enemies and continue to the right. Enter the door at the end.

Head up past the coffin and destroy the Metaball with your Bow. Another Elemental Spirit, Salamander, will appear. He introduces himself as the Fire Spirit, and gives his powers to you. He also gives you the Ability, Sit. To use it, hold L, then hold A. Do this for a few seconds and you'll slowly start to regenerate MP. Go to your Ring Menu and make sure to "equip" Salamander. Leave the room the way you came.

Back in the hall, test out your new magic. You may notice that you cast different attack spells depending on which weapon you have equipped. Equipping the Sword results in a single pillar of flame appearing in front of you, while the Bow gives you an arched ball of flame. Run all the way to the left and go up the stairs.

< Vinquette Hall 1F >

Head right, then exit down.

Back in the main room, head right a bit and run up through the doorway. At the end you'll notice a door. Go inside to fight 4 Green Slimes, but there isn't anything important inside. Exit that room, then run all the way to the right. Enter the door there.

Here you'll meet yet another new friend, the Zombie. None of your weapons can harm them, but if you watch horror movies, then you know that Zombies are deathly afraid of bunnies. Since you don't have any, you'll have to use some good ol' fire magic. Make sure you have Salamander equipped, then press and Hold R until Salamander hovers around you. I prefer using the Bow magic, but either will work. If you've been neglecting the class types that boost MP, you'll likely run out of it before you can kill the Zombie. Run to a corner, make sure the Zombie's not following, and squat for a while to restore your MP. Kill the Zombie to open the door above. Enter it.

Defeat the enemies here, then run all the way up. Don't enter the first door you see unless you want to fight 3 Zombies. Instead, run to the right and enter the next door you see (don't enter the door at the end- it has another 3 Zombies).

Head up, then left a bit, and go down the stairs.

< Vinquette Hall B1 >

More and more Lime Slimes, Batmos, and Skull Beasts. Defeat 'em or avoid 'em, then run right and enter the first door you see (the door at the end of the hall leads to a room with 3 Zombies).

A room full of coffins... how lovely. You'll see Julius and then he'll leave. The Ebony Butler appears and transforms into a Hellhound. Since he doesn't appear in the Bestiary, let's assume he's an extremely easy boss.

| | | | | | |
|-------------------|--------------------------|-----------------|--|------|------|
| Hellhound (Ebony) | | Jap: Black Wolf | | Boss | |
| Type: Demihuman | Hero [x] | Heroine [] | | R: o | W: - |
| Prime: Smell | Location: Vinquette Hall | | | K: o | S: o |
| Sub: DarkViz | | | | F: o | L: - |
| | | | | S: o | S: - |
| | | | | B: o | U: o |
| HP: 90 | L: 15 | BLACK: N/A | | L: o | D: o |
| Pow: 18 | Def: 12 | Agi: 11 | | A: o | J: x |
| Int: 16 | Mnd: 13 | Exp: 5 | | M: o | G: + |

Any weapon will be fine. Salamander's attack spell probably won't do much

damage unless you've been leveling it up, using PowerUp on yourself isn't a bad idea. Wolfy has a very powerful multi-hit projectile attack, but his ball of light projectile doesn't pack the same punch. After beating the boss, exit through the door at the upper-right.

< Viquette Hall 1F >

Head right and exit south.

Run all the way down, then head right. Skip the first door you see (again, 3 Zombies) and enter the door at the end of the hall.

Nice banquet room, but aside from some Batmos, there's not much to do here. Enter the staircase at the top of the room.

Heal and save at the Gold Goddess Statue, then enter the door behind it.

Hero Path END

Heroine Path BEGIN

< Viquette Hall 1F >

Equipping your Bow isn't a bad idea, since there are plenty of Lime Slimes in the area. Run to the right and open the Chest for a Light Coin. Enter the nearby door on the right.

Defeat the Lime Slimes and Batmos here, then go down the stairs on the right.

< Viquette Hall B1 >

More Lime Slimes and Batums here. You may also encounter a Skull Beast. They can be pretty dangerous, especially when they stand in place and surround themselves with light. If they do that, don't attack them, because you'll be the one who gets hurt. Run to the left and enter the first door you see.

Save at the Goddess Statue in this room, then open the Chest above for a Magic Walnut. Not much else to do here so exit.

Back in the hall, fend off the enemies and continue to the left. Enter the door at the end.

Head up past the coffin and destroy the Metaball with your Bow. Another Elemental Spirit, Salamander, will appear. He introduces himself as the Fire Spirit, and gives his powers to you. Leave the room the way you came.

Back in the hall, test out your new magic. Run all the way to the right and go up the stairs.

< Viquette Hall 1F >

Head left, then exit down.

Back in the main room, head left a bit and run up through the doorway. At the end you'll notice a door. Go inside to fight 3 Zombies, but there isn't anything important inside. Exit that room, then run all the way to the left. Enter the door there.

You'll face a monster here known as Triby. None of your weapons will hurt it, and neither will Wisp magic. Switch to Salamander and use his attack spell to defeat the little critter, and the door will be unlocked. Go up through it.

Defeat the enemies here, then run all the way up. Don't enter the first door you see unless you want to fight 3 Zombies. Instead, run to the left and enter the next door you see (don't enter the door at the end- it has another 3 Zombies).

Head up, then right a bit, and go down the stairs.

The Vampire can hurt you if you so much as touch him, so stay as far away as possible. He also has a vicious kick attack that can counter any magic attack. Rarely, he'll transform into lots of bats to attack you, but they don't do too much damage. He can also use a spell that slows you down.

After the battle, Lee reverts back and a ghost appears. The ghost of Lord Granz appears and Lee tells you to find the Water Spirit. Hero and Heroine leave the Hall. We then see Hero and Heroine running away from the Hall, reminiscent of how they were running when they were young. After more dialogue, Heroine says they should continue to Wendel. Note that you can return to the Hall and speak with everyone (even Lee, who's still in the boss room) before moving on.

```

| 5d | / * Well Then, Wendel * \
| Chapter 3 |
~~~~~
~ Viquette Vicinity ~ Path to Scaly Lair ~ Scaly Lair ~
\ ~ Marsh Cave ~ Road to Wendel ~ Wendel Coast ~ Wendel ~ /
~~~~~

```

(Viquette Outskirts)

Head down and exit south.
Head down and exit south.

Save the game at the Goddess Statue, then, if you want, go to the Cactus House and talk to Li'l Cactus so he'll write in his diary. Exit the Cactus House, then exit south.

(Path to Scaly Lair)

Head south across the bridge and open the Chest for Cicada Earrings. You can't get very far in the nearby cave, since you need Water Magic to break the Stone Seal. Instead, go back up the bridge, head right, and exit North.

\_(Scaly Lair)

| | |
|------------------------------------|-----------------|
| Monster Data: | Items: |
| Death Flora HP: 35 Day/Night | Angel Grail x1 |
| + Sword, Sickle, Axe, Dark, Moon | Menos Bronze x1 |
| x Staff, Knucks, Mace, Light, Wood | |
| Bebe HP: 17 Day | |
| + Rod, Knucks, Mace, Wind | |
| x Earth | |
| Needlebeak HP: 45 Day | |
| + Flail, Bow, Lance, Dark, Earth | |
| x Light, Wind | |
| Tonpole HP: 40 Day/Night | |
| + Sword, Sickle, Axe, Fire | |
| - Water | |
| Lizardon HP: 62 Day/Night | |
| + Sword, Sickle, Axe, Fire | |
| - Water | |

(Scaly Lair)

You'll find Needlebeaks and Death Floras here. Heroine's Rod cannot damage the flowers at all (and neither can Wisp magic), so switch to Hero. Beat the enemies, then exit north.

You'll meet some Tonpoles here. Heroine can hurt them, but not much, with her Rod and Wisp magic. Use Hero or Salamander magic. Sometimes they'll appear as full-grown Lizardons, but it's the same deal as with the Tonpoles. Exit north.

Defeat 2 Death Floras here and open the Chest for an Angel Grail. Exit back south.

This time, exit to the right.

More Death Floras and/or Tonpoles. Run to the right and jump across the small piece of land to reach a Chest with some Menos Bronze in it. Jump back across, stay to the right, and exit up.

Heal and save at the Gold Statue here, then exit back down.

This time, run to the left and take the upper-left exit.

Nothing to do here. Exit left.

Head up and go up the steps. Go left and walk down the steps there.

Next, run up and enter the cave, your next dungeon.

~~~~~

| < M A R S H C A V E > |

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< Marsh Cave >

Monster Data:

Death Flora HP: 35 Night  
+ Sword, Sickle, Axe, Dark, Moon  
x Staff, Knucks, Mace, Light, Wood

Land Leech HP: 31 Night  
+ Fire  
x Water

Lime Slime HP: 20 Day/Night  
+ Light, Water, Wood  
x Sword, Sickle, Axe, Rod, Knucks

Items:

Angel Grail x3  
Crooked Seed x1  
Gumdrop x1  
Long Seed x1  
Moon Mirror x1  
Oak Wood x1  
Oblong Seed x1  
Small Seed x1

Tonpole HP: 40 Day/Night

+ Sword, Sickle, Axe, Fire  
- Water

Lizardon HP: 62 Day/Night

+ Sword, Sickle, Axe, Fire  
- Water

Duck GI HP: 68 Day/Night

+ Earth  
- Wind

---

Head up to find a Stone Seal. If you hit it, it will glow red, which can only mean Salamander magic will do something to it. Use the Bow version of Salamander's attack spell on the object and a bridge will form over the green swamp water. Exit up into the next cave.

Head up and defeat the Tonpoles. Run to the right and you'll notice some white plants. Cut them down with the Sword like you did with the Grass to find some items. Head down, but before going down the step, make sure to grab the Angel Grail in the Chest on the left. Head down the steps and defeat the enemies there. You'll notice some lily pads floating on top of the water. Run over them to reach a Chest with some Small Seeds. Go back across the lilies and exit down.

More Tonpoles and Lizardons in this area. Run to the right a bit (skipping

the first path heading south). Head down the second path going south and go down the steps. Jump down to the lily pads (you have to jump diagonally). Beat the enemies and open the Chests here for an Angel's Cup and Oak Wood. Head back across the lilies and jump back up. Head up, left, and down the path you skipped before. Exit south.

Defeat the enemies here and exit south.

A lone Tadpole protects the Chest here. Open it for a Long Seed. Exit the way you came.

Head up and stay to the right and you'll find some lilies and a Metaball Strike the Ball with your Sword to make it disappear, then continue right. Exit right.

Follow the lilies until you reach an island with many lilies going from it. Head south and exit down.

Head down and open the Chest for az Crooked Seed. Exit back up.

Run to the right and exit down.

You'll fall and end up in an area with many Lizardons and Duck GIs. Duck Soldiers are pretty strong against the magic you currently have, so use your weapons instead. Defeat all of the enemies and you'll receive the Flail. Head up and you'll see a big post on the other side of the water. Switch to the Flail and use it to pull yourself over the water (kinda like the whip in Secret of Mana). Exit north.

Head up until you see another post. Use your Flail on it, then exit up.

Head up and to the left. When you see a Chest, jump up to the platform and open it for Oblong Seeds. Make sure to cut the Plants nearby for some items. Next, run back to the right, then use the Flail on a post. Exit right.

Walk to the right and use the Flail on the post. Face upwards and use the Flail on the upper post to reach a Chest with a Gumdrop. Head back down and use the Flail on the post, then run to the right and exit to the next area.

Run up, then jump up the platforms for a Chest with an Angel Grail. Jump back down, run to the right, then down. Exit south.

Save and heal at the Gold Goddess Statue, and make sure you're prepared for a boss battle. Since there's a Gold Goddess Statue here, you may want to spend some time leveling up. Exit south.

Head right, then up the slope to pick up the Moon Mirror. Suddenly, a Hydra appears.

Hydra		Jap: Hydra		Boss   S: o	
-----		-----		R: o   W: -	
Type: Dragon	Hero [x]	Heroine [x]		K: o	S: -
Prime: None	Location: Marsh Cave			F: o	L: -
Sub: None				S: o	S: +
-----		-----		B: o   U: x	
HP: 170	L: 52	BLACK: N/A		L: o	D: o
Pow: 19	Def: 9	Agi: 10		A: o	J: o
Int: 18	Mnd: 16	Exp: 15		M: o	G: -
-----					

This battle can be pretty tough, as it's not that easy to reach the Hydra, and it has many powerful attacks. The Blue Head is particularly troublesome with it's poison breath and freeze breath. The freeze breath can turn you into an extremely vulnerable Snowman. The poison breath in particular can do a lot of damage since it can, well, poison you. If you do end up poisoned, use a Prestoveggie immediately to cure it. Don't underestimate the power of poison! Other than those attacks, the Hydra just tends to charge at you. I prefer to stay on the cliff rather than fight it on the ground, but it's up to you.

Salamander is good against Hydra, but you may just want to stick to the Flail or whichever weapon you've been leveling up. The Sword and Staff are a bit too short range. The Bow and Flail do about the same amount, but the Flail

is faster, so stick with it. Use PowerUp early on to double your damage.

After defeating BOTH Heads, the Hydra blows up in grand fashion. The Water Spirit, Undine, appears, but she doesn't give you her powers yet. First, you'll have to get out of this blasted cave and heal her. Exit the room the way you came.

Save and heal at the Statue, then exit north.

Head up, left, then down. Exit south.

Go left and use the Flail on the posts until you get back to the main piece of land. Exit left.

Use the Flail on the post and run all the way to the left. Exit west.

Run left and exit up.

Head up, then go west. Go down and exit south.

Head south and exit the cave.

( Scaly Lair )

Walk south, then head right up the steps. Run all the way down and exit to the right.

Exit south.

Head down a bit, then go right and exit up to where the Gold Goddess Statue is.

Approach the water to speak with Undine. She'll grant Hero her powers. Save at the Goddess Statue, then exit south.

Play with your new magic if you wish (though these enemies are strong against water), then exit to the west.

Run to the left, then exit south.

Head all the way down and exit the Scaly Lair.

( Path to Scaly Lair )

Head west, then south across the bridge. Run to the right and enter the cave.

_( Road to Wendel ) + ( Wendel Coast )

Monster Data:	Items:
Needle Beak HP: 45 Day	Animal Bone x1
+ Flail, Bow, Lance, Dark, Earth	Gummifrog x1
x Light, Wind	Menos Bronze x1
Land Leech HP: 31 Day/Night	Oak Wood x1
+ Fire	
x Water	
Iffish HP: 43 Day/Night	
+ Fire	
x Water	
Pincher Crab HP: 48 Day/Night	
+ Fire	
- Water	
Duck GI HP: 68 Day	
+ Earth	
- Wind	

( Road to Wendel )

Head up and jump up. Run right to find a Stone Seal blocking the path. This one glows blue when you hit it, so try out Undine's attack spell.

Open the Chest for Animal Bone, then jump down. Exit south.

Walk down, then jump down (you may have to jump diagonally). Don't miss the semi-hidden chest that contains a Gummifrog, which maxes out your deathblow gauge). Head to the upper-right corner and jump up to the Chest for some Menos Bronze. Head all the way down and exit the cave.

( Wendel Coast )

Wendel's sandy beaches are full tasty crab, duck, and, err... Needlebeaks. Ducks GIs are still pretty strong, so beware of them. Land Leeches also appear at Night. You may notice there's a Treasure Chest off to the east resting on some sand. To get to it, you'll have to wait until low-tide at Night. It contains some Oak Wood. Exit south.

More of the same enemies. Fight them to build up some levels, since a town is nearby anyway. Exit south.

Head down and exit to the left.

Run to the left until you see a path heading north. There's a small path that heads west that leads to a Cannon, but it's not operable right now, so head up and exit north.

_[ Town of Wendel ] _____

Items:

Oblong Seed x1

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[ Town of Wendel ]

After a long journey, Hero and Heroine arrive at Wendel, and make finding Cibba and Bogard a top priority. After regaining control, save and heal at the Goddess Statue. Spend some time outside of town leveling up if you haven't already. Near the Statue is a sign that notes that the Cathedral is north, Mushroom Forest is west, and Wendel Coast is south. You can't go to the Mushroom Forest for the time being. Time to explore the town!

During the Day, a Wendel Boy will be walking around the southeast corner of town. Speak with him to get Popoi's Note #4. A man walking near the center of the area will give you Popoi's Note #3.

To the east is the General Store, where you can buy and sell some items. They've got the same Accessories as in Topple, but you can buy Magic Walnut and Chocolump items here for the first time.

Northwest is a Residence. Enter it and get the Treasure Chest on the second floor for some Oblong Seeds. Also speak to Thatcher to continue the "Where's My Dad?" Quest from Wendel. Leave the house and exit north to visit the other half of town.

Here Heroine and Hero will find a man playing a harp. There's also a very pale man nearby. The harp player introduces himself as Lester, and the pale guy is Devius. Everyone talks some more, and Devius leaves. Speak with Lester at the fountain, then explore this part of town.

Make sure you speak with the man (Veerapol) lying down on the streets for Popoi's Notes #19 and #20. You can talk to the other people, but they don't really say anything important.

To the northwest is the Wendel Blacksmith, where you can have your Weapons and Armor tempered to make them stronger. If you're playing as Heroine, you'll also meet Watts, who will end up going to your Hot House so you can temper and forge your weapons there. You'll also receive the Sickle Weapon. If you're Hero, you'll get Watts as well as the Sickle a bit later on. Speak with Navali to continue the "Where's My Dad?" Quest. Temper your weapons if you have the materials to do so, then exit.

To the northeast is an Inn, where you can stay for the night. There are a



his produce. When you're done, leave the Hot House. Now enter and exit the Hot House a few times until Li'l Cactus doesn't write anything in his diary anymore. When done, exit to the west.

Read the sign here which says that Gaia's Facade (Prohibited Abandoned Mine) is north, Dwarf Cave is to the west, and Wendel is back to the east. Gaia Cave will be closed for now, so you'll have to go to the Dwarf Cave first. Before you do, though, spend some time in the forest collecting the many Chests. Head up the path to the right of the sign. Head left a bit and open the Chest there for a GummiFrog. Head northwest a bit more for a Chest with Ellipse Seeds. Head back all the way to the right and exit north.

Head up and look for a semi-hidden Chest on the right. Open it for Menos Bronze. Head directly west and open another semi-hidden Chest for an Angel Grail. Head west even more for a Chest with some Small Seeds. Now exit back south.

Run back to where the sign was. Head directly west and fight your way through the Mushbooms, then use the Flail on the rock to get over the water. After getting over the stream, head up and exit west.

Head down a little, then run left and exit west.

[ Dwarf Cave ]

Enter the Dwarf Cave. Explore if you wish, then speak with Kashira, the red Dwarf. He'll tell you that you need Mythril to get into Gaia, and there's a mine nearby that has some. He tells you to find Watts near the mine. Exit the cave. Back outside, exit to the east.

( Mushroom Forest )

Run to the right, then exit north.

Head up, then exit west.

More Mushbooms here. Go up the path that heads up, then head left for a Chest with an Angel Grail. Head back right, go down a bit, then follow the path that heads west. Exit left.

More Mushbooms. Run to the left, but don't miss the Chest that's hidden in the trees in the upper-middle part of the area. It contains a Chocolump. After you get it, run all the way to the left and exit north.

Head up and use the Flail to get over the stream. Walk to the right and exit north.

_( Path to Mine ) + ( Road to Gaia )_

Monster Data:	Items:
Mushboom HP: 45 Day/Night	Angel Grail x1
+ Sword, Sickle, Axe, Dark, Moon	Big Seed x1
x Staff, Knucks, Mace, Light, Wood	Round Seed x1
Blood Owl HP: 48 Night	
+ Flail, Bow, Lance, Light, Earth	
x Dark, Wind	
Locud HP: 30 Day	
+ Staff, Knucks, Mace, Wind	
x Earth	
Molebear HP: 54 Day/Night	
+ Wind	
x Earth	
Light Cyclops	
* For more info, check Bestiary	

( Path to Mine )



Head up the RIGHT steps and open the Chest for Big Seeds. Exit east.  
 Go down the steps, then head right, go up the steps, and exit north.  
 Hero doesn't see anyone at the mine, so he slashes at some rocks. Out  
 come some Dudbears (!), followed by a Dwarf. The Dwarf orders the Dudbears  
 around, and they dig a hole and manage to open the main entrance. Watts  
 introduces himself, and Hero explains why he's there. Watts agrees to help and  
 joins you.

~~~~~

| < A B A N D O N E D M I N E > |

< Abandoned Mine >

| Monster Data: | Items: |
|-----------------------------------|-----------------|
| Insectaur HP: 82 Day/Night | Chocolump x1 |
| + Earth | Gumdrop x1 |
| x Wind | Menos Bronze x1 |
| Blood Owl HP: 48 Night | |
| + Flail, Bow, Lance, Light, Earth | |
| x Dark, Wind | |
| Locud HP: 30 Day | |
| + Staff, Knucks, Mace, Wind | |
| x Earth | |
| Molebear HP: 54 Day/Night | |
| + Wind | |
| x Earth | |

Jump down to the left and exit left.
 The Dudbears reside here for now. Find the Goddess Statue and save. Exit
 back right.
 Jump back up, head right, and jump onto the minecart. It'll bring you to
 the next room.
 The minecart will go around the same track until you hit the switch with
 a weapon. Do so and the minecart will go into another loop of track. Hit
 another switch and the minecart will go into the next room.
 The minecart will stop. Jump off and exit south.
 Defeat the Molebears, then head south to find a Chest with a Gumdrop.
 Head back up a little and exit to the east.
 Lots of Owls in this room. Defeat 'em or avoid 'em, then exit east.
 Be VERY careful in this room! The Insectaurs here have a deadly attack
 that does loads of damage, so it's best to keep Watts away from them and to use
 long-range weapons. Defeat all 5 Insectaurs to receive the Sickle. Exit
 north.
 Lots of Molebears and Owls. Avoid them and exit to the northwest.
 Defeat the Locuds, then exit to the west. (There is another exit to the
 north, but it will eventually lead to the same place anyway).
 Beat up those Molebears, then head southwest and hop on the minecart.
 Again, it'll loop unless you hit the switch, so hit it and let the minecart
 take you to the next area.
 Hit the 2 switches and let the cart take you to the next room.
 Hit the switch and go to the next room.
 This is important!!! Make sure you hit the switch as you're coming in,
 or else you'll go back to the previous room!. The switch is on your right
 as you're going down. After hitting it, you'll go into the next room.
 The minecart will finally stop. Hop off and open the Chest nearby for
 Menos Bronze. Run to the right for a Chest with Pakkun Chocolate. Exit north.
 The sign warns of a monster, so make sure you save and heal at the Gold

Goddess Statue. Get ready for battle, then exit north.

| | | | | | |
|------------------|--------------------------|-------------|-------|------|------|
| Ankheg's Servant | | Jap: Ankheg | Boss | S: o | |
| ----- | | ----- | ----- | R: - | W: - |
| Type: Insect | Hero [x] | Heroine [] | | K: - | S: - |
| Prime: None | Location: Abandoned Mine | | | F: x | L: o |
| Sub: Noneiz | | | | S: o | S: o |
| ----- | | ----- | ----- | B: x | U: - |
| HP: 300 | L: 67 | BLACK: N/A | | L: x | D: - |
| Pow: 26 | Def: 12 | Agi: 15 | | A: o | J: + |
| Int: 25 | Mnd: 14 | Exp: 35 | | M: - | G: x |
| ~~~~~ | | | | | |

Watts will go for the Mythril, but suddenly the room starts to shake and Ankheg appears from below. You can't hurt Ankheg when only his head is out, so stay away from him and his whirlpool. Ankheg will then bust out of the ground. As Ankheg flies about, he leaves behind orange goo, which you should not touch. Attack him with your Sword or Sickle (Sickle is probably the best choice here). If your power gauge is maxed out, wait until he circles around you, then release the attack for lots of damage. Remember that you can attack any part of his body, but magic is ineffective against him. Not too bad a battle, really. If you've been leveling up, you can kill him with one Sickle Deathblow.

After you defeat Ankheg, a Dudbear conveniently digs a hole into the room and everyone exits.

[Dwarf Cave]

Back at the cave, you get the Mythril and Watts tells you he'll go to the Hot House Handyman. Visit him if you want to upgrade your weapons and/or armor. Exit the cave.

Outside, exit east.

(Mushroom Forest)

You can go on to Gaia now, or you can go to the Cactus House to tell Li'l Cactus of your adventures or visit Watts. It's up to you. If you want to go to Gaia, run to the right, then head up and exit north.

Run up and exit west.

Run all the way to the left and exit left.

Since we skipped it before, head up and exit north.

Open the Chest here for some Flat Seeds, then exit back south.

This time, head all the way left and exit north.

Head northeast a bit, then pull yourself over the stream with the Flail. Run to the right and exit north.

(Path to Mine)

This time, go up the LEFT steps. Head up, then exit west.

(Road to Gaia)

Save at the Goddess Statue, then open the Chest nearby for an Angel Grail. Exit west.

Head left, but make sure you don't miss that small path heading up that leads to a Chest with Round Seeds. Head back down and continue left, then exit north.

[Gaia's Facade]

Head up and speak to Gaia. Now that you have Mythril, he'll allow you to enter.

~~~~~

| < G A I A C A V E > |

< Gaia Cave >

Monster Data:		Items:
Insectaur HP: 82 Day/Night		Angel Grail x1
+ Earth		Animal Bone x1
x Wind		Animal Hide x1
Blood Owl HP: 48 Night		BB Ring x1
+ Flail, Bow, Lance, Light, Earth		Big Seed x1
x Dark, Wind		Crooked Seed x1
Locud HP: 30 Day		Forsena Iron x1
+ Staff, Knucks, Mace, Wind		Marble x2
x Earth		Small Seed x1
Molebear HP: 54 Day/Night		
+ Wind		
x Earth		
Eye Spy HP: 48 Day/Night		
+ Dark, Wood		
x Flail, Bow, Lance, Light, Moon		
Earth Cyclops		
* For more info, check Bestiary		

Not a huge dungeon, really, but there are plenty of dangers ahead. Defeat the Molebears, then jump up and exit north.

Run up and QUICKLY defeat the Eyespy. These things can do a load of damage if you're not careful (and unfortunately, long-range weapons are ineffective). Head left, then go up the stairs and finish off another Eyespy. Open the Chest nearby for some Crooked Seeds. Go back down the stairs and head left a bit. Head up and you'll find another of those weird objects. Hit it with a Salamander spell, then exit north.

Open the Chests here for a Marble and a Big Seed. Exit the way you came. Head down, then left. Exit west.

There are many moving rocks here, but don't worry, they can't hurt you. Run left past the first one, then head up the steps. There are two Metal Balls which you must destroy with your Sword. Continue up past another moving rock and destroy an Eyespy nearby. Run to the right past a couple of moving rocks, then exit east.

Head right and jump up. Destroy the Eyespy, then head up the steps and destroy the obstruction with a Salamander spell. Run up and destroy yet another Eyespy. Go up the steps and open the Chest for Animal Hide. Go back down the steps, then go right. Head up another set of steps and open the Chest for a Marble. Head down the steps, then go all the way left and exit the way you came in.

Run to the left and exit west.

There are Insectaurs here, so be careful. Run to the left, then head down and you should see a narrow, semi-hidden path heading east. Go down that path, defeat the Eyespy on the way, and open the Chest at the end for Forsena Iron. Run back to the left, head up, and exit west.

Head down, then left. Wait for the rock to move, then head up. You'll



< Airship >

Unlike the original FFA, this one's barely a dungeon for Hero (Heroine's escapades here will be greatly expanded). Save at the Statue, then enter the Airship's interior.

Head left, and when you see a path going up, go up. Defeat the Eyespy here, then look for a glowing blue arrow on the floor. Head into the door it's pointing at.

Open the Chests here for Spiny Seeds and Round Seeds. To reach one of the Chests, you'll have to jump over the seat. Exit the room the way you came.

Head left, then go down (there's nothing in that room above). You'll see a blue arrow pointing down. Exit down.

Head up the stairs and Hero will note there's something odd with this room. Open the Chests for Candy and some Animal thing. Head down the ledge by the windows, and you'll notice one is off-color. Hit it twice to break it, then exit south.

Walk to the right and watch the story unfurl... Julius and Heroine are speaking, and then Julius attacks Heroine. Cibba can't stand by just watching, and sends a Wisp spell Julius' way. Julius then knocks Cibba unconscious with a spell of his own. Heroine tosses the Pendant to Hero, but then Julius attacks with a spell that ends up knocking Hero off the Airship.

Hero falls to the ground, but is rescued by a very familiar woman. She takes him to town.

Hero Path END

Heroine Path BEGIN

[ Airship ]

After the dream, Heroine wakes up in an unfamiliar place. She encounters a kindly woman, and then Dark Lord and Julius shows up and reveal that they're in the Airship. Dark Lords asks Heroine if she wants to join him, but she refuses. Dark Lord tells her to reconsider, then leaves with Julius.

Maid Marley asks if there's anything you need to know. Get caught up with the story, and when done, Heroine sleeps for the night.

When she awakens, there is a loud crash, and Dark Lord rushes into the room to check up on everyone. Apparently there's been an engine malfunction, so the Airship will land temporarily at Westlake for repairs. You're now back in control. Go over to the table and press A near the books until there's one with magic power emanating from it. Read it twice and you'll learn of secret doors. The key is Lady Granz's name, so speak with Marley and ask what her name was. Unfortunately, she refuses to speak for fear of a curse, so read the Diary one more time. Heroine will notice an Asp emblem, and the closet door just happens to have snakes on it. Go up to it and press A. Marley will leave, and Wisp will appear. She'll confess that she's the one who broke the reactor. Heroine will then enter the secret passage.

Dark Lord and Isabella reveal more of their past, then Heroine emerges from the passage. After a conversation with Isabella, Heroine leaves.

A soldier finds Heroine, and Dark Lord comes and takes her to Julius. Heroine discovers that her pendant is a key to the Mana Sanctuary. Dark Lord and Marley leave, and Heroine is left alone with Julius. Julius, however, does not know of the pendant and demands to know the Secret of Mana (spot the reference there). He repeatedly hammers Heroine with magic, but she stays strong and does not yield.

Hero and Cibba arrive, and Cibba strikes Julius with some Wisp magic. Julius strikes back at Cibba. Heroine tosses the Mana Pendant to Hero and tells him to protect it, then Julius attacks Hero with magic, causing him to fall off. Dark Lord comes, Cibba warps away, and a Realm Soldier escorts Heroine back to her room.

Heroine soon learns that the soldier is actually Bogard in disguise. Bogard tells you that you should get to the Control Room and force the Airship to land. He then joins you.

< Airship >

Monster Data:	Items:
Eye Spy HP: 48 Day/Night	Angel Grail x1
+ Dark, Wood	Chocolump x1
x Flail, Bow, Lance, Light, Moon	Fish Scale x1
Cursed Doll HP: 52 Day/Night	Gumdrop x1
+ Staff, Knucks, Mace, Moon	GummiFrog x1
x Flail, Bow, Lance, Wood	Magic Walnut x3
Imp HP: 45 Day/Night	Oak Wood x1
+ Flail, Bow, Lance, Light, Water	Sultan Silk x1
x Sword, Sickle, Axe, Dark, Fire	
Polter Box HP: 88 Day/Night	
+ Staff, Knucks, Mace, Moon	
x Flail, Bow, Lance, Wood	
Werewolf HP: 102 Day/Night	
+ Earth	
x Wind	
Granz Soldier HP: 154 Day/Night	
+ None	
x None	
Granz Archer HP: 50 Day/Night	
+ None	
x None	

Heroine's only unique dungeon, the Airship is greatly expanded from Hero's scenario and even features a familiar boss. For quick reference, the point is to defeat EVERY Soldier and Werewolf on the Airship. You won't receive the Control Room Key until you do so. Also, Heroine may be too weak to take on the Soldiers, so let Bogard do most of the work.

If you want to save, head right and go up the path, then climb up the stairs on the left. This will lead outside the Airship to a Mana Statue. When done, go back down the stairs into the Airship.

From where you started, head right and exit down (the glowing blue arrows point out exits).

Defeat the two Granz Archers and one Granz Soldier in this room, then exit the way you came in.

Head left a bit and run up the path going north. Enter the door on the right.

Defeat another two Archers and a Soldier here and exit the way you came. Head left and enter the next door.

Open the two Chests in here for a Spiny Seed and a Round Seed. You'll notice that the window on the right is a bit off-color, so strike it with any Weapon and it'll crack. Strike it again to destroy it completely. Exit through it.

You're outside of the Airship now. Head to the left and open the Chest for a Magic Walnut. Now run all the way right and jump down for a Chest with Sultan Silk. Jump back up and head left. Break the first window you see and go back inside the Airship.













[ Town of Jadd ]

Make any preparations, then exit south.

| 5h | / * Sands of Time * \|  
 | Chapter 7 |  
 ~ Jadd Desert ~ Dune Maze ~ Altar of Time ~ Devius Manor ~ /

< J A D D D E S E R T >  
 +  
 < D U N E M A Z E >

< Jadd Desert > + < Dune Maze >

Monster Data:	Items:
Cobra HP: 71 Day/Night	Altena Alloy x1
+ Sword, Sickle, Axe, Fire	Angel Grail x1
x Water	Animal Bone x1
Cockatrice HP: 95 Day/Night	Baobab Wood x2
+ Flail, Bow, Lance, Dark, Earth	Black Bone x1
x Light, Wind	Chocolump x2
Sand Scorpio HP: 166 Day/Night	Dion Wood x1
+ Staff, Knucks, Mace, Wind	Elephant Tusk x1
x Earth	Fire Coin x1
Polter Box HP: 88 Day/Night	Granz Steel x1
+ Staff, Knucks, Mace, Moon	Mana Lead x1
x Wood	Marble x1
Skeleton HP: 72 Night	Oblong Seed x1
+ Light	Red Moon Horn x1
x All Weapons, Dark	Small Seed x1
Goblin HP: 100 Day/Night	Sultan Silk x1
+ Earth	
x Wind	
Shadow Zero HP: 65 Day/Night	
+ Light, Water, Wood	
x Sword, Sickle, Axe, Staff,	
Knucks, Mace, Dark, Moon, Fire	
Silkspitter HP: 175 Day	
+ Staff, Knucks, Mace, Wind	
x Earth	
Moon Cyclops	
* For more info, see Bestiary	

A multi-part dungeon that takes you inside and outside. It can be confusing if you don't know what to do. Head right, then down. Exit east. Head all the way northeast, then head down and open the Chest for a Chocolump. Head back left, then go down. Run to the right and exit to the east.

Head all the way up and exit north. You'll be forced back by the poison gas, so head back down and exit west.

Run to the left a bit. Exit south.

Walk to the southeast to find two palm trees. Walk around them in a figure 8. Start above the left tree, walk southeast below the right tree, then head above the right tree. Complete the figure 8 by walking southwest and around the left tree. Note that you must stay pretty close to the trees. If it's still not working, try doing it a few times. The sand waterfall will disappear, revealing a cave opening. You'll enter it automatically.

< Dune Maze >

Head right and defeat the Goblin, then head down and face the Polter Box. Pull yourself over the ravine with the Flail. Run down and open the Chest for Sultan Silk. Head back left and exit south to get out of the cave.

< Jadd Desert >

Jump down and exit south.

Head southwest. MAKE SURE IT'S DAY. Fall into the sand whirlpool.

< Dune Maze >

If you do happen to fall in when it's NIGHT, RUN LIKE HELL from the enemies, step on the switches, and get to the exit, because you can't damage them right now (actually, you can use Wisp's magic, but you'll probably run out of MP).

Head right, then up and face off against Goblins, Cobras and Polter Boxes. It's best to use the Knucks on Polter Boxes. Anyway, near the Goblin is a switch on the floor. Step on it. Head left and up past the Ogre Box. Run to the right and make sure you step on another floor switch. Head right a bit more and exit south.

< Jadd Desert >

Jump down and exit south.

DO NOT fall into the whirlpool this time! Instead, head left past it and enter the cave. Again, make sure it's Day or it'll be hard to hurt the enemies.

< Dune Maze >

Head left and open the Chest for Baobab Wood. Head back right and use Gnome magic on the Stone Seal. Continue right and defeat the Goblin, then find and step on the floor switch. Go back left and head down, then exit south.

< Jadd Desert >

Go to the left for a Chest with a Fire Coin. Head right and make your way past the rocks and plants. Open the Chest for Baobab Wood, then enter the cave.

< Dune Maze >

Head up then right down the slope. Head right up another slope and enter the cave.

There are lots of dangerous Goblins in here. If you have the MP, use Gnome magic on them. Otherwise, just use your weapons. There are 5 Goblins in all. Defeat them for the Axe weapon, then exit north.

Head up and step on the switch. Exit the way you came.

Jump back up and head down. Exit south.

Go down the slope, then head down and step on a switch. Head up and to the right and step on another switch. Head back to the left for a Chest with an Elephant Tusk. Go back right and exit south.

< Jadd Desert >

Head right a bit, then go up. Head northwest and exit up.  
Head straight up and enter the cave.

< Dune Maze >

There are lots of Cockatrice here. Use the Flail or Bow to defeat them all. Once you do, you'll automatically meet up with the Wind Spirit, Jinn. Enter the door.

Head up and step on the switch, then exit south.  
Exit the way you came in.

< Jadd Desert >

Head right and grab the Chest for a Red Moon Horn. Head right, up, then left to find a Wind Stone Seal. Use your newly acquired Jinn Magic (Knucks are recommended) to make it disappear. Enter the cave.

< Dune Maze >

Head all the way up and open the Chest for Animal Bone. Head back down and save at the Statue. Head northeast and exit.

< Jadd Desert >

Exit east.

Head to the southeast corner for an Angel Grail, then head back left and exit down.

Head straight down and exit south for now.

Head right and open the Chests for Small Seeds and Oblong Seeds. Head left and enter the cave (again, don't enter at night unless you have a death wish).

< Dune Maze >

Go right and use the Flail to get over the ravine. Head left and step on the floor switch. Exit the cave the way you came.

< Jadd Desert >

Head right, up, then left. Exit north.

There are lots of Chests here, but all but one are Polter Boxes. Go to the southeastern Chest and open it for Granz Steel. Head up and enter the newly revealed cave.

< Altar of Time >

Save and heal at the Goddess Statue. Open the Chests for Chocolump and a Marble. If you come back here later with the Tiny Tapper, you can enter the hole behind the Gold Statue for Black Bone, Altena Allow, Mana Lead, and Dion Wood.

Prepare for a tough boss battle, then go into the passage. Note that if you're playing as Heroine, you WILL NOT fight Medusa.

	Medusa	Jap: Medusa	Boss	S: o	_____
	-----			R: o	W: -
	Type: Undead	Hero [x] Heroine [ ]		K: o	S: x
	Prime: None	Location: Altar of Time		F: -	L: -
	Sub: None			S: o	S: -
	-----			B: -	U: o
	HP: 355 L: 97	BLACK: N/A		L: -	D: o
	Pow: 38 Def: 35 Agi: 27			A: o	J: +
	Int: 40 Mnd: 36 Exp: 60			M: o	G: x

~~~~~

| | | | | | |
|--|----------------------|-------------------------|------|------|-------|
| | Snake | Jap: Snake | Boss | S: o | _____ |
| | ----- | | | R: o | W: o |
| | Type: Undead | Hero [x] Heroine [x] | | K: o | S: o |
| | Prime: None | Location: Altar of Time | | F: o | L: o |
| | Sub: None | | | S: o | S: o |
| | ----- | | | B: o | U: o |
| | HP: 150 L: 0 | BLACK: N/A | | L: o | D: o |
| | Pow: 1 Def: 1 Agi: 1 | | | A: o | J: o |
| | Int: 1 Mnd: 1 Exp: 0 | | | M: o | G: o |

~~~~~

Medusa and Amanda have a nice little chat, and then Medusa attacks Amanda. Amanda manages to get back up, but Medusa transforms into a giant head. Get ready for your toughest battle yet. Medusa likes to stone you, poison you, oh, and kill you. When she sends out a bouncing light, avoid it like the plague, because it will stone you and do tons of damage. Let Amanda act as a decoy, since her Lance barely does any damage.

Stick to either Slash or Jab weapons. Knucks are recommended since they hit fast. If you want to use magic, stick to Jinn. Knucks + Jinn = quick battle. Use magic and items to keep you health up, and keep Amanda alive so she can kill the Snakes while you attack Medusa.

Heroine and Bogard conveniently arrive after Hero defeat Medusas. Heroine heals Medusa. Medusa momentarily regains her memory, and tells everyone that she'll restore the birds with her blood, then dies. Devius and Dark Lord arrive. More talky, then Dark Lord and Bogard disappear. Before Devius leaves, he transforms Amanda into Medusa. Amanda can't control herself, and attacks Heroine. Amanda begs you to kill her before she completely transforms. Strike her with your Sword. Heroine uses her magic to heal Amanda. Amanda, with her last breath, uses her power to restore Lester, then dies. Hero, Heroine, and Lester return to Devius Manor to deal with Devius.

~~~~~

| < D E V I U S M A N O R > |

< Devius Manor >

| | | |
|----------------------------------|--|----------------|
| Monster Data: | | Items: |
| Specter HP: 76 Night | | Angel Grail x1 |
| + Light | | Chocolump x1 |
| x All Weapons, Dark | | Dark Coin x1 |
| Cockatrice HP: 95 Day | | Granz Steel x1 |
| + Flail, Bow, Lance, Dark, Earth | | Gumdrop x1 |
| x Light, Wind | | GummiFrog x1 |
| Werewolf HP: 102 Day/Night | | Long Seed x1 |

| | | |
|--------------------------------|--|-----------------|
| + Earth | | Magic Walnut x1 |
| x Wind | | Wind Coin x1 |
| Polter Box HP: 88 Day/Night | | |
| + Staff, Knucks, Mace, Moon | | |
| x Wood | | |
| Shadow Zero HP: 65 Day/Night | | |
| + Light, Water, Wood | | |
| x Sword, Sickle, Axe, Staff, | | |
| Knucks, Mace, Dark, Moon, Fire | | |
| Tin Knight HP: 130 Day | | |
| + Earth | | |
| x Wind | | |

No matter who you're playing as, Lester will be your partner.

Devius Manor may not be the largest dungeon ever, but wait until you see what awaits you at the end...

Head to Medusa's room and go to the northeast corner. You'll find a door that won't open, so speak to Genoa, who's standing next to the door, to open it. Enter it to enter the dungeon.

Head up until you see a wooden platform. Jump down to the left onto a gear. Head left, then exit down.

Head right and hit the bell three times (or until it makes a long noise and you hear a clicking sound). Head back left and exit south.

Open the Chest for a Magic Walnut, then exit back up.

Exit up the stairs.

Head right and onto the gear. Jump up to the wooden platform, then head up and exit up the stairs.

Head down, then to the right. Head left across the wooden platform for a Chest with a Long Seed. Go back to the right, then head up and down the stairs.

Run down and exit down the stairs.

Head down and exit south.

Open the Chest for an Angel Grail, then exit the way you came.

Head left and onto the wooden platform. Jump down to the gear, then jump up to another gear. Head left on the wooden platform and go exit up the stairs (if the door is still closed, go back and hit the bell).

Head right and open the Chest for a GummiFrog. Exit north.

Head south and use Jinn magic on the Stone Seal. Continue south and go up the stairs.

Again, use Jinn magic on the Stone Seal, then head up. Open the Chest on the left for a Chocolump, then head all the way right and open the Chest for a Wind Coin. Go down the stairs and strike the Metaball with a Slash weapon. Continue down the stairs, then head left and exit up the stairs.

Head down the wooden platform, then exit up the stairs.

Go up, then left, then down. Walk onto the wooden platform, then jump down to the gear. Jump down to another gear, then jump to the floor. Open the Chest on the right for Granz Steel. Hit the bell on the left TWICE, then the bell on the right ONCE. If you mess up, hit the bells until they may a long sound. Head back up across the gears, then head right and exit down the stairs.

Go up the wooden platform, then go down the stairs.

Head right a bit, then up, then all the way left. Go south, then right, and exit up the stairs.

Head down, jump left across the gear, and go up the stairs.

Run to the right and onto the wooden platform. Jump up onto the gear, then go north and exit up the stairs (again, if the door is closed, go back and ring the bells).

The Chests here contain a Gumdrop and a Dark Coin. There are 4 also bells

in this room, so make sure to follow these directions carefully. Hit the upper-left bell THREE times. Hit the upper-right bell TWICE. Hit the lower-right bell ONCE, and the lower-left bell TWICE. When you hear a click, go to the bottom of the room and jump across the gear to exit up the stairs.

Save and heal at the Gold Goddess Statue. Level up A LOT before facing boss, and make sure you've tempered and/or forged your weapons. Otherwise this will be your toughest battle yet. Around Level 28 would be good at this point, but you may want to spend even more time leveling up. When you're prepared, go up and exit through the doors.

You'll find Bogard trapped in a cage. Hero or Heroine will recount what has happened. Once the talk is over, run to the right, then up through the doors to face...

| | | | | | |
|----------------|------------------------|-----------------|-------------|------|------|
| Mindflare | | Jap: Mindflayer | Boss | S: o | |
| Type: Magicali | | Hero [x] | Heroine [x] | R: o | W: - |
| Prime: None | Location: Devius Manor | | K: o | S: x | |
| Sub: None | | | F: - | L: x | |
| HP: 428 | | L: 105 | BLACK: N/A | B: - | U: o |
| Pow: 45 | Def: 40 | Agi: 36 | A: o | J: x | |
| Int: 47 | Mnd: 35 | Exp: 70 | M: o | G: o | |

~~~~~

Devius transforms into Mindflare, a huge ugly, sea creature. Mindflare's short-range attacks aren't especially devastating, but what makes the battle hard is the revolving platform (darn you GBA sprite-rotation!). It's best that you DON'T go against the platform, and instead let it carry you to where Mindflare is. Every once in a while, Mindflare will stop at the edges of the platform. Let the platform carry you to him so that you get "stuck" next to him. Use this opportunity to attack him. When you see him moving to an edge, let the platform take you there and run against it until Mindflare arrives.

Mindflare's most devastating attack is his blue projectiles. When he stops at an edge, he sometimes sends 3 blue energy balls at you. These balls do massive damage, and also inflict Darkness. Avoid them at all cost!

As for which weapons to use, again most of your weapons will not do too much damage (unless you've already started tempering them). The Sword/Staff, Knucks, and Axe are your best bets, with the Sword/Staff being the best because of its balance of speed and power.

Magic isn't terribly effective, but it may just be more damaging than weapons. Switch to Undine or Gnome, and use the Knucks sp you'll be able to keep a safe distance away from him. Stay near the middle of the platform so you won't move around. Remember that you can only damage Devius when he's stationary. Devius has a lot of HP, so if you're only doing 1-2 damage, you're in for a long fight.

Remember that bosses are always a great way to level up magic and weapons, so if you think you can survive, try switching to other weapons to level them up. As long as you can avoid the blue balls (stop snickering), this battle isn't too bad.

Once the battle is over, Julius says a few words, then Goremand comes to collect Devius' soul.

[ Town of Jadd ]

Outside of Devius Mansion, Hero, Heroine, Bogard, and Lester mourn the lives lost. Lester plays the lute, whose melody can be heard across the land.

[ Town of Jadd ]

The poison fog is lifted from the Poison Fog Valley. Genoa appears and presents you with the Moon Spirit, Luna. She grants you her powers. Lester joins Hero, and they go off to return to Granz Castle. Heroine waits for Bogard, and they head off for Granz as well.

You may want to return to the Hot House near Menos to temper weapons, plant seeds, and talk to Li'l Cactus before going on. Exit south.

< Jadd Desert >

Head southeast and exit east.  
Run to the right and exit east.  
Exit north.

_( Miasma Glen )

Monster Data:	Items:
Specter HP: 76 Night	Angel Grail x1
+ Light	Chocolump x1
x All Weapons, Dark	Gumdrop x1x1
Assassinant HP: 105 Day	Holly Wood x1
+ Staff, Knucks, Mace, Wind	Long Seed x1
x Earth	
Wood Cylcops	
* For more info, see Bestiary	

( Miasma Glen )

Specters inhabit this area at night, while Assassinants roam during the day, so be careful. Head up the steps on the left, then head left a bit and exit North.

Open the Chests here for Long Seeds and Holly Wood. Head right and exit south.

Head down, then right and up the steps. Exit north.

Go up all the way, then run to the left. Exit north for now.

Grab the Chest (the path to it is a bit hidden) for a Chocolump. Exit the way you came.

Head down and exit to the left.

Head down, then left. Open the Chest for an Angel Grail. Jump back down and go down the steps. Head all the way right and exit to the right.

Head all the way down and open the Chest for a Gumdrop. Head back up and exit west.

Run to the left, then go up all the steps. Run to the right and exit north.

Go up, then run to the right. Run up the stairs and exit north.

Save at the Statue, then enter the cave.

< Cascade Cave >

Monster Data:	Items:
Bumpkin HP: 135 Day/Night	Animal Bone x1
+ Sword, Sickle, Axe, Dark, Moon	Charcoal x1
x Staff, Knucks, Mace, Light, Wood	Flat Seed x1
Spiny Cone HP: 92 Day/Night	Granz Steel x1
+ Dark, Wood	Jadd Hemp x1
x Flail, Bow, Lance, Light, Moon	Oblong Seed x1
Killer Pansy HP: 116 Day/Night	
+ Sword, Sickle, Axe, Dark, Moon	
x Staff, Knucks, Mace, Light, Wood	
Gloomoth HP: 115 Day/Night	
+ Staff, Knucks, Mace, Wind	
x Earth	
Malboro HP: 206 Night	
+ Sword, Sickle, Axe, Dark, Moon	
x Staff, Knucks, Mace, Light, Wood	

Plants are the main inhabitants of this cave, so Moon magic and Slash weapons will be very effective against most of the enemies here.

Head all the way up, then go to the left. You'll find some vines on the floor. Cut them up with your Sword (other weapons work as well) to find some items. You'll also see a cave door blocked off by vines. Again, cut the vines and enter the door.

Head up and to the right. Jump up to get the Chest with Granz Steel. Jump back down and head left, then up. Slash the vines and enter the door.

Bumpkins are here. They're also weak against the Sword, Sickle, and Axe, but run away from them when they're flashing. Their explosions can do massive damage. Run all the way to the right and exit south.

Head left and open the Chest for Animal Bones, then head back right and exit up.

Run all the way to the left and exit west.

Head left and go up the steps. Run all the way up and open the Chest for Crooked Seeds. Head back down (but not down the steps!) and exit east.

Head right and slash the vines covering the passage. Exit north.

Head left through the concealed passage for a Chest with Flat Seeds. Go back right, then go up. Head left to find a passage blocked off by a Stone Seal. Use Luna magic on it, then enter.

Open the chest for some Charcoal. Exit the way you came.

Run to the right, then exit north.

Head up, then run to the left and exit west.

Go down the steps, then run to the left. Go up the steps to find a door blocked by vines. You won't be able to cut the vines yet. Instead, run to the right and exit east.

Save and heal at the Gold Goddess Statue. Again, take some time to level up, especially since the next boss can be very hard. When ready, exit east.

Boison Vine (Small)		Jap: BV (Full Metal Hugger)		Boss   S: o	
-----		-----		R: o   W: -	
Type: Flora		Hero [x] Heroine [x]		K: o   S: -	
Prime: None		Location: Cascade Cave		F: o   L: -	
Sub: None				S: o   S: +	
-----		-----		B: o   U: x	
HP: 256 L: 15		BLACK: N/A		L: o   D: o	

```

| Pow: 45 Def: 35 Agi: 41 | |A: o J: o|
| Int: 43 Mnd: 32 Exp: 10 | |M: o G: -|
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| | Boison Vine | Jap: Boison Vine |Boss|S: o |____
|-----|-----|-----|R: o W: x|
| Type: Fauna | Hero [x] Heroine [x] |K: o S: +|
| Prime: None | Location: Cascade Cave |F: o L: +|
| Sub: None | |S: o S: o|
|-----|-----|-----|B: o U: -|
| HP: 484 L: 120 | BLACK: N/A |L: o D: x|
| Pow: 46 Def: 27 Agi: 33 | |A: o J: o|
| Int: 47 Mnd: 44 Exp: 75 | |M: o G: -|
~~~~~

```

This first form looks like Full Metal Hugger was taken over by Tropicalo. It's also not very hard. It's attacks barely do any damage, and it only takes a few hits to fell it.

Of course, the plant returns to it's proper home. This second form is a lot tougher. Stay on the ground and attack the glowing bulb. The flower's various attacks can cause various status ailments, so avoid them or use Lester or Bogard as a decoy. The little vine thing doesn't seem to do too much damage, either. At times the flower will launch a blue projectile at you. Use your Sword to hit it back towards the flower to hurt it.

Once the bulb has been destroyed, the vine will go away, too. Head left a bit and jump up the platforms to face off against the third form. You can also stay on the ground and use the Bow to attack. In fact, it's probably best to stay on the ground since it'll be easier to avoid the poison gas. Use your Bow when it's far away, but quickly switch to your sword when it launches its blue projectiles so you can hit them back at him (this is the best way to damage it). You can also use magic, but if you haven't been leveling it up, it probably won't do much good. If you do choose to use magic, switch to the Knucks and use Luna.

The flower will change color when it's near death.

Once Boison Vine is defeated, Dryad, the Tree Spirit will appear. Exit west.

Again, exit west.

Save and heal at the Goddess Statue, then exit west.

Run to the left. You can now slash the vines, so do so. Dryad will appear again and give you her power. Note that if you have Lester he'll also receive Dryad magic (why else do you think he has all that MP?). Exit through the door.

Run to the left and open the Chest for Jadd Hemp. Exit south.

( Path to Mt. Illusia )

There's a Gold Goddess Statue to the left, so save and heal there. Continue left and enter the cave.

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| < M T . I L L U S I A > |

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```

_< Mt. Illusia >_____
|
Monster Data: | Items:
Bumpkin HP: 135 Day/Night | Angel Grail x1

```

+ Sword, Sickle, Axe, Dark, Moon		Animal Bone x1
x Staff, Knucks, Mace, Light, Wood		Big Seed x2
Gloomoth HP: 115 Day		Chocolump x1
+ Staff, Knucks, Mace, Wind		Gnome Icon x1
x Earth		Granz Steel x1
Howler HP: 148 Day/Night		Gumdrop x1
+ Wind		GummiFrog x2
x Earth		Jinn Icon x1
Cherry Slime HP: 121 Day/Night		Magic Walnut x1
+ Light, Water, Wood		Marble x1
x Sword, Sickle, Axe, Staff, Knucks, Mace, Dark, Moon, Fire		
Tin Tortoise HP: 136 Day		
+ Earth		
x Wind		
Gray Ox HP: 212 Day		
+ Wind		
x Earth		

Cherry Slimes are only vulnerable against long-range weapons, and are weak against Wisp, Undine, and Dryad magic. With a Goddess Statue in such close proximity, it's not a bad idea to stay here and level up your magic. Defeat them then go up the steps to find two head-shaped rocks. Hit them with your weapons to make them change expressions. Make them both smile to open the path, then exit north.

Head up, then left, then go down the steps. Head down and open the semi-hidden Chest for a GummiFrog, then go back up and continue left. Exit down.

The Howlers that come out at night can be pretty strong, as are the Tin Tortoises that come out during the day. There are three rocks here. Make them all have no expression to open the cave on the left. Enter the cave.

Go up the steps and head left. Exit south.

Head left. There's a concealed path to the left, so find it and exit west.

Open the Chest for a Big Seed, then save and heal at the Goddess Statue. Exit east.

Head up the stairs. Jump to the gray rock on the right. Head right a bit, then jump down to reach the Chest. Open it for Marble. Jump back down, head left, and up the steps again. Jump to the gray rock on the left and open the Chest for a Gumdrop. To get rid of the Stone Seal, use Dryad magic on it. Enter the cave.

Head right, then go down and open the Chest for a Jinn Icon. Head up again, then go right and exit south.

Head right and up the first set of steps only. Walk right a bit, then jump down. Continue right, then jump up the platforms. Continue going up, then jump over the pit. Open the Chests for a GummiFrog and an Angel Grail. Head back down, then left. Go up the next few stairs and you'll see a rockhead. You can't hit it, so it's probably a clue. Open the Chest nearby for a Magic Walnut, then continue north to the next screen.

There are 5 Tin Tortoises here, no matter what time of day it is. Defeat them all to receive the Mace weapon. Enter the cave.

Make the rockhead be angry, then leave the cave.

Jump down, then head south and exit down.

Enter the newly-open cave.

There are FOUR rockheads here. Make sure you don't miss the hidden passage near the upper-right of the room that heads down to a rockhead. Make all of the rockheads angry to open the upper-right door. Enter it.

Open the Chests here for a Big Seed, Chocolump, and Granz Steel. Exit the way you came.

This time, make all of the rockheads besad. This opens up a door on the upper-right. Enter it.

Head up and jump to the grayish purple floor. Head up and around the rocks to get a Chest with a Gnome Icon. Head back down and jump down. Go down the steps, right, up some steps, right again, and exit south.

Run to the right and open the Chest for Animal Bone. Exit east to reach...

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| 5j | / * Granz * \
| Chapter 9 | (Or, How I Learned to Stop Thinking and Get Pure Vengeance)
~~~~~
\ ~ Granz Castle ~ /
~~~~~
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[ Granz Castle Bridge ]

Run over the bridge, then exit to the right. Note that once you enter the Castle, you won't be able to leave until you beat it, so make sure you finish any Quests that must be done before entering Granz Castle.

< Granz Castle >

Head right, then exit up.

If you're Hero, you'll find Isabella standing by the Castle door. Isabella will attack Hero, but Goremand interrupts. Isabella runs into the Castle, and Goremand disappears. If you're playing as Heroine, those events have already transpired, so you won't see them. Enter the Castle.

~~~~~

| < G R A N Z C A S T L E > |

< Granz Castle >

| Monster Data:                    | Items:          |
|----------------------------------|-----------------|
| Anthrosect HP: 142 Day/Night     | Angel Grail x1  |
| + Earth                          | Animal Bone x1  |
| x Wind                           | Chocolump x2    |
| Chobin Hoodlum HP: 138 Day/Night | Gator Skin x1   |
| + Earth                          | Granz Steel x2  |
| x Wind                           | Gumdrop x1      |
| Duck General HP: 155 Day         | GummiFrog x1    |
| + Earth                          | Long Seed x1    |
| x Wind                           | Magic Walnut x3 |
| Goblin Guard HP: 160 Night       | Round Seed x1   |
| + Earth                          |                 |
| x Wind                           |                 |
| Dainslaif HP: 64 Night           |                 |
| + Staff, Knucks, Mace, Moon      |                 |
| x Flail, Bow, Lance, Wood        |                 |
| Polter Box HP: 88 Day/Night      |                 |
| + Staff, Knucks, Mace, Moon      |                 |
| x Flail, Bow, Lance, Wood        |                 |
| Granz Soldier HP: 154 Day/Night  |                 |
| + None                           |                 |



Walk down a little, then head right a bit. Enter the door.

Here Bogard, Hero, Heroine, Willy, and Lester will meet up. Hero will relay the news about Amanda to Willy. When the talking is done, Heroine and Hero will join forces once more. Before leaving the room, SEARCH THE LEFT BOOKCASE! After reading Granz's diary THREE times, you'll notice one volume is out of place. Put it in (the first option) and you'll be allowed to go on. Exit the room.

Go to the middle of the room. Head north and exit up.

Head to the right and enter the door.

Head up and save at the Gold Goddess Statue. Head left and jump over the railing for Chests with a Magic Walnut, a GummiFrog, and Round Seed. Jump over the railing again, then exit west.

Make sure you're prepared for battle before going up the stairs.

|             |                        |             |  |           |           |
|-------------|------------------------|-------------|--|-----------|-----------|
| Garuda      |                        | Jap: Garuda |  | Boss S: - |           |
| -----       |                        | -----       |  | R: - W: - |           |
| Type: Fowl  | Hero [x]               | Heroine [x] |  |           | K: - S: - |
| Prime: None | Location: Granz Castle |             |  |           | F: o L: - |
| Sub: None   |                        |             |  |           | S: - S: o |
| -----       |                        | -----       |  | B: o U: - |           |
| HP: 567     | L: 120                 | BLACK: N/A  |  | L: o D: o |           |
| Pow: 50     | Def: 39                | Agi: 54     |  |           | A: - J: x |
| Int: 49     | Mnd: 40                | Exp: 100    |  |           | M: - G: + |
| -----       |                        |             |  |           |           |

The Garuda's swoop attack isn't at all powerful. However, its whirlwind attack hurts quite a bit and confuses you. His most damaging attack is when he drops a lot of bombs on you. Avoid the explosions! The Garuda also performs a dive attack that can take off a pretty large chunk of your health.

As for which weapons to use, the Lance does pretty good damage. It's best to attack right after it does its dive attack. As for magic, Gnome does the most damage assuming you've been leveling it up. Overall, not a terribly hard fight. Remember that bosses are always a great place to level up magic, so if you can handle it, spend some time using magic on Garuda. After defeating Garuda, exit to the right or go back to the Goddess Statue to save and heal.

Save at the statue, then continue to the right.

|             |                        |                    |  |           |           |
|-------------|------------------------|--------------------|--|-----------|-----------|
| Dark Lord   |                        | Jap: Shadow Knight |  | Boss S: o |           |
| -----       |                        | -----              |  | R: o W: - |           |
| Type: None  | Hero [x]               | Heroine [x]        |  |           | K: o S: x |
| Prime: None | Location: Granz Castle |                    |  |           | F: o L: - |
| Sub: None   |                        |                    |  |           | S: o S: - |
| -----       |                        | -----              |  | B: o U: - |           |
| HP: 528     | L: 180                 | BLACK: N/A         |  | L: o D: - |           |
| Pow: 60     | Def: 45                | Agi: 80            |  |           | A: o J: - |
| Int: 53     | Mnd: 44                | Exp: 120           |  |           | M: o G: - |
| -----       |                        |                    |  |           |           |

After the chat with Dark Lord, he'll immediately attack with an energy wave that causes Darkness. Run away from it as soon as possible. Dark Lord also has a charge attack that causes Paralysis.

Use the obelisks for cover as much as possible. Most of your weapons are long enough to go through them. The Lance is the weapon of choice simply because of its range. All magic is relatively ineffective, so stick to weapons. Again, this battle isn't too tough.

After the scene with Isabella and Goremand, Hero and Heroine wind up



in...

|            |   |                                                     |   |
|------------|---|-----------------------------------------------------|---|
| 5k         | / | * Deserts of Glass and Snow *                       | \ |
| Chapter 10 |   | ~ Town of Ishe ~ Glass Desert (South) ~ Snowfield ~ |   |
| ~~~~~      |   | ~ Lorimar Castle ~ Kahla Peaks ~                    | / |
|            |   | ~~~~~                                               |   |

---

[ Town of Ishe ]

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Items:  
None

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[ Town of Ishe ]

Looks like the whole gang's here. Speak with everyone other than Cibba. Next, speak to Cibba.

After the group pep chat, Lester joins Hero while Willy joins Heroine. It's time to visit Professor Bomb at the Armory. Before you do, however, take some time to explore Ishe.

To the southwest is a Residence, but there isn't much to do there.

The house in the northeast is the Blacksmith. You can temper your weapons there, but there's a Hot House nearby anyway.

To the northwest is the General Store. There are a few Quests to do there if you're up for it.

North is the Inn, where a mysterious woman awaits during the night. For more information on these and other sidequests, make sure to visit the Quest FAQ.

Save at the Inn before going on. To the north and south are the Glass Desert, but you won't be able to do much north. With that in mind, take the southern exit out of Ishe.

---

\_( Glass Desert )

---

|                            |                 |
|----------------------------|-----------------|
| Monster Data:              | Items:          |
| Basilisk HP: 146 Day/Night | Chocolump x1    |
| + Sword, Sickle, Axe, Fire | GummiFrog x1    |
| x Water                    | Long Seed x1    |
|                            | Magic Walnut x1 |
|                            | Moon Geode x1   |
|                            | Oblong Seed x1  |

---

( Glass Desert )

Basilisks roam the desert, and are weak against the Sword, Sickle, and Axe, as well as Salamander magic. Be careful of their explosion attack, because it can kill you easily. Even more dangerous is their stone ray, which can petrify you. Head down a bit and go up the slope on the right. Run to the right, then go down and exit south.

Run all the way down and exit south.

Head left and open the Chest for a Chocolump. Go back right and exit north.

Head up, and when you see a path heading west, go west. Next, go up and

exit north.

Head up to discover two Chests with a GummiFrog and Magic Walnut. Jump down to the lower area. Head left, then exit south.

Go down until you see a slope on the left. Go up the slope, then exit north.

Run up and open the Chest for Oblong Seeds. Go back the way you came.

Head all the way down and exit south.

Go down, then all the way to the right for a Chest with Long Seeds. Head left a little, then go down the slope. Exit south.

Visit the Hot House here to tell Li'l Cactus of your adventures, then go to the exit in the southwest.

[ Glass Desert Armory ]

If you partook in the original adventure, you'll remember that Prof. Bomb helped you to get around the world by upgrading your Chocobo. With no Chocobos anywhere in sight in this world, looks like you'll have to rely on semi-safe Cannon Travel instead. Save at the Statue, then search behind the Cannon for a Moon Geode. Next, speak with Prof. Bomb.

You'll see a map with various destinations on it. You can now travel anywhere there is a Cannon. Go back to old towns to complete any sidequests, then go to Lorimar Castle (which is to the northeast). Please note that once you go to Lorimar, you can't get out of there until you finish the quest there.

\_( Snowfield )

| Monster Data:                  | Items:       |
|--------------------------------|--------------|
| Snowy Rabite HP: 148 Day/Night | Flat Seed x1 |
| + Wind                         | Gumdrop x1   |
| x Earth                        | Jadd Hemp x1 |
| Water Cylcops                  | Undine Icon  |
| * For more info, see Bestiary  |              |

[ Snowfield Armory ]

You'll notice that the Prof. Bomb here is frozen, so there's no escape until you find a way to thaw him. Open the nearby Chest for an Undine Icon. Save at the Statue, then exit west.

( Snowfield )

Snowy Rabites aren't a huge threat. Any weapon is effective, but Jinn magic does the most damage. Head left and take the bottom path west. Exit west.

Head left and open the Chest for a Gumdrop. Exit back right.

This time, take the upper path and exit left.

Run to the left and exit left.

Open the Chest in the southwest crevace for Flat Seeds. Exit north.

Go up the steps, head left, and exit north.

Head to the right through a semi-hidden path for a Chest with Jadd Hemp. Go all the way left and up the slopes. Exit up.

Run all the way up and exit up.

\_[ Lorimar Castle ]

Items:

None

[ Lorimar Castle ]

Save at the Golden Goddess Statue on the right. Go up the center stairs and enter the next room.

Hero will notice everyone is frozen solid. The "king" however, remains unfrozen, as does Marley. Marley tells you what happened, and says that defeating Malyris will break the curse. She gives you the Lorimar Castle Key. Head down the steps and go back to the previous room.

Head down the steps, head left, and use the Lorimar Castle Key on the door. Exit through the door.

Go up the sets of stairs and exit through the door at the top.

Go through the gates and exit north.

~~~~~

| < K A H L A P E A K S > |

< Kahla Peaks >

Monster Data:	Items:
Tanpole HP: 167 Day	Ash Wood x2
+ Sword, Sickle, Axe, Fire	Big Seed x1
x Water	Chocolump x 1
Dragodon HP: 182 Day	Gumdrop x1
+ Sword, Sickle, Axe, Fire	GummiFrog x1
x Water	Lorimar Iron x1
Sabre Kitty HP: 170 Day/Night	Magic Walnut x1
+ Wind	Marble x1
x Earth	Small Seed x1
Ice Leech HP: 162 Day/Night	Water Coin x1
+ Fire	
x Water	
Dark Batmo HP: 135 Night	
+ Flail, Bow, Lance, Light, Earth	
x Dark, Wind	
Poto HP: 176 Day	
+ Dark, Tree	
x Light, Moon	
Sky Dragon HP: 236 Day	
+ None	
x Staff, Knucks, Mace, Light,	
Dark, Tree	

Tanpoles are here during the day, and are weak against the Sword, Sickle, and Axe, as well as Salamander magic. Ice Leeches appear at night and day, and are weakest against Salamander magic. The Flail, Bow, and Lance are the only weapons that do normal damage against them. Sabre Kitties also appear in some parts, and are weakest against Jinn magic. In later parts you'll face Dark Batmos. They're weak against the Flail, Bow and Lance, as well as Wisp and Gnome magic.

Head north and use your weapons against the giant ice spire. Four hits is enough to destroy it. After breaking the ice, a Chest will be revealed. Open it for a Gumdrop, then exit left.

Break the ice and continue left. Break another ice spire and open the Chest for a Magic Walnut. Go back to the previous area.

Go down a bit, then run to the right to find three ice spires. Break them, then head right to the next area.

Head all the way right, then up. Break the ice, continue north, and break another spire to reveal a Chest with a GummiFrog. Run to the left, then exit north.

Break the ice and go left a few steps. Go up the slope and open the Chest to the upper-right for a Water Coin. Go back down the slope and continue left to find another ice spire. Break it, go up, and exit left.

Head left, go up the slope, and exit north.

Go north and break the ice. Jump to the higher platform and break more ice to reach a Chest with a Big Seed. Jump down and head right. Break the ice spire in the southeast to reveal a Chest with a Marble. Exit to the upper-right.

Run all the way right, then up. Break the ice for a Chest with a Chocolump. Open the nearby Chest for Ash Wood. Head left and exit west.

Head all the way left and break the ice spire for a Chest with Ash Wood. Open another Chest nearby for Small Seeds. An ice spire to the northwest conceals a Chest with Lorimar Iron. Enter the northeast cave.

Save and heal at the Goddess Statue. Again, this is a good time to level up, so do so before facing the boss. When ready, exit to the right.

	Malyris	Jap: Marilith	Boss	S: o	
	-----	-----	-----	R: o	W: -
	Type: Undead	Hero [x] Heroine [x]		K: o	S: -
	Prime: None	Location: Kahla Peaks		F: o	L: -
	Sub: None			S: o	S: o
	-----	-----	-----	B: o	U: x
	HP: 574 L: 165	BLACK: N/A		L: o	D: o
	Pow: 57 Def: 42 Agi: 45			A: o	J: x
	Int: 61 Mnd: 42 Exp: 140			M: o	G: o
~~~~~					

Malyris can be tough if you're not prepared. She can attack from above, or below with her tail. Her most dangerous attack is her yellow projectile, which can do massive damage and mute you, preventing you from using any magic. Occasionally, she'll also use her freeze ray, which freezes you. Her tail attack is not strong and can be easily avoided by staying near the top. At times, she'll cause icicles to fall down. If you get hit by them, or by the exploding shrapnel, you'll be frozen. You'll know the icicle attack is coming when you see her tail going across the top of the screen.

The weapon of choice is the Lance, since it comes out fast and is long enough to reach Marilith even when she's not fully down. Salamander with the Knucks is your best choice for magic. The battle will be over quickly.

[ Lorimar Castle ]

After the events, you'll find yourself back in Lorimar. Speak with Durac, who will fill you in on what happened. Seems like Durac's father abdicated the throne, and Durac is now king. Exit south.

Now that everyone's their happy non-frozen selves again, make sure to explore the castle. Save at the Goddess Statue, then head to the left of the room and exit through the door above.

Go up the first flight of stairs to find Kaz, who will upgrade your Spirits for you if you've been picking up the hidden Elemental Geodes. Go back to the previous room.

Head all the way right and enter the door there.

Going up the stairs and going through the door leads to the Inn. Go back to the main hall.

In the main hall, save once more, then exit the castle.

( Snowfield )

Make your way back to the Cannon. If you don't remember how, just go south three times, then east three times.

[ Snowfield Armory ]

Speak with Prof. Bomb. You'll only have two destinations available- Ishe and the new Rocky Wilds. If you want to go anywhere else, go to Ishe first, then use the Cannon there to access the other areas. Go to the Rocky Wilds.

```

| 51 | / _____ * Holy Sword * \
| Chapter 11 |
| ~~~~~ \ ~ Rocky Wilds ~ Subland River ~ Subsea Volcano ~ /
| | ~~~~~

```

[ Rocky Wilds Armory ]

Save at the Statue, then exit south.

_( Rocky Wilds )

Monster Data:	Items:
Griffon Claw HP: 198 Day	Angel Grail x1
+ Dark, Wood	Chocolump x1
x Flail, Bow, Lance, Light, Moon	Dion Wood x1
Pricklebeak HP: 167 Day	Gumdrop x1
+ Flail, Bow, Lance, Dark, Earth	Magic Walnut x1
x Light, Wind	Wind Geode x1
Denden Tezla HP: 142 Day	
+ Light, Water, Wood	
x Sword, Sickle, Axe, Staff, Knucks, Mace, Dark, Moon, Fire	
Gremlin HP: 158 Night	
+ Flail, Bow, Lance, Light, Water	
x Sword, Sickle, Axe, Dark, Fire	
Night Sniper HP: 181 Night	
+ Flail, Bow, Lance, Light, Earth	
x Dark, Wind	
Garuda HP: 274 Day	
+ Flail, Bow, Lance, Dark, Earth	
x Light, Wind	
Punkster HP: 204 Night	
+ Flail, Bow, Lance, Light, Water	
x Sword, Sickle, Axe, Dark, Fire	
Wind Cylcops	
* For more info, see Bestiary	

( Rocky Wilds )

Pricklebeaks are here during the Day, and are weak against the Flail, Bow, and Lance, as well as Gnome and Shade magic (although you don't have any Shade magic at the moment). The Denden Tezlas can be hurt by the same weapons (in fact, none of the other weapons harm them at all), but are also weak against

Wisp, Undine, and Dryad magic. At night, Night Snipers (the owls) emerge, and are also weak against the same weapons. They're also weak against Wisp and Gnome magic. Also at night are Gremlins and Punksters, which are weak against, you guessed it- the Flail, Bow, and Lance (the Sword, Sickle, and Axe cannot harm them at all). Their magical weakness lies in Wisp and Undine magic. The moral of the story- equip the Flail, Bow, or Lance.

Head down the slope, then run to the right and exit east.

In this area a new hazard is introduced. The rocks floating around here can hurt you if they run into you, so avoid them. Run up the steps, then to the right. Head down more steps and open the Chest for a Gumdrop. Go back to the previous area.

Head west until you see some strange looking rocks jutting out of the ground. Switch to the Flail and use it on the upper rock to get over the pit. Exit north.

You may encounter Griffon Claws here, and if you guessed they're weak against the long-range weapons, well, you'd be completely wrong. The blade weapons (Sword, Axe, and Sickle) do normal damage, but they're weak against Shade and Dryad magic. Head northeast, up the stairs, and exit north.

Head up the slope, then use the Flail to get across. You'll reach a Chest with an Angel Grail. Go back to the previous area.

Head northwest this time and exit west.

Use the Flail to get across. Before going across another gap, head northeast for a Chest with Dion Wood. Go back southwest and cross the gap. Exit north.

Head up the stairs and exit north.

You can find Cactus House here. Visit Li'l Cactus, upgrade your weapons, and plant seeds, then go back to the previous area.

Go down the steps, then exit west.

Quickly run to the left to avoid the rocks. Use the Flail to get across the gap, then exit north.

Pick up the sparkling Wind Geode that's to the right, then continue up and save and heal at the Gold Goddess Statue. Open the Chests for a Chocolump and a Magic Walnut. Spend some time leveling up outside if you wish. When done, enter the cave.

~~~~~

| < S U B L A N D R I V E R > |

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< Subland River >

| Monster Data:                    | Items:          |
|----------------------------------|-----------------|
| Killafish HP: 188 Day/Night      | Altena Alloy x2 |
| + Fire                           | Angel Grail x2  |
| x Water                          | Animal Hide x1  |
| Taxibird HP: 211 Day             | Ash Wood x1     |
| + Flail, Bow, Lance, Dark, Earth | Chocolump x3    |
| x Light, Wind                    | Crooked Seed x1 |
| Clincher Crab HP: 198 Day/Night  | Fish Scale x1   |
| + Fire                           | Gator Skin x1   |
| x Water                          | Lorimar Iron x1 |
| Big Baby HP: 297 Day             | Magic Walnut x1 |
| + Fire                           | Oblong Seed x1  |
| x Water                          | Round Seed x1   |
| Seadragon HP: 230 Night          | Snake Scale x1  |
| + Fire                           | Spiny Seed x1   |
| x Water                          | Undine Icon x1  |
| Polter Box HP: 88 Day/Night      | Water Coin x1   |

|                             |                                        |
|-----------------------------|----------------------------------------|
| + Staff, Knucks, Mace, Moon | *Brownie Ring x1 (See Secrets Chapter) |
| x Flail, Bow, Lance, Wood   | _____                                  |
| Sahagin HP: 201 Day         |                                        |
| + Earth                     |                                        |
| x Wind                      |                                        |

---

Head up the stairs and open the Chest at the lower-right for a Chocolump. Go up, then exit right.

Run to the right, then head up and exit north.

Head all the way up, then walk left under the waterfalls for two Chests with an Animal Hide and a Magic Walnut. Go back right, then down. Next, head left and use the Flail to get across. Use the Flail to get to another small island, then jump to land (you'll have to jump diagonally). Exit west.

Head left, then use the Flail on the rock above to get over the water. Go up the stairs and head left. You'll see an off-colored rock jutting from the wall. Walk into it to remove it, and water will come blasting out. You'll be knocked down to the platform below. Open the Chest on the left for an Angel Grail and avoid the Polter Box. Jump down to the right, then jump back to the right. Use the Flail on the rock again. Go up the stairs, but this time go right and exit.

Go near the off-colored rock (right above you) to let the water through, and you'll be forced down. Open the Chest there for a Chocolump and exit west.

Head left and go up the stairs. Exit east.

Jump to the right, then use the Flail to get over the two gaps. Break the final rock and you'll get thrown down again. Go down, then head left and make your way across the water again. Exit left.

Go west and use the Flail on the the rock above. Go up the stairs and exit east.

Go across the water and exit north.

Head straight up and jump to the right. Continue up and head left under the waterfall. Exit west.

There are four Chests here, with Lorimar Iron, a Water Coin, Gator Skin, and a Fish Scale. Exit back right.

Head back down, then go right and up the stairs. If there is a pool of water here and you can't move on, then you haven't broken all of the rocks to drain the water. Once the water's drained, jump down and head up. Jump back up and exit north.

Head up and right a bit. Use the Flail to cross the water. Head southwest for a Treasure Chest with Spiny Seeds. Head back right and up the stairs to find a Chest with Ash Wood. Next, head right and open the Chest for an Undine Icon. You can remove the rock here if you wish, but it doesn't really do anything. Head left and use the Flail on the rocks below to get across the water. Head all the way right, then head up a bit. Go past the waterfall and open the Chest for a Chocolump. Go back right and exit east.

Head right and go up the stairs. Continue right and save at the Gold Goddess Statue. Again, spend some time in the previous areas to level up to prepare for the upcoming boss. Open the nearby Chests for an Angel Grail and a Round Seed, then, when ready, speak to the umm... body next to the Statue. It's apparently a robot. A light will go off, and you'll automatically enter the boss battle.

|  |             |                         |            |      |       |
|--|-------------|-------------------------|------------|------|-------|
|  | Kraken      | Jap: Kraken             | Boss       | S: - | _____ |
|  | -----       | -----                   | -----      | R: o | W: -  |
|  | Type: Aquan | Hero [x] Heroine [x]    |            | K: o | S: -  |
|  | Prime: None | Location: Subland River |            | F: o | L: -  |
|  | Sub: None   |                         |            | S: - | S: +  |
|  | -----       | -----                   | -----      | B: o | U: x  |
|  | HP: 635     | L: 195                  | BLACK: N/A | L: o | D: o  |

```

| Pow: 70 Def: 45 Agi: 48 | |A: - J: o|
| Int: 45 Mnd: 45 Exp: 170 | |M: o G: -|
~~~~~

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```

| | Fish | Jap: Petit 'raken |Boss|S: - |_____
-----	-----	-----	R: o W: -
Type: Aquan	Hero [x] Heroine [x]	K: o S: -	
Prime: None	Location: Subland River	F: o L: -	
Sub: None		S: - S: +	
-----	-----	-----	B: o U: x
HP: 87 L: 1	BLACK: N/A	L: o D: o	
Pow: 58 Def: 30 Agi: 45		A: - J: o	
Int: 45 Mnd: 28 Exp: 2		M: o G: -	
~~~~~

```

Kraken can be tough if you're not prepared. The area you fight him in is fairly large, so it's hard to keep track of where he is, not to mention that he can appear in one of three pools (upper-left, upper-right, or lower-right; he MAY also appear in the lower-left pool, but it's still unknown). Kraken's attacks include an ink projectile that can cause darkness. He'll also send out Petit-Krakens that don't do much damage. However, they can hit you quite a bit, so take them out fast. Kraken also uses his tentacles to hit you. If the tentacle is red, it will throw you, which may result in confusion.

Again, the weapon of choice is the Lance. Kraken is strong against all of the blade weapons (Sword, Sickle, Axe). As for magic, he's naturally weak against Salamander. The best places to attack are the upper-left and lower-right pools, but you can still reach him with the Lance in the upper-right pool. Just stay close to the pools and wait for Kraken to appear.

Once Kraken is defeated, head to the lower-left corner and exit.

Save at the Goddess Statue, then head northwest to find a cave entrance. Enter the cave.

```
~~~~~
```

```
| < S U B S E A V O L C A N O > |
```

```
< Subsea Volcano >
```

| Monster Data:                      | Items:          |
|------------------------------------|-----------------|
| Knollbear HP: 227 Day/Night        | Angel Grail x1  |
| + Wind                             | Chocolump x1    |
| x Earth                            | Fire Coin x1    |
| Grumpkin HP: 258 Day/Night         | Fire Geode x1   |
| + Sword, Sickle, Axe, Dark, Moon   | Gator Skin x1   |
| x Staff, Knucks, Mace, Light, Fire | GummiFrog x2    |
| Flame Moth HP: 184 Day/Night       | Jadd Hemp x1    |
| + Staff, Knucks, Mace, Wind        | Lizard Scale x1 |
| x Earth                            | Long Seed x1    |
| Tomato Man HP: 210 Day             | Maia Lead x1    |
| + Earth                            |                 |
| x Wind                             |                 |
| Cumulus HP: 135 Day/Night          |                 |
| + Light, Wood, Water               |                 |
| x All Weapons, Dark, Moon, Fire    |                 |
| Land Dragon HP: 343 Day            |                 |
| + None                             |                 |



|                                |  |
|--------------------------------|--|
| x Staff, Knucks, Mace, Light,  |  |
| Dark, Earth                    |  |
| Polter Box HP: 88 Day/Night    |  |
| + Staff, Knucks, Mace, Moon    |  |
| x Flail, Bow, Lance, Wood      |  |
| Fire Cyclops                   |  |
| * Fore more info, see Bestiary |  |

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Welcome to one of the hardest dungeons yet. Go down the stairs and exit up.

See the lava? Step in it TO DIE. Seriously, don't walk in the lava or else it will continuously sap your energy. If you have high Magic Defense, you can last longer. Otherwise, don't step in the lava unless you have to. Also, try not to step on the crumbly floors, because sometimes they, well, crumble, which uncovers the lava beneath. Head up across the crumbly floor to get a Chest with a Chocolump. Head northwest and exit up.

Go up the stairs. Head northeast and exit right.

Open the Chest for a Lizard Scale. Exit back west.

Head left to find a Stone Seal. Use Luna magic to get rid of it. Exit up.

Okay, see those big lava balls? Go near them and they'll start glowing. That's your signal to RUN LIKE HECK! Their blast radius is fairly large and VERY damaging. Once the lava ball is gone, head right to find a Polter Box and a Grumpkin. Grumpkins are weak against the blade weapons, as well as Shade and Luna magic. However, they're a lot more aggressive than their Bumpkin brethren, and will explode very quickly, which causes A LOT of damage. Take them out quickly or avoid them altogether. Continue right and set off another lava ball. Continue right some more and set off another lava ball. Ignore the Polter Box and exit south.

Open the Chests for Flat Seeds and a GummiFrog. Jump off the high platform (careful of the lava bomb nearby). Head down and to the left to set off a lava bomb. Continue down, then head northwest a bit and exit left.

Open the Chest for a Fire Coin, then exit right.

Head southeast a bit, then head up and set off the lava bomb. Continue north, then head all the way to the right. Inside the lava you should see something sparkle. Walk into it to pick up the Fire Geode. Open the nearby Chest for an Angel Grail. Exit north.

This room is tough. As soon as you step forward, Metaballs will appear. From left to right, use Slash, Bash, Slash, Jab, and Jab on the Metaballs. Also be very careful of the lava bombs. Head right and exit east. (NOTE: If you have the Tiny Tapper, head left over the lava at the start of the room. You'll find a small hole that you can only enter by being small. Enter it and follow the hidden path to reach Chests with Gator Skin and a Fossil.)

Head right and set off the lava bomb. Set off the lava bomb to the upper-right and exit north.

Head up across the lava to find a crumbling section of the wall. Attack it to break it, then head into the opening. Go left and exit west.

Go west and break another crumbling wall. Enter the opening.

Go up and around to find a Chest with Maia Lead. Go back the way you came.

Run to the right and exit.

Head right through the path and break the crumbling wall again. Head southwest and exit left.

Head left and open the Chest for Spiny Seeds. Go up the steps. Head left, then down. Exit south.

Open the Chest for a GummiFrog, then exit back up.

Head up across the lava for a Chest with Jadd Hemp. Continue up and ignore the Polter Box. Break the crumbling wall and enter.

Head right to the Goddess Statue to save and heal. LEVEL UP!!! When

ready, head left and speak with the robot.

You will approach the Holy Sword, but it will suddenly be surrounded by flames, and the guardian appears...

|       |                          |                          |       |      |      |
|-------|--------------------------|--------------------------|-------|------|------|
|       | Efflite                  | Jap: Ifrit               | Boss  | S: - |      |
|       | -----                    | -----                    | ----- | R: - | W: - |
|       | Type: Magicali           | Hero [x] Heroine [x]     |       | K: - | S: - |
|       | Prime: None              | Location: Subsea Volcano |       | F: - | L: - |
|       | Sub: None                |                          |       | S: - | S: x |
|       | -----                    | -----                    | ----- | B: - | U: o |
|       | HP: 682 L: 225           | BLACK: N/A               |       | L: - | D: - |
|       | Pow: 70 Def: 40 Agi: 62  |                          |       | A: - | J: x |
|       | Int: 67 Mnd: 40 Exp: 180 |                          |       | M: - | G: o |
| ~~~~~ |                          |                          |       |      |      |

Ifrit is one heckuva boss. With lava in his lair, you'll constantly be damaged unless you walk carefully. Ifrit has many attacks up his sleeve. His most dangerous is when he turns into a ball and bounces around. While you can hit him in this form, it's suggested that you don't since his bouncing can cause multiple hits and does quite a bit of damage. Another attack has his head flying around the room. This form also does a lot of damage, so avoid him. Another of Ifrit's attacks is his slash, which sends molten balls of rock at you.

Ifrit appears to have very high Defense and Magic Defense. Choose the weapon that you've leveled up the most, since he's strong against all weapons types anyway. Undine magic is effective if you've been leveling it up. If you are Heroine, use the Staff with magic. If you're Hero, use the Knucks. Switch to Wisp occasionally or use Gumdrops or Chocolumps to heal yourself. As long as you avoid his ball form and heal consistently, the battle won't be too tough.

Once Ifrit is defeated, Hero or Heroine picks up the rusty old sword. They decide to take the Sword back to Cibba in Ishe...

|                                                                  |            |   |                          |   |
|------------------------------------------------------------------|------------|---|--------------------------|---|
|                                                                  | 5m         | / | * Towards the Darkness * | \ |
|                                                                  | Chapter 12 |   |                          |   |
| ~~~~~                                                            |            |   |                          |   |
| \~ Town of Ishe ~ Glass Desert ~ Ruined Passage ~ Sealed Cave ~/ |            |   |                          |   |
| ~~~~~                                                            |            |   |                          |   |

[ Town of Ishe ]

Another team meeting, as Cibba discusses what must be done next. Apparently the Dime Tower lies in the northern Glass Desert, and will be your next destination. Selah prepares a meal for the gang before they go off on what could be their final adventure...

After the cutscene (ewww...), speak with the other person and Hero and Heroine will join once more. Now it's time to go to Dime Tower. Exit Selah's House.

Buy any supplies if you need to, then take the north exit out of Ishe.

|                   |                   |             |    |
|-------------------|-------------------|-------------|----|
| _( Glass Desert ) |                   | _____       |    |
| Monster Data:     |                   | Items:      |    |
| Skull Drake       | HP: 213 Day/Night | Angel Grail | x1 |
| + Light           |                   | Ash Wood    | x1 |

|                                    |  |                 |
|------------------------------------|--|-----------------|
| x Dark                             |  | Chocolump x1    |
| Fierce Face HP: 235 Night          |  | Crooked Seed x1 |
| + Flail, Bow, Lance, Light, Water  |  | Gumdrop x1      |
| x Sword, Sickle, Axe, Dark, Fire   |  | GummiFrog x1    |
| Tyrranos HP: 260 Day               |  | Light Geode x1  |
| + Sword, Sickle, Axe, Fire         |  | Magic Walnut x1 |
| x Water                            |  | Marble x1       |
| Kid Dragon HP: 148 Day             |  | Obsidian x1     |
| + None                             |  | Shade Icon x1   |
| x Staff, Knucks, Mace, Light, Dark |  |                 |
| Dark Cyclops                       |  |                 |
| * For more info, see Bestiary      |  |                 |

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( Glass Desert )

The Skull Drakes here are strong against all weapons. Use Wisp magic on them instead. Be extra careful when they're glowing, because hitting them with weapons will damage you instead (although hitting them with magic in that state is fine).

Head up and right, then go down and exit east.

The bridges here appear only at night, so if they're not there, exit and re-enter the screen until it's night. Head northeast over the bridge, then head northwest and exit north.

Run up and exit left.

Walk to the left and go up the stairs. Head left a bit and exit south.

Head south and open the Chest for Ash Wood. Exit back up.

Run up and exit up.

If there's no bridge here, exit and re-enter the screen until it's night. Cross the two bridges and open the Chest for a GummiFrog. Go down the steps and open the Chest for a Chocolump. Head to the upper-right and you'll notice something sparkling. Walk into it to pick up the Light Geode. Go back up the stairs and back across the bridges. Exit south.

Run south until you reach the middle of the screen. Head right and exit east.

Head southeast and go across the bridge (again, if there's no bridge, come back during the night). Go all the way right, then up. Open the Chests for a Gumdrop and Obsidian. Head all the way down and exit down.

Head down and left across a bridge for a Crooked Seed. Go back across the bridge and continue south. Head left across another bridge for an Angel Grail. Go back right, then down. Head all the way left and exit west.

Open the Chest for Marble, then exit back east.

Run all the way right, then up. Exit north.

Head northwest and down some steps. Exit west.

Head left and exit up.

Make sure it's night so that the bridges will be here. Cross the bridge, then head right across another bridge. Open the Chests for a Shade Icon and a Magic Walnut. Head back across the bridge, then go up across another one.

Head right and exit north.

Save at the statue and exit north.

< Ruined Passage >

Open the Chest on the left for a Chocolump and the one on the right for a Magic Walnut. Head up the steps in the middle and press A next to the door. After the visit from Goremand, you'll find you'll have to go elsewhere first. Exit south.

( Glass Desert )

Save again at the statue, then exit south.

Head left, then south across the two bridges. Exit south.

Head down and exit right.

Go up the steps, then head down a bit and go left across the bridge. Exit west.

Go all the way to the left, then go down and exit south.

Head south, then jump down and exit south back to Ishe.

[ Town of Ishe ]

Take the southern exit out of Ishe.

( Glass Desert )

Run down and exit south.

Go south, then left up some steps. Exit south.

Run south, then head right and go down the steps. Exit south again.

Before going on, stop by the Cactus House. When done, exit south.

[ Glass Desert Armory ]

Speak with Prof. Bomb to bring up the map. A new location will now be selectable- Sealed Cave. It's on the lower-left island on the map. Select it.

[ Sealed Cave Armory ]

Save and heal at the Statue. Exit east.

~~~~~

| < S E A L E D C A V E > |

< Sealed Cave >

| Monster Data: | Items: |
|--------------------------------|----------------|
| Hoppin' Tick HP: 235 Day | Angel Grail x1 |
| + Staff, Knucks, Mace, Wind | Big Seed x1 |
| x Earth | Black Bone x1 |
| Shadow Zed HP: 143 Day/Night | Chocolump x1 |
| + Light, Water, Wood | Moon Coin x1 |
| x Sword, Sickle, Axe, Staff, | Obsidian x1 |
| Knucks, Mace, Dark, Moon, Fire | Pedan Stone x1 |
| Kaiser Mimic HP: 235 Day | Shade Icon x1 |
| + Staff, Knucks, Mace, Moon | |
| x Flail, Bow, Lance, Wood | |
| Ape Mummy HP: 364 Night | |
| + Light | |
| x All Weapons, Dark | |
| Ghoul HP: 263 Night | |
| + Light | |
| x All Weapons, Dark | |
| Bloody Bjorn HP: 216 Night | |
| + Light | |
| x All Weapons, Dark | |

There are Ghouls here at night that are weak against Wisp. Great place to level up magic since they're so slow and a Statue is nearby. When ready, enter

the cave.

Head right and up the steps. Continue up, then go left and head down to find some Chests. Open them for a Moon Coin and a Chocolump. Head up and exit north.

Go up, then go all the way to the left. Head down a bit and you'll notice a Switch to the right. Jump up and attack the Switch and you'll be asked if you want to push it. Do so, then open the Chests for Obsidian and a Big Seed. Hop back down to the left and exit south.

Head down, then all the way right. Push the Switch there as well, then continue down. Go to the left and make sure you don't miss the Chest below that has a Pedan Stone. Continue left, then head up and push yet another Switch. Exit the way you came in.

Go all the way up and exit north.

Head right, then up the stairs. Continue up, then go left. Head down to fight some Kaiser Mimics if you wish. When done, exit north.

Head right down the hidden path for a Chest with Flat Seeds. Head back left, then go up and jump up to the right. Exit east.

Open the Chest for Black Bone. Head right, then up for another Switch. Push it then head south and jump down. Push another Switch, then run to the left and exit.

Head southwest and exit down.

Walk south a little, then run to the right. Go south once more and exit.

Head southeast and exit east (if you wish, you can also exit the cave and heal before continuing).

Go right, then up. Jump into the small pit and open the Chests for a Shade Icon and an Angel Grail. Jump out, then head left. Exit north.

Head up and read the gravestone. When it asks a question, respond with a yes.

| | | | | | |
|--------------|-----------------------|-------------|--|-----------|------|
| Lich | | Jap: Lich | | Boss S: o | |
| ----- | | ----- | | R: o W: o | |
| Type: Undead | Hero [x] | Heroine [x] | | K: o | S: x |
| Prime: None | Location: Sealed Cave | | | F: o | L: x |
| Sub: None | | | | S: o | S: - |
| ----- | | ----- | | B: o U: - | |
| HP: 707 | L: 270 | BLACK: N/A | | L: o | D: - |
| Pow: 71 | Def: 45 | Agi: 53 | | A: o | J: - |
| Int: 76 | Mnd: 54 | Exp: 200 | | M: o | G: - |

~~~~~

The Lich's most dangerous attack is it's flying scythe. It doesn't do a huge amount of damage, but if it hits you multiple times you can be dead quickly. The Lich's scythe will go wherever you go, so wait until it disappears before you attack. Be careful of Lich's fireballs, as well. The Lich's short-range attacks, however, aren't anything to worry over.

Any weapon works fine on Lich, so use whichever one you've leveled up the most. Wisp is pretty much your only choice when it comes to magic. Lich is also immune against Luna, so don't even think about using her. Just get in close and strike as quickly as possible with your weapons or use Wisp with the Knucks and it should be an easy battle.

After you defeat Lich, Shade, the Dark Spirit, will appear and give you his powers. It's time to return to the Ruins. Exit south.

Head right, then down, the left. Exit west.

Head southwest and exit the cave.

Exit west.

Speak with Prof. Bomb and head back to Ishe.

[ Town of Ishe ]

Save at the Inn, then head back to the northern Glass Desert and make your way back to the Ruined Passage.

< Ruined Passage >

Approach the door and press A. Wisp and Shade will combine their magic to open the door. Enter.

~~~~~

| < R U I N E D P A S S A G E > |

< Ruined Passage >

| < Ruined Passage > | | < Ruined Passage > | |
|------------------------------|-----------------------------------|--------------------|-----------------|
| Monster Data: | | Items: | |
| Wolfiend HP: 275 Night | + Earth | Angel Grail x1 | Chocolump x3 |
| | x Wind | Dion Wood x1 | |
| Dullahan HP: 300 Night | + Flail, Bow, Lance, Light, Water | Gumdrop x1 | GummiFrog x1 |
| | x Sword, Sickle, Axe, Dark, Fire | Long Seed x1 | |
| Wizard Eye HP: 214 Day/Night | + Dark, Wood | Luna Icon x1 | Magic Walnut x2 |
| | x Flail, Bow, Lance, Light, Moon | Maia Lead x1 | |
| Springball HP: 373 Day | + Dark, Wood | Oblong Seed x1 | Obsidian x1 |
| | x Flail, Bow, Lance, Light, Moon | Round Seed x1 | |
| Hellhound HP: 261 Night | + Wind | Small Seed x1 | |
| | x Earth | | |
| Viper HP: 237 Day | + Sword, Sickle, Axe, Fire | | |
| | x Water | | |
| Beholder HP: 221 Day | + Dark, Wood | | |
| | x Flail, Bow, Lance, Light, Moon | | |

Jump up to the higher platform and take the northwest exit.

Make your way through the winding passage. When you reach the top, exit right.

Open the Chest for a Chocolump, then exit back left.

Head down a bit and go up the stairs. Exit right.

Open the Chest for a Luna Icon. Jump down and head right. Go up and exit right.

Destroy the Metaballs here with a Slash weapon and a Bash weapon. It's unknown why they're actually there, since it's pretty easy to walk in between them without getting hurt. Anyway, go down the stairs and exit down.

Head down and defeat the Wizard Eye. Use Dryad Magic on the Stone Seal, then go through the archway and head right for a Chest with Long Seeds. Head back left and through the archways. Run to the right and use Wisp on the Stone Seal below. Open the Chests for Obsidian and an Angel Grail. Go back up and use Shade on the other Stone Seal. Exit up.

Go up and open the Chests for a Gumdrop, GummiFrog and Dion Wood. Exit

up.

The next few steps are important. Head left and jump down. Jump up to another platform and exit west.

Head down and pull the switch to raise the platforms in the other room. Go back right.

Head right underneath the platforms and such. Exit right.

Open the Chests here for Small Seeds and Oblong Seeds. Don't bother with the switches here. Just exit back left.

Go to the left and then down. Enter the door there.

Head left and up the steps. Go down and hit the switch. Go up all the way and exit right.

[Ruins Passage L3]

Where did the 2nd Floor go? Anyway, use the Flail on the post, then head right and exit up.

Head right a bit, then up if you want to face a Dullahan. This is the only screen in the game where it will appear. Go to the right and use Luna and Salamander magic on the two Stone Seals. Open the Chests for Maia Lead and a Magic Walnut. Head back left and then go up. Run to all the way right for Round Seeds and a Chocolump. Head back left a bit and exit up.

Head up the stairs and you'll be asked ask if you really want to go on.

~~~~~  
WARNING!  
~~~~~

MAKE SURE you really want to go on, because once you enter Dime Tower, you CANNOT go back! If you wish to do the other sidequests, make sure you exit now and do them before going on! It's also a good idea to save in the second slot so you can continue to explore the world. And no, you can't enter Dime Tower and use the Magic Rope to get out.

~~~~~  
WARNING!  
~~~~~

Once you're ready, say yes, and you'll enter the transporter.

```

|      5n      | /                * Tower of the Heavens *                \
| Chapter 13 |
|~~~~~| \                ~ Dime Tower ~                /
|~~~~~|
|~~~~~|
|~~~~~|
|               < D I M E   T O W E R >               |
|~~~~~|

```

```

_< Dime Tower >_
|
| Monster Data: | Items:
| Voo Doll  HP: 294  Day | Angel Grail x2
| + Staff, Knucks, Mace, Moon | Altena Alloy x1
| x Flail, Bow, Lance, Wood | Big Seed x1

```

| | | | | |
|---------------|----------------|-------------|--|-----------------|
| Ghost | HP: 245 | Day/Night | | Chocolump x3 |
| + | Light | | | Forsena Iron x1 |
| x | All Weapons, | Dark | | Granz Steel x1 |
| Copper Knight | HP: 318 | Day | | Gumdrop x1 |
| + | Earth | | | GummiFrog x1 |
| x | Wind | | | Jadd Hemp x1 |
| Stained Sword | HP: 273 | Night | | Magic Walnut x2 |
| + | Staff, Knucks, | Mace, Moon | | Marble x1 |
| x | Flail, Bow, | Lance, Wood | | Menos Bronze x2 |
| Chess Knight | HP: 322 | Day | | Sultan Silk x1 |
| + | Staff, Knucks, | Mace, Moon | | |
| x | Flail, Bow, | Lance, Wood | | |
| Machine Golem | HP: 393 | Day | | |
| + | Staff, Knucks, | Mace, Moon | | |
| x | Flail, Bow, | Lance, Wood | | |

< Dime Tower 1F >

Save and heal at the Gold Goddess Statue, then exit up.

Hero and Heroine decide to split up and explore. Go to the left and then go all the way up. Go down the stairs there.

< Dime Tower B1 >

Head right across the spikes (which hurt you!) and press A near the half-sphere. It will glow pink and so will a light nearby. Head back left over the spikes and head down.

Hero or Heroine finds a robot not unlike the one seen at the Subland River and Subsea Volcano. It's still operational, and introduces itself as Marahall. Desperate for a friend, it joins you.

After Marshall joins, head right and open the Chest for a GummiFrog. Go to the left and jump down for a Chest with a Magic Walnut. Hop back up and go up. Head right across the spikes and exit up the stairs.

< Dime Tower 1F >

Open the Chest for a Chocolump, then go back down the stairs.

< Dime Tower B1 >

Head left across the spikes and go up the stairs.

< Dime Tower 1F >

Head all the way down and read the tablet. Marshall deciphers the language and a new passage will open. Head right, then up. Go up the steps, then continue north and go up some stairs.

< Dime Tower 2F >

Read the tablets for clues on how to get through the tower, then hit the sphere 3 times to open up some passages. Go up the right stairs, then continue up and go up the stairs.

< Dime Tower 3F >

Head down and hit the two spheres until they light up. Go back up and down the stairs.

< Dime Tower 2F >

Go up the left stairs, then continue up and go up the stairs there.

< Dime Tower 3F >

Head down and read the tablet. Go right and hit the sphere until it lights up. A passage will open. Head north and go up the stairs.

Save at the Statue, then continue up and go up the stairs.

< Dime Tower 4F >

Read the tablet. Go left, then down a bit, then up the stairs. Open the Chest for Jadd Hemp. Go back down the stairs, and this time go to the right. Go up the stairs and open the Chest for Granz Steel. Head south and the ground will shake. All of the previous floors will collapse. Continue south and avoid the flame geysers. Go up the stairs.

< Dime Tower 5F >

Use the Flail on the post on the left then jump up for a Chest with a Chocolump. Jump back down. To get across, you'll have to jump diagonally. Go right and jump up the platforms. Head left and open the Chest for Menos Bronze. Go back right and go up the stairs.

< Dime Tower 6F >

Head right and read the tablet. Go to the left and open the Chest for a Big Seed. Go down and use the Flail on the post. Use a Bash weapon on the left Metaball (the Mace will be the only one that can reach, unless you use a Deathblow), cross the pit, and use a Jab weapon on the other Metaball. This will cause a passage to appear. Open the Chest to the right for a Gumdrop, then go up the stairs.

Save at the statue, then go up the stairs.

< Dime Tower 7F >

Head down and hit the green switch sticking out of the floor to make it light up. Head back up and hit a similar green switch. Go back down, then head left. Go up the steps. Head left and hit another switch to make a passage appear. Go up the steps.

< Dime Tower 8F >

Read the tablet. Hit the sphere three times to make it light up. Head left and hit another sphere three times. Open the Chest for Forsena Iron. Go all the way right and hit a final sphere three times. Head down and step on the glowing tile to make the last few floors collapse (if nothing happens, you missed a sphere). Use the Flail on the post, then go to the left for a Chest with Sultan Silk. Go up the stairs.

< Dime Tower 9F >

Head left and read the tablet. Go down then go up the stairs. Head down and step on the glowing tile to make the sphere light up. Head all the way up and then head all the way right. Head down and step on another glowing tile to make another sphere light up. Head back up and go up the stairs.

Save at the statue and go up the stairs.

< Dime Tower 10F >

Head right and hit the sphere. Go down and open the Chests for a Chocolump, Menos Bronze, and a GummiFrog. Read the tablet, then go to the left. Hit the sphere there. Go back right and hit the final sphere. Go back left and head up the stairs.

< Dime Tower 11F >

Head right. Switch to Marshall and use the Laser to defeat the Ghosts. (you can also use Hero's magic, but why waste MP?). Continue right and read the tablet. Open the nearby Chest for a Magic Walnut. Go down, then head all the way left for a Chest with an Angel Grail. Go up and read the tablet. The three lights above should all be lit. If not, you'll have to go to the previous floors and accomplish the tasks. The three puzzles are on 9F (step on the tiles), 10F (hit the spheres) and 11F (defeat the Ghosts). If the lights are lit, head back down, then go right a bit. Go up the stairs.

< Dime Tower 12F >

Go to the left and jump down to the lower level. At the lower right of this floor, jump straight down over the pit to reach a hidden passage. Walk through it and open the Chest at the end for Altena Alloy. Jump back over the pit and go back to the upper floor. Save and heal at the Statue. Go to the upper-left for a Chest with Marble, and make sure you step on the tile nearby to make it light up. Now go to the upper-right of the room and read the tablet for another hint. Open the nearby Chest for an Angel Grail. Step on the tile below and to the right of the the tablet to make it light up. Return to the middle of the room and go up the steps. The floors below will collapse once more (makes you wonder what's holding the tower up at this point...). Continue up and enter the door.

< Dime Tower 13F >

| | | | | | | | |
|----------------|--|----------------------|--|------------|--|------|--|
| Golem | | Jap: Golem | | Boss | | S: - | |
| Type: Magicali | | Hero [x] Heroine [x] | | R: - | | W: - | |
| Prime: None | | Location: Dime Tower | | K: - | | S: o | |
| Sub: None | | | | F: x | | L: + | |
| HP: 729 | | L: 300 | | BLACK: N/A | | B: - | |
| Pow: 80 | | Def: 78 | | Agi: 54 | | U: o | |
| Int: 50 | | Mnd: 50 | | Exp: 220 | | L: x | |
| | | | | | | D: x | |
| | | | | | | A: x | |
| | | | | | | J: - | |
| | | | | | | M: - | |
| | | | | | | G: - | |

~~~~~

Golem can easily be one of the hardest bosses in the game if you're not prepared. Golem can attack from one of five spots- any of the four corners or the middle of the platform. Regardless of his position, he can launch either one orb at you, or all four. One orb hurts quite a bit, but four obviously hurts even more. When he launches four orbs, they'll surround you for a while, and then attack you. Make sure you run like crazy to avoid them. Golem also has a unique attack when he's in the center of the room. He'll shoot a laser that causes a lot of damage and also induced Defense Down. To avoid it, just stay close to him when he's in the middle.

Hopefully you've already started tempering your weapons, or else they'll do little to no damage on Golem. The long-range weapons in particular cannot do any damage to Golem, even if you've tempered them and leveled them up. However, Golem is great for leveling up weapons (in particular, it's possible to get the Bow from 1 to 30 in a matter of minutes). So, how do you defeat them? Well, one choice is to set Mashall's AI to Attack (or switch to him) and

have him do all of the work, since his laser does decent damage. However, the best choice is actually Luna magic. Golem's type appears to be Magic Creature, and all other Magic Creatures are weak against Luna. Assuming you haven't been totally neglecting your magic, it's definitely the way to go, and Sickle or Knucks magic in particular can down Golem quickly.

After the battle, Hero or Heroine appears (where was the other person when the floors were collapsing?). Marshall is introduced to the other person, and they go on to the next floor.

< Dime Tower 14F >

The heros meet with Julius' Phantom once more. Apparently defeating the Golem has triggered the tower's defense systems, and the rest of Dime Tower continues to collapse. Heroine and Marshall are separated from Hero by a large gap. Marshall does the unthinkable (unless you've played the original, of course) and tosses Heroine to Hero before going down with the tower. Hero and Heroine spend a moment to mourn, then continue to the transporter, which warps them to...

[ Mana Sanctuary ]

Heroine joins Hero once more. Head up to doors, which will open for you. Enter the Sanctuary.

This little area will act as your Town, seeing as you can't return to the rest of the world. Save and heal at the Gold Goddess Statue, then enter the Hot House, speak with Li'l Cactus, and temper and forge your weapons to make them as strong as possible. It's a tough battle ahead... Exit the Hot House and exit north.

```

|      50      | /                               * Mana Reborn *                               \
| Chapter 14 |
| ~~~~~ \                ~ Mana Sanctuary ~ Mana Temple ~ Limbo ~                /
|                ~~~~~
|                ~~~~~
|                < M A N A S A N C T U A R Y >                |
|                ~~~~~

```

< Mana Sanctuary >

| Monster Data:                      | Items:          |
|------------------------------------|-----------------|
| Earth Basilisk HP: 324 Day/Night   | Angel Grail x2  |
| + Sword, Sickle, Axe, Fire         | Ash Wood x1     |
| x Water                            | Chocolump x2    |
| Ache Cone HP: 305 Night            | Crooked Seed x1 |
| + Dark, Wood                       | Dryad Icon x1   |
| x Flail, Bow, Lance, Light, Moon   | GummiFrog x3    |
| Bonny Matango HP: 312 Day/Night    | Light Coin x1   |
| + Sword, Sickle, Axe, Dark, Moon   | Long Seed x1    |
| x Staff, Knucks, Mace, Light, Wood | Magic Walnut x1 |
| Petit Poseidon HP: 350 Day/Night   | Marble x1       |
| + Earth                            | Oblong Seed x1  |
| x Wind                             | Pedan Stone x1  |
| Polter Box HP: 88 Day              | Small Seed x1   |
| + Staff, Knucks, Mace, Moon        | Spiny Seed x1   |
| x Flail, Bow, Lance, Wood          | Wisp Icon x1    |

Wooding HP: 427 Night | \_\_\_\_\_  
 + Sword, Sickle, Axe, Dark, Moon |  
 x Staff, Knucks, Mace, Light, Wood|  
 \_\_\_\_\_|

WARNING!!! The first part of the Mana Sanctuary must be traversed carefully! If you don't follow the right path, you'll have to start over again from the first area. For your quick reference, the proper path is UP, RIGHT, DOWN, RIGHT, UP.

Head northwest and jump down for a Chest with a GummiFrog. Hop back up and go up the steps in the middle. Go to the right for a semi-hidden Chest with a Dryad Icon. Head back left and exit up.

Nothing too interesting here. Head northeast and exit east.

Nothing doing here either, so just exit south.

Jump down and continue walking down. Go all the way right, then go up through the trees for a Chest with a GummiFrog. Run left for a Chest with a Chocolump. Head back right, then down, and exit east.

Go to the right and jump up to the higher levels. Exit up.

Julius is sapping Mana's energy, and the once vibrant Holy Land quickly turns into a wilted wasteland. New enemies will now appear throughout, including the areas you just went through.

If you exit south now, you'll start off at the beginning of the dungeon again. Instead, head up the steps and exit north.

Head left, then go down for a Chest with Spiny Seeds. Go back up and continue northeast and take the northeast exit.

Run up and exit right.

Save and heal at the Goddess Statue, then open the nearby Chest for Small Seeds. Exit back left.

This time, head down, left, then all the way up. Exit north.

Head all the way left for a Chest with Oblong Seeds. Go up a bit, then run to the right for a Chest with a Light Coin. Go back the way you came and exit back south.

Head down just a bit, then run all the way to the left and exit left.

Head all the way left and exit left.

Go to the left and down the steps. Open the Chest for a Wisp Icon. Now go up and jump up to the higher level. Continue to the left and exit north.

Run all the way up and exit north.

Head up, then left. Exit west.

The four Chests here contain Chocolump, Long Seeds, Ash Wood, and a Magic Walnut. After you get them all, exit the way you came.

Head right, then up. Enter the building.

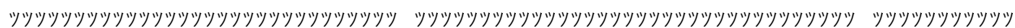
The three Chests inside here contain Crooked Seeds, Marble, and an Angel Grail. Open them, then leave the building.

Head down, then right. Exit east.

Run to the right, then run up and go up the steps.

Phantom Julius shows up again, and brings along a friend for you to play with.

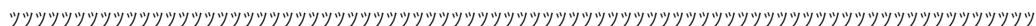
|              |                          |                  |  |      |      |       |
|--------------|--------------------------|------------------|--|------|------|-------|
| Demagon      |                          | Jap: Huge Dragon |  | Boss | S: o | _____ |
| -----        |                          | -----            |  | R: o | W: x |       |
| Type: Dragon | Hero [x]                 | Heroine [x]      |  | K: o | S: x |       |
| Prime: None  | Location: Mana Sanctuary |                  |  | F: x | L: o |       |
| Sub: None    |                          |                  |  | S: o | S: x |       |
| -----        |                          | -----            |  | B: x | U: - |       |
| HP: 800      | L: 375                   | BLACK: N/A       |  | L: x | D: - |       |
| Pow: 84      | Def: 65                  | Agi: 57          |  | A: o | J: - |       |



Demagon has plenty of attacks to keep you at bay. It can throw large or small balls of energy at you, neither of which does a lot of damage. What you should watch out for, however, is its flame breath. While it doesn't cause too much damage, it does engulf you, and while you're on flames you can't attack or use magic. To stop this attack, just attack it. If you go near its head, Demagon will slash at you. Perhaps its most dangerous attack is when it inflicts Stop on you. This unfortunately cannot be avoided.

Long-range weapons are useless against Demagon, but any of the other weapons are fine. As for magic, Luna and Gnome do the most damage. If you wish, it's possible to stay at the bottom and just wait for its tail to appear. The tail can be attacked, and does not fight back. This is also a good strategy because you can easily avoid most of the dragon's attacks. Otherwise, just run up the roots and attack its head as fast as possible.

After defeating Demagon, exit to the right.



| < M A N A T E M P L E > |

< Mana Temple >

| Monster Data:                                               | Items:          |
|-------------------------------------------------------------|-----------------|
| Earth Basilisk HP: 324 Day/Night                            | Angel Grail x2  |
| + Sword, Sickle, Axe, Fire                                  | Chocolump x2    |
| x Water                                                     | Dion Wood x1    |
| Ache Cone HP: 305 Night                                     | Dryad Icon x1   |
| + Dark, Wood                                                | GummiFrog x1    |
| x Flail, Bow, Lance, Light, Moon                            | Honey Elixir x2 |
| Bonny Matango HP: 312 Day/Night                             | Light Coin x1   |
| + Sword, Sickle, Axe, Dark, Moon                            | Magic Walnut x1 |
| x Staff, Knucks, Mace, Light, Wood                          | Pedan Stone x1  |
| Petit Poseidon HP: 350 Day/Night                            | Small Seed x1   |
| + Earth                                                     | Wisp Icon x1    |
| x Wind                                                      |                 |
| Turtle Shelly HP: 375 Day                                   |                 |
| + Earth                                                     |                 |
| x Wind                                                      |                 |
| Shamanion HP: 317 Day                                       |                 |
| + Earth                                                     |                 |
| x Wind                                                      |                 |
| Mean Mask HP: 345 Night                                     |                 |
| + Flail, Bow, Lance, Light, Water                           |                 |
| x Sword, Sickle, Axe, Dark, Fire                            |                 |
| Moldy Goo HP: 428 Day                                       |                 |
| + Light, Water, Wood                                        |                 |
| x Sword, Sickle, Axe, Staff, Knucks, Mace, Dark, Fire, Moon |                 |
| Wormwood HP: 460 Night                                      |                 |
| + Flail, Bow, Lance, Light, Water                           |                 |
| x Sword, Sickle, Axe, Dark, Fire                            |                 |

Head right and exit east.

Head all the way right and jump up to the platform for a Chest with a Chocolump. Jump back down, then head southeast and exit down the stairs.

< Mana Temple 1F >

Head down, left, up, and left until you reach the large, open area. Next, go down, then all the way left. Go up the stairs.

< Mana Temple 2F >

Go right, then down. Now head all the way left and hop up to get the Chest with an Angel Grail. Jump back down and head up through the archway. Exit west.

Head left, then down through the archway. Look to the right for a Chest with a GummiFrog. Next, head left, then up, and go down the stairs.

Head right, then all the way down. Head all the way right and search the area for two Chests with a Light Coin and Pedan Stone. Head back left and up to exit the way you came.

Head left a bit, then go down. Run to the right, then up, and exit east.

Head right a bit, then down. Run to the right, then up, and go down the stairs.

< Mana Temple 1F >

Run all the way right and go down the stairs.

< Mana Temple B1 >

Head down and hop down to the Chest with a Magic Walnut. Hop back up, then continue down and go up the stairs on the right.

< Mana Sanctuary >

Head right and be on the lookout for a hidden Chest with a Pedan Stone. Continue right for another two Chests with a GummiFrog and Angel Grail. Head back left and go down the stairs.

< Mana Temple B1 >

Head northwest and exit left.

Walk up for a Chest with Small Seeds. Go back down, then head left. Go up the stairs.

< Mana Temple 1F >

Go left, then down. Run to the left to get a Chest with an Angel Grail. Go back to the right, and this time head up. Head left and open the Chest for a Wisp Icon. Go up the stairs.

< Mana Temple 2F >

Head left, then all the way up. The three Chests here contain a Chocolump, a Magic Walnut, and Honey Elixir (which restores all HP!). Go down a bit, then head all the way right and exit right.

Run to the right and exit down the stairs.

< Mana Temple 1F >

Back outside, exit left.

Head to the northwest corner for a Chest with Dion Wood. Exit the way you came.

Run to the right and exit up.

Head up the steps and enter the Temple.

Head to the left for a Chest with a Dryad Icon. Go all the way right for a Chest with a Honey Elixir. Return to the middle of the room and head straight up. Exit up.

Save and heal at the Statue. The final battle is ahead, so make sure you're prepared. When you are, head into the room above.

~~~~~

| [T H E F I N A L B A T T L E] |

After the lengthy dialogue, it's time to face off with Julius.

| Julius | | Jap: Julius I | Boss | S: o | _____ |
|--------------------------|--|--------------------------|------|------|-------|
| Type: None | | Hero [x] Heroine [x] | | R: o | W: o |
| Prime: None | | Location: Mana Sanctuary | | K: o | S: o |
| Sub: None | | | | F: o | L: o |
| HP: 500 L: 0 | | BLACK: N/A | | S: o | S: o |
| Pow: 80 Def: 60 Agi: 65 | | | | B: o | U: o |
| Int: 80 Mnd: 60 Exp: 200 | | | | L: o | D: o |
| | | | | A: o | J: o |
| | | | | M: o | G: o |
| Blaze Bomb | | | | | |
| Barrier | | | | | |
| Magic Barrier | | | | | |
| Irwin Summon | | | | | |

~~~~~

| King Ox                 |  | Jap: King Ox             | Boss | S: o | _____ |
|-------------------------|--|--------------------------|------|------|-------|
| Type: Animal            |  | Hero [x] Heroine [x]     |      | R: o | W: -  |
| Prime: Smell            |  | Location: Mana Sanctuary |      | K: o | S: o  |
| Sub: DayViz             |  |                          |      | F: o | L: -  |
| HP: 410 L: 1            |  | BLACK: N/A               |      | S: o | S: -  |
| Pow: 85 Def: 53 Agi: 65 |  |                          |      | B: o | U: o  |
| Int: 76 Mnd: 56 Exp: 2  |  |                          |      | L: o | D: o  |
|                         |  |                          |      | A: o | J: +  |
|                         |  |                          |      | M: o | G: x  |
| Headbutt                |  |                          |      |      |       |
| Charge                  |  |                          |      |      |       |
| Song                    |  |                          |      |      |       |

~~~~~

Julius's first form isn't too hard. First, you should defeat the Oxen as quickly as possible. Just use any Weapon or Jinn magic, and they should go down quickly. He will periodically summon more Oxen to attack.

As for Julius, he's got quite a few attacks to keep you on your toes. Avoid his Blaze Bomb, or else you'll catch on fire and will be unable to attack or use magic. At times he'll surround himself with a blue Barrier, which means you cannot hurt him with physical attacks, but can still hurt him with magic. His orange Magic Barrier prevents him from being harmed by magic, but does not stop you from using physical attacks. When his health is low, he may summon Irwin. If your magic defense is high (in particular, defense against Dark

Magic), then it shouldn't harm you too much.

Any Weapons or Magic will work fine against Julius I, so just use whatever you've been leveling up the most.

| | | | | | | |
|-------------|--------------------------|----------------|--|-------|------|-------|
| Julius | | Jap: Julius II | | Boss | S: o | _____ |
| ----- | | ----- | | ----- | R: o | W: * |
| Type: None | Hero [x] | Heroine [x] | | | K: o | S: * |
| Prime: None | Location: Mana Sanctuary | | | | F: o | L: * |
| Sub: None | | | | | S: o | S: * |
| ----- | | ----- | | ----- | B: o | U: * |
| HP: 700 | L: 0 | BLACK: N/A | | | L: o | D: * |
| Pow: 85 | Def: 65 | Agi: 65 | | | A: o | J: * |
| Int: 85 | Mnd: 65 | Exp: 250 | | | M: o | G: * |

Note: Julius's magical weaknesses differ depending on what attack he just used.

| | | | | | | | | |
|--------------|--------|------|------|------|------|------|------|------|
| Lava Wave | : W: - | S: - | L: - | S: x | U: o | D: - | J: o | G: x |
| Ice Storm | : W: - | S: - | L: - | S: o | U: x | D: - | J: x | G: o |
| Galaxy Drain | : W: o | S: x | L: x | S: - | U: - | D: o | J: - | G: - |

| | |
|--------------|--|
| Lava Wave | |
| Ice Storm | |
| Galaxy Drain | |

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Julius's second form has more HP than his first, but he still isn't too tough. He'll start by projecting multiple images of himself. Wait until all but one disappears, then try to get in a hit. Run away before he surrounds himself with flames. The color of the flames denotes what attack he's going to use. If the flames are red, he's going to use Lava Wave. Touching him while he's surrounded with red flames could cause Petrification or FlameMan. The actual Lava Wave attack can also inflict those conditions. The Lava Waves can either be in a cross formation or an x formation, so just run away as far as possible to make sure you don't get hit. Blue flames means he'll be using Ice Storm. Touching the flames or getting hit by the whirlwind will cause either Silence or SnowMan. When his health is low, he'll be surrounded by purple flames, signaling that he's going to use Galaxy Drain. Hitting him in this state will drain half of your HP and heal him with that amount. When he uses Galaxy Drain, he'll also drain half of your HP. This attack cannot be blocked.

Again, use any Weapon that you've been leveling up. Magic isn't too easy to use against him, since his attacks will force you to be constantly on the move, not to mention the fact that his magic weaknesses change.

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| < L I M B O > |

| | | | | | | |
|-------------|--------------------------|-----------------|--|-------|------|-------|
| Julius | | Jap: Julius III | | Boss | S: o | _____ |
| ----- | | ----- | | ----- | R: o | W: o |
| Type: None | Hero [x] | Heroine [x] | | | K: o | S: o |
| Prime: None | Location: Mana Sanctuary | | | | F: o | L: o |
| Sub: None | | | | | S: o | S: o |
| ----- | | ----- | | ----- | B: o | U: o |
| HP: 1500 | L: 0 | BLACK: N/A | | | L: o | D: o |
| Pow: 90 | Def: 70 | Agi: 70 | | | A: o | J: o |

| Int: 90 Mnd: 70 Exp: 0 | |M: o G: o|

| Note: Julius has three different forms that change his weaknesses. |
| Normal State: Normal damage. |
| Physical Attack Null State: Immune to Weapons. |
| Magical Attack Null State: Immune to Magic. |

| Continuous Attack |
| Charge |
| Gravity Strike |
| Meteo |

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Julius's final form is his hardest, with more HP than his previous forms combined. He'll start off with his Continuous Attack. Run away as fast as possible or you'll be pummeled multiple times and may get poisoned. He may then cast a spell on himself. His blue shield nulls physical attacks, while his green shield nulls magic attacks. Attack while he's casting the spell and as he floats off the screen. After you take off some of his HP, he'll start moving faster. He may also use his Charge attack, in which he'll charge horizontally across the screen. This may cause Sleep, and is hard to avoid. After his Charge attack, he'll use his Gravity Strike, which can also cause Sleep. Just keep moving and you should be able to avoid it. When his HP is low, he'll use his Meteo attack, which cannot be avoided. This attack damages 71% of your maximum HP (NOT current). The best way to getting killed by it is to keep your health up.

You'll want to use Weapons and Magic that come out fast, or else Julius will move too fast for you to hit him. Attack him when he's at the middle of the screen or moving left or right and always keep your health up. Not a terribly hard battle.

Congratulations, GAME CLEAR!

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\ ~ B E S T I A R Y ~ /  
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Bestiary Explained:

| No.                        | Name                       | Jap: Name  | Rare | S: o | _____ |
|----------------------------|----------------------------|------------|------|------|-------|
| Type:                      | Drop:                      |            | R: + | W: - |       |
| Prime:                     |                            |            | K: + | S: o |       |
| Sub:                       | Trap:                      |            | F: x | L: - |       |
|                            |                            |            | S: o | S: - |       |
|                            |                            |            | B: x | U: o |       |
| HP: ### L:                 | BLACK                      | HP: ### L: | L: x | D: o |       |
| Pow: ### Def: ### Agi: ### | Pow: ### Def: ### Agi: ### |            | A: o | J: + |       |
| Int: ### Mnd: ### Exp: ### | Int: ### Mnd: ### Exp: ### |            | M: + | G: x |       |

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No. : Enemy number
Name : Enemy's English name
Jap : Enemy's translated Japanese name

Rare : Denotes if the enemy is rare

Type : Enemy Type
Prime : Prime Sense
Sub : Secondary Sense

HP : Enemy's HP
L : Amount of Lucre dropped by enemy
Pow : Enemy's offensive power
Def : Enemy's defense
Agi : Enemy's agility
Int : Enemy's offensive magic power
Mnd : Enemy's magic defense
Exp : Amount of experience gained from enemy

BLACK : Black enemy stats

S: Sword
R: Rod
K: Knuckle
F: Flail
S: Sickle and Chain
B: Bow
L: Lance
A: Axe
M: Morning Star
W: Wisp
S: Shade
L: Luna
S: Salamander
U: Undine
D: Dryad
J: Jinn
G: Gnome

+: Weak Against
o: Normal
-: Strong Against
x: Immune

Trap

| Type | #OK | Spike | Arrow | Stone | Bomb | Smoke | Polter | Kaiser |
|------|-----|-------|-------|-------|------|-------|--------|--------|
| A | 4 | o | o | x | x | x | x | x |
| B | 3 | o | o | o | x | x | x | x |
| C | 3 | o | o | o | x | x | o | x |
| D | 3 | x | x | o | o | o | o | x |
| E | 3 | x | x | o | o | o | o | x |
| F | 3 | x | x | x | o | o | x | o |
| G | 2 | x | x | o | o | o | o | o |
| H | 1 | o | o | o | o | o | o | o |

Spi - Spike - 1/10 maximum HP.
Arr - Arrow - 1/7 max HP.
Sto - Stone - 1/5 max HP.
Bom - Bomb - 1/3 max HP.
Smo - Smoke - 1/3 max MP.
Pol - Polter Box - Fight a Polter Box.
Kai - Kaiser Mimic - Fight a Kaiser Mimic.

| | | | |
|--------------|---|------|-------|
| 001 Rabite | Jap: Rabi | S: o | _____ |
| ----- | ----- | R: + | W: - |
| Type: Fauna | Drop: Gumdrop (55%), Round Seed (21%), Animal | K: + | S: o |
| Prime: Smell | Bone (15%), Animal Meat (9%) | F: o | L: - |

| | | | |
|----------------------|----------------------------|------|------|
| Sub: None | Trap: None | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 20 L: 1 | BLACK HP: 520 L: 101 | L: o | D: o |
| Pow: 5 Def: 2 Agi: 1 | Pow: 105 Def: 102 Agi: 101 | A: o | J: + |
| Int: 2 Mnd: 1 Exp: 1 | Int: 102 Mnd: 101 Exp: 101 | M: + | G: x |

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|                         |                                           |      |       |
|-------------------------|-------------------------------------------|------|-------|
| 002   Molebear          | Jap: Molebear                             | S: o | _____ |
| -----                   |                                           | R: o | W: -  |
| Type: Fauna             | Drop: Tone Stone (56%), Round Seed (21%), | K: o | S: o  |
| Prime: Smell            | Animal Hide (15%), Animal Meat (8%)       | F: o | L: -  |
| Sub: DayViz             | Trap: B                                   | S: o | S: -  |
| -----                   |                                           | B: o | U: o  |
| HP: 54 L: 12            | BLACK: HP: 554 L: 112                     | L: o | D: o  |
| Pow: 24 Def: 18 Agi: 23 | Pow: 124 Def: 118 Agi: 123                | A: o | J: +  |
| Int: 23 Mnd: 10 Exp: 7  | Int: 123 Mnd: 110 Exp: 107                | M: o | G: x  |

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| | | | |
|-------------------------|---|------|-------|
| 003 Howler | Jap: Boundwolf | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Fauna | Drop: Earth Coin (56%), Round Seed (21%), | K: o | S: o |
| Prime: Smell | Animal Hide (15%), Animal Meat (8%) | F: o | L: - |
| Sub: DarkViz | Trap: D | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 148 L: 30 | BLACK: HP: 648 L: 130 | L: o | D: o |
| Pow: 52 Def: 19 Agi: 52 | Pow: 152 Def: 119 Agi: 152 | A: o | J: + |
| Int: 22 Mnd: 17 Exp: 19 | Int: 122 Mnd: 117 Exp: 119 | M: o | G: x |

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|                         |                                          |      |       |
|-------------------------|------------------------------------------|------|-------|
| 004   Sabre Kitty       | Jap: Sabercat                            | S: o | _____ |
| -----                   |                                          | R: o | W: -  |
| Type: Fauna             | Drop: Chocolump (56%), Earth Coin (21%), | K: o | S: o  |
| Prime: Smell            | Animal Hide (15%), Animal Meat (8%)      | F: o | L: -  |
| Sub: DayViz             | Trap: E                                  | S: o | S: -  |
| -----                   |                                          | B: o | U: o  |
| HP: 170 L: 27           | BLACK: HP: 670 L: 127                    | L: o | D: o  |
| Pow: 63 Def: 34 Agi: 56 | Pow: 163 Def: 134 Agi: 156               | A: o | J: +  |
| Int: 48 Mnd: 28 Exp: 24 | Int: 148 Mnd: 128 Exp: 124               | M: o | G: x  |

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| | | | |
|-------------------------|---|------|--------------|
| 005 Gray Ox | Jap: Great Ox | Rare | S: o _____ |
| ----- | | R: o | W: - |
| Type: Fauna | Drop: Honey Elixir (56%), Round Seed (21%), | K: o | S: o |
| Prime: Smell | Pedan Stone (15%), Animal Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: F | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 212 L: 198 | BLACK: HP: 712 L: 298 | L: o | D: o |
| Pow: 72 Def: 42 Agi: 48 | Pow: 171 Def: 142 Agi: 148 | A: o | J: + |
| Int: 35 Mnd: 39 Exp: 60 | Int: 135 Mnd: 139 Exp: 160 | M: o | G: x |

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|                         |                                             |      |       |
|-------------------------|---------------------------------------------|------|-------|
| 006   Mushroom          | Jap: Myconid                                | S: + | _____ |
| -----                   |                                             | R: x | W: x  |
| Type: Flora             | Drop: Prestovegie (50%), Oblong Seed (20%), | K: x | S: +  |
| Prime: Hearing          | Marble (13%), Thin Meat (7%), Glittering    | F: - | L: +  |
| Sub: None               | Sword (10%) Trap: B                         | S: + | S: o  |
| -----                   |                                             | B: - | U: -  |
| HP: 45 L: 10            | BLACK: HP: 545 L: 110                       | L: - | D: x  |
| Pow: 18 Def: 13 Agi: 15 | Pow: 118 Def: 113 Agi: 115                  | A: + | J: o  |
| Int: 19 Mnd: 12 Exp: 5  | Int: 119 Mnd: 112 Exp: 105                  | M: x | G: -  |

|                |                                            |                                     |      |       |
|----------------|--------------------------------------------|-------------------------------------|------|-------|
| 007            | Death Flora                                | Jap: Deathflower                    | S: + | _____ |
| -----          |                                            |                                     | R: x | W: x  |
| Type: Flora    | Drop: Potent Posy (56%), Light Coin (21%), |                                     | K: x | S: +  |
| Prime: Hearing | Oak Wood (15%), Thin Meat (8%)             |                                     | F: - | L: +  |
| Sub: None      | Trap: A                                    |                                     | S: + | S: o  |
| -----          |                                            |                                     | B: - | U: -  |
| HP: 35         | L: 6                                       | BLACK: HP: 535 L: 106               | L: - | D: x  |
| Pow: 15        | Def: 10                                    | Agi: 7   Pow: 115 Def: 110 Agi: 107 | A: + | J: o  |
| Int: 12        | Mnd: 8                                     | Exp: 3   Int: 112 Mnd: 108 Exp: 103 | M: x | G: -  |

|                |                                            |                                      |      |       |
|----------------|--------------------------------------------|--------------------------------------|------|-------|
| 008            | Bumpkin                                    | Jap: Pumpkin Bomb                    | S: + | _____ |
| -----          |                                            |                                      | R: x | W: x  |
| Type: Flora    | Drop: Wood Coin (56%), Pumpkin Bomb (21%), |                                      | K: x | S: +  |
| Prime: Hearing | Marble (15%), Thin Meat (8%)               |                                      | F: - | L: +  |
| Sub: None      | Trap: D                                    |                                      | S: + | S: o  |
| -----          |                                            |                                      | B: - | U: -  |
| HP: 135        | L: 12                                      | BLACK: HP: 635 L: 112                | L: - | D: x  |
| Pow: 45        | Def: 15                                    | Agi: 30   Pow: 145 Def: 115 Agi: 130 | A: + | J: o  |
| Int: 55        | Mnd: 16                                    | Exp: 17   Int: 155 Mnd: 116 Exp: 117 | M: x | G: -  |

|                |                                           |                                      |      |      |       |
|----------------|-------------------------------------------|--------------------------------------|------|------|-------|
| 009            | Malboro                                   | Jap: Malboro Ball                    | Rare | S: + | _____ |
| -----          |                                           |                                      | R: x | W: x |       |
| Type: Flora    | Drop: Wood Coin (56%), Oblong Seed (21%), |                                      | K: x | S: + |       |
| Prime: Hearing | Ash Wood (15%), Thin Meat (8%)            |                                      | F: - | L: + |       |
| Sub: None      | Trap: E                                   |                                      | S: + | S: o |       |
| -----          |                                           |                                      | B: - | U: - |       |
| HP: 206        | L: 171                                    | BLACK: HP: 706 L: 271                | L: - | D: x |       |
| Pow: 27        | Def: 43                                   | Agi: 45   Pow: 127 Def: 143 Agi: 145 | A: + | J: o |       |
| Int: 64        | Mnd: 62                                   | Exp: 51   Int: 164 Mnd: 162 Exp: 151 | M: x | G: - |       |

|                |                                              |                                       |      |      |       |
|----------------|----------------------------------------------|---------------------------------------|------|------|-------|
| 010            | Wooding                                      | Jap: Wood Max                         | Rare | S: + | _____ |
| -----          |                                              |                                       | R: x | W: x |       |
| Type: Flora    | Drop: Honey Elixir (56%), Oblong Seed (21%), |                                       | K: x | S: + |       |
| Prime: Hearing | Fossil Wood (15%), Thin Meat (8%)            |                                       | F: - | L: + |       |
| Sub: None      |                                              |                                       | S: + | S: o |       |
| -----          |                                              |                                       | B: - | U: - |       |
| HP: 427        | L: 450                                       | BLACK: HP: 927 L: 550                 | L: - | D: x |       |
| Pow: 94        | Def: 67                                      | Agi: 64   Pow: 194 Def: 167 Agi: 164  | A: + | J: o |       |
| Int: 85        | Mnd: 68                                      | Exp: 158   Int: 185 Mnd: 168 Exp: 258 | M: x | G: - |       |

|               |                                           |                                     |      |       |
|---------------|-------------------------------------------|-------------------------------------|------|-------|
| 011           | Bebe                                      | Jap: Beebee                         | S: - | _____ |
| -----         |                                           |                                     | R: + | W: -  |
| Type: Insect  | Drop: Prestovegie (50%), Long Seed (20%), |                                     | K: + | S: -  |
| Prime: DayViz | Topple Cotton (13%), Insect Meat (7%),    |                                     | F: - | L: o  |
| Sub: Hearing  | Honey (10%) Trap: None                    |                                     | S: - | S: o  |
| -----         |                                           |                                     | B: - | U: -  |
| HP: 17        | L: 3                                      | BLACK: HP: 517 L: 103               | L: - | D: -  |
| Pow: 8        | Def: 4                                    | Agi: 5   Pow: 108 Def: 104 Agi: 105 | A: - | J: +  |
| Int: 4        | Mnd: 3                                    | Exp: 2   Int: 104 Mnd: 103 Exp: 102 | M: + | G: x  |

|              |                                                |             |      |       |
|--------------|------------------------------------------------|-------------|------|-------|
| 012          | Locud                                          | Jap: Hopper | S: - | _____ |
| -----        |                                                |             | R: + | W: -  |
| Type: Insect | Drop: Moon Coin (56%), Long Seed (21%), Sultan |             | K: + | S: -  |

|               |                              |                |          |
|---------------|------------------------------|----------------|----------|
| Prime: DayViz | Silk (15%), Insect Meat (8%) | F: -           | L: o     |
| Sub: Hearing  | Trap: B                      | S: -           | S: o     |
| -----         |                              | B: -           | U: -     |
| HP: 30        | L: 10                        | BLACK: HP: 530 | L: 110   |
| Pow: 8        | Def: 10                      | Agi: 21        | Pow: 108 |
| Int: 18       | Mnd: 6                       | Exp: 6         | Int: 118 |
|               |                              |                | Mnd: 106 |
|               |                              |                | Exp: 106 |
|               |                              |                | M: +     |
|               |                              |                | G: x     |

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| | | | |
|----------------|--|----------------|----------|
| 013 Gloomoth | Jap: Gloom Moth | S: - | _____ |
| ----- | | R: + | W: - |
| Type: Insect | Drop: Stardust Herb (36%), Earth Coin (36%), | K: + | S: - |
| Prime: DayViz | Gnome Icon (20%), Insect Meat (8%) | F: - | L: o |
| Sub: Hearing | Trap: D | S: - | S: o |
| ----- | | B: - | U: - |
| HP: 115 | L: 28 | BLACK: HP: 615 | L: 128 |
| Pow: 21 | Def: 18 | Agi: 49 | Pow: 121 |
| Int: 36 | Mnd: 44 | Exp: 18 | Int: 136 |
| | | | Mnd: 144 |
| | | | Exp: 118 |
| | | | M: + |
| | | | G: x |

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|                    |                                            |                |          |       |
|--------------------|--------------------------------------------|----------------|----------|-------|
| 014   Sand Scorpio | Jap: Death Scorpio                         | Rare           | S: -     | _____ |
| -----              |                                            |                | R: +     | W: -  |
| Type: Insect       | Drop: Honey Elixir (56%), Long Seed (21%), | K: +           | S: -     |       |
| Prime: DayViz      | Obsidian (15%), Insect Meat (8%)           | F: -           | L: o     |       |
| Sub: Hearing       | Trap: D                                    | S: -           | S: o     |       |
| -----              |                                            |                | B: -     | U: -  |
| HP: 166            | L: 108                                     | BLACK: HP: 666 | L: 208   |       |
| Pow: 52            | Def: 34                                    | Agi: 41        | Pow: 152 |       |
| Int: 33            | Mnd: 35                                    | Exp: 33        | Int: 133 |       |
|                    |                                            |                | Mnd: 135 |       |
|                    |                                            |                | Exp: 133 |       |
|                    |                                            |                | M: +     |       |
|                    |                                            |                | G: x     |       |

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| | | | | |
|-------------------|--|----------------|----------|-------|
| 015 Silkspitter | Jap: Mega Crawler | Rare | S: - | _____ |
| ----- | | | R: + | W: - |
| Type: Insect | Drop: Honey Elixir (56%), Long Seed (21%), | K: + | S: - | |
| Prime: DayViz | Jadd Hemp (15%), Insect Meat (8%) | F: - | L: o | |
| Sub: Hearing | Trap: E | S: - | S: o | |
| ----- | | | B: - | U: - |
| HP: 175 | L: 126 | BLACK: HP: 675 | L: 226 | |
| Pow: 56 | Def: 37 | Agi: 43 | Pow: 156 | |
| Int: 34 | Mnd: 37 | Exp: 39 | Int: 134 | |
| | | | Mnd: 137 | |
| | | | Exp: 139 | |
| | | | M: + | |
| | | | G: x | |

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|                |                                              |                |          |
|----------------|----------------------------------------------|----------------|----------|
| 016   Tonpole  | Jap: Pakkun Tadpole                          | S: +           | _____    |
| -----          |                                              | R: -           | W: -     |
| Type: Reptile  | Drop: Gumdrop (48%), Water Coin (36%), Menos | K: -           | S: o     |
| Prime: Hearing | Bronze (8%), Lizard Meat (8%)                | F: o           | L: o     |
| Sub: DayViz    | Trap: A                                      | S: +           | S: +     |
| -----          |                                              | B: o           | U: x     |
| HP: 40         | L: 7                                         | BLACK: HP: 540 | L: 107   |
| Pow: 16        | Def: 9                                       | Agi: 10        | Pow: 116 |
| Int: 15        | Mnd: 8                                       | Exp: 3         | Int: 115 |
|                |                                              |                | Mnd: 108 |
|                |                                              |                | Exp: 103 |
|                |                                              |                | M: -     |
|                |                                              |                | G: -     |

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| | | | |
|----------------|--|----------------|----------|
| 017 Basilisk | Jap: Basilisk | S: + | _____ |
| ----- | | R: - | W: - |
| Type: Reptile | Drop: Stardust Herb (50%), Crooked Seed (20%), | K: - | S: o |
| Prime: Hearing | Lizard Scale (13%), Lizard Meat (7%), Bubu | F: o | L: o |
| Sub: DayViz | Worm (10%) Trap: E | S: + | S: + |
| ----- | | B: o | U: x |
| HP: 146 | L: 19 | BLACK: HP: 646 | L: 119 |
| Pow: 52 | Def: 24 | Agi: 37 | Pow: 152 |
| | | | Def: 124 |
| | | | Agi: 137 |
| | | | A: + |
| | | | J: o |

| Int: 38 Mnd: 22 Exp: 22 | Int: 138 Mnd: 122 Exp: 122 |M: - G: -|
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| 018 | Lizardon | Jap: Pakkun Lizard |S: + |\_\_\_\_\_  
-----|R: - W: -|  
| Type: Reptile | Drop: Undine Icon (56%), Crooked Seed (20%), |K: - S: o|  
| Prime: Hearing | Menos Bronze (15%), Lizard Meat (8%) |F: o L: o|  
| Sub: DayViz | Trap: B |S: + S: +|  
-----|B: o U: x|  
| HP: 62 L: 10 | BLACK: HP: 562 L: 110 |L: o D: -|  
| Pow: 22 Def: 14 Agi: 16 | Pow: 122 Def: 114 Agi: 116 |A: + J: o|  
| Int: 20 Mnd: 10 Exp: 4 | Int: 120 Mnd: 110 Exp: 104 |M: - G: -|  
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| 019 | Cobra | Jap: Cobra |S: + |\_\_\_\_\_
-----|R: - W: -|
| Type: Reptile | Drop: Prestovegie (56%), Crooked Seed (20%), |K: - S: o|
| Prime: Hearing | Marble (15%), Lizard Meat (8%) |F: o L: o|
| Sub: DayViz | Trap: C |S: + S: +|
-----|B: o U: x|
| HP: 71 L: 18 | BLACK: HP: 571 L: 118 |L: o D: -|
| Pow: 36 Def: 17 Agi: 36 | Pow: 136 Def: 117 Agi: 136 |A: + J: o|
| Int: 33 Mnd: 16 Exp: 10 | Int: 133 Mnd: 116 Exp: 110 |M: - G: -|
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| 020 | Tyrranos | Jap: Tyrannos |Rare|S: + |\_\_\_\_\_  
-----|R: - W: -|  
| Type: Reptile | Drop: Honey Elixir (50%), Crooked Seed (20%), |K: - S: o|  
| Prime: Hearing | Gator Skin (13%), Lizard Meat (7%), Bubu |F: o L: o|  
| Sub: DayViz | Worm (10%) Trap: F |S: + S: +|  
-----|B: o U: x|  
| HP: 260 L: 60 | BLACK: HP: 760 L: 160 |L: o D: -|  
| Pow: 86 Def: 55 Agi: 43 | Pow: 186 Def: 155 Agi: 143 |A: + J: o|  
| Int: 32 Mnd: 30 Exp: 43 | Int: 132 Mnd: 130 Exp: 143 |M: - G: -|  
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| 021 | Needlebeak | Jap: Needle Bird |S: - |\_\_\_\_\_
-----|R: - W: x|
| Type: Fowl | Drop: Wind Coin (56%), Flat Seed (21%), Magic |K: - S: +|
| Prime: DayViz | Walnut (25%), Bird Meat (8%) |F: + L: -|
| Sub: None | Trap: A |S: - S: o|
-----|B: + U: -|
| HP: 45 L: 9 | BLACK: HP: 545 L: 109 |L: + D: o|
| Pow: 18 Def: 8 Agi: 16 | Pow: 118 Def: 108 Agi: 116 |A: - J: x|
| Int: 15 Mnd: 8 Exp: 3 | Int: 115 Mnd: 115 Exp: 103 |M: - G: +|
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| 022 | Batmo | Jap: Batum |S: - |\_\_\_\_\_  
-----|R: - W: +|  
| Type: Fowl | Drop: Stardust Herb (50%), Flat Seed (20%), |K: - S: x|  
| Prime: DarkViz | Topple Cotton (13%), Bird Meat (7%), Blood |F: + L: -|  
| Sub: None | Pouch (10%) Trap: None |S: - S: o|  
-----|B: + U: -|  
| HP: 23 L: 4 | BLACK: HP: 523 L: 104 |L: + D: o|  
| Pow: 8 Def: 2 Agi: 14 | Pow: 108 Def: 102 Agi: 114 |A: - J: x|  
| Int: 6 Mnd: 2 Exp: 2 | Int: 106 Mnd: 102 Exp: 102 |M: - G: +|  
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| 023 | Cockatrice | Jap: Cockatrice |S: - |\_\_\_\_\_
-----|R: - W: x|

| | | | |
|-------------------------|---|------|------|
| Type: Fowl | Drop: Stardust Herb (50%), Flat Seed (20%), | K: - | S: + |
| Prime: DayViz | Lizard Scale (13%), Bird Meat (7%), | F: + | L: - |
| Sub: DarkViz | Glittering Helm (10%) Trap: C | S: - | S: o |
| ----- | | | |
| HP: 95 L: 21 | BLACK: HP: 595 L: 121 | L: + | D: o |
| Pow: 38 Def: 21 Agi: 33 | Pow: 138 Def: 121 Agi: 133 | A: - | J: x |
| Int: 38 Mnd: 19 Exp: 13 | Int: 138 Mnd: 119 Exp: 113 | M: - | G: + |

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|                         |                                               |      |       |
|-------------------------|-----------------------------------------------|------|-------|
| 024   Blood Owl         | Jap: Blood Owl                                | S: - | _____ |
| -----                   |                                               |      |       |
| Type: Fowl              | Drop: Wind Coin (56%), Flat Seed (21%), Holly | K: - | S: x  |
| Prime: DarkViz          | Wood (15%), Bird Meat (8%)                    | F: + | L: -  |
| Sub: None               | Trap: B                                       | S: - | S: o  |
| -----                   |                                               |      |       |
| HP: 48 L: 12            | BLACK: HP: 548 L: 112                         | L: + | D: o  |
| Pow: 21 Def: 16 Agi: 19 | Pow: 121 Def: 116 Agi: 119                    | A: - | J: x  |
| Int: 24 Mnd: 20 Exp: 6  | Int: 124 Mnd: 120 Exp: 106                    | M: - | G: +  |

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|-------------------------|--|------|------|-------|
| 025 Garuda | Jap: Petit Garuda | Rare | S: - | _____ |
| ----- | | | | |
| Type: Fowl | Drop: Honey Elixir (56%), Flat Seed (21%), | K: - | S: + | |
| Prime: DayViz | Black Bone (15%), Bird Meat (8%) | F: + | L: - | |
| Sub: None | Trap: G | S: - | S: o | |
| ----- | | | | |
| HP: 274 L: 262 | BLACK: HP: 774 L: 362 | L: + | D: o | |
| Pow: 85 Def: 50 Agi: 83 | Pow: 185 Def: 150 Agi: 183 | A: - | J: x | |
| Int: 81 Mnd: 49 Exp: 90 | Int: 181 Mnd: 149 Exp: 190 | M: - | G: + | |

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|-------------------------|------------------------------------------|------|-------|
| 026   Stained Sword     | Jap: Blood Weapon                        | S: - | _____ |
| -----                   |                                          |      |       |
| Type: Magicali          | Drop: Wood Coin (56%), Round Seed (21%), | K: + | S: o  |
| Prime: Magic            | Altena Alloy (15%), Magical Meat (8%)    | F: x | L: +  |
| Sub: DarkViz            | Trap: G                                  | S: - | S: o  |
| -----                   |                                          |      |       |
| HP: 273 L: 45           | BLACK: HP: 773 L: 145                    | L: x | D: x  |
| Pow: 90 Def: 31 Agi: 84 | Pow: 190 Def: 131 Agi: 184               | A: - | J: -  |
| Int: 47 Mnd: 42 Exp: 48 | Int: 147 Mnd: 142 Exp: 148               | M: + | G: o  |

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|-------------------------|---|------|-------|
| 027 Shadow Zero | Jap: Shadow Zero | S: x | _____ |
| ----- | | | |
| Type: Amorph | Drop: Stardust Herb (56%), Moon Coin (21%), | K: x | S: x |
| Prime: Smell | Charcoal (15%), Morph Meat (8%) | F: o | L: x |
| Sub: DayViz | Trap: C | S: x | S: x |
| ----- | | | |
| HP: 65 L: 19 | BLACK: HP: 565 L: 119 | L: o | D: + |
| Pow: 43 Def: 10 Agi: 60 | Pow: 143 Def: 110 Agi: 160 | A: x | J: - |
| Int: 43 Mnd: 44 Exp: 13 | Int: 143 Mnd: 144 Exp: 113 | M: x | G: o |

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|                  |                                            |      |       |
|------------------|--------------------------------------------|------|-------|
| 028   Lime Slime | Jap: Green Slime                           | S: x | _____ |
| -----            |                                            |      |       |
| Type: Amorph     | Drop: Stardust Herb (56%), Big Seed (21%), | K: x | S: x  |
| Prime: Smell     | Menos Bronze (15%), Morph Meat (8%)        | F: o | L: x  |
| Sub: None        | Trap: A                                    | S: x | S: x  |
| -----            |                                            |      |       |
| HP: 20 L: 6      | BLACK: HP: 520 L: 106                      | L: o | D: +  |

| Pow: 14 Def: 2 Agi: 11 | Pow: 114 Def: 102 Agi: 111 |A: x J: -|  
| Int: 8 Mnd: 2 Exp: 3 | Int: 108 Mnd: 102 Exp: 103 |M: x G: o|  
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| 029 | Denden Tezla | Jap: Denden Grel |S: x |\_\_\_\_\_
|-----|-----|-----|R: x W: +|
| Type: Amorph | Drop: Stardust Herb (56%), Moon Coin (21%), |K: x S: x|
| Prime: Smell | Obsidian (15%), Morph Meat (8%) |F: o L: x|
| Sub: None | Trap: F |S: x S: x|
|-----|-----|-----|B: o U: +|
| HP: 142 L: 31 | BLACK: HP: 642 L: 131 |L: o D: +|
| Pow: 58 Def: 22 Agi: 47 | Pow: 158 Def: 122 Agi: 147 |A: x J: -|
| Int: 50 Mnd: 23 Exp: 28 | Int: 150 Mnd: 123 Exp: 128 |M: x G: o|
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| 030 | Cumulus | Jap: Gas Cloud |S: x |\_\_\_\_\_  
|-----|-----|-----|R: x W: +|  
| Type: Amorph | Drop: DArk Coin (56%), Fire Coin (21%), Shade |K: x S: x|  
| Prime: Smell | Icon (15%), Morph Meat (8%) |F: x L: x|  
| Sub: None | Trap: F |S: x S: x|  
|-----|-----|-----|B: x U: +|  
| HP: 135 L: 40 | BLACK: HP: 635 L: 140 |L: x D: +|  
| Pow: 65 Def: 21 Agi: 82 | Pow: 165 Def: 121 Agi: 182 |A: x J: -|  
| Int: 52 Mnd: 30 Exp: 35 | Int: 152 Mnd: 130 Exp: 135 |M: x G: o|  
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| 031 | Moldy Goo | Jap: Rust Mold |Rare|S: x |\_\_\_\_\_
|-----|-----|-----|R: x W: +|
| Type: Amorph | Drop: Salamander Icon (56%), Big Seed (21%), |K: x S: x|
| Prime: Smell | Mythril Silver (15%), Morph Meat (8%) |F: o L: x|
| Sub: None | Trap: H |S: x S: x|
|-----|-----|-----|B: o U: +|
| HP: 428 L: 445 | BLACK: HP: 928 L: 545 |L: o D: +|
| Pow: 91 Def: 68 Agi: 63 | Pow: 191 Def: 168 Agi: 163 |A: x J: -|
| Int: 94 Mnd: 65 Exp: 159 | Int: 194 Mnd: 165 Exp: 259 |M: x G: o|
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| 032 | Land Leech | Jap: Land Leech |S: - |\_\_\_\_\_  
|-----|-----|-----|R: - W: -|  
| Type: Aquan | Drop: Prestoveggie (56%), Spiny Seed (21%), |K: - S: -|  
| Prime: Hearing | Gumdrop (15%), Fish Meat (8%) |F: o L: -|  
| Sub: None | Trap: A |S: - S: +|  
|-----|-----|-----|B: o U: x|  
| HP: 31 L: 7 | BLACK: HP: 531 L: 107 |L: o D: o|  
| Pow: 17 Def: 10 Agi: 23 | Pow: 117 Def: 110 Agi: 123 |A: - J: o|  
| Int: 16 Mnd: 8 Exp: 3 | Int: 116 Mnd: 108 Exp: 103 |M: - G: -|  
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| 033 | Pincher Crab | Jap: Death Crab |S: - |\_\_\_\_\_
|-----|-----|-----|R: - W: -|
| Type: Aquan | Drop: Stardust Herb (50%), Spiny Seed (20%), |K: - S: -|
| Prime: Hearing | Water Coin (13%), Fish Meat (7%), Glittering |F: o L: -|
| Sub: None | Sword (10%) Trap: B |S: - S: +|
|-----|-----|-----|B: o U: x|
| HP: 48 L: 9 | BLACK: HP: 548 L: 109 |L: o D: o|
| Pow: 17 Def: 13 Agi: 11 | Pow: 117 Def: 113 Agi: 111 |A: - J: o|
| Int: 16 Mnd: 10 Exp: 4 | Int: 116 Mnd: 110 Exp: 104 |M: - G: -|
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| 034 | Iffish | Jap: Gullfish |S: - |\_\_\_\_\_  
|-----|-----|-----|R: - W: -|



|                |                                             |                                      |      |      |
|----------------|---------------------------------------------|--------------------------------------|------|------|
| -----          |                                             |                                      | R: - | W: - |
| Type: Aquan    | Drop: Gumdrop (56%), Spiny Seed (21%), Fish |                                      | K: - | S: - |
| Prime: Hearing | Scale (15%), Fish Meat (8%)                 |                                      | F: o | L: - |
| Sub: None      | Trap: B                                     |                                      | S: - | S: + |
| -----          |                                             |                                      | B: o | U: x |
| HP: 43         | L: 10                                       | BLACK: HP: 543 L: 110                | L: o | D: o |
| Pow: 19        | Def: 10                                     | Agi: 14   Pow: 119 Def: 110 Agi: 114 | A: - | J: o |
| Int: 18        | Mnd: 13                                     | Exp: 4   Int: 118 Mnd: 113 Exp: 104  | M: - | G: - |

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|----------------|---|--------------------------------------|------|-------|
| 035 | Seadragon | Jap: Sea Dragon | S: - | _____ |
| ----- | | | R: - | W: - |
| Type: Aquan | Drop: Tone Stone (56%), Spiny Seed (21%), | | K: - | S: - |
| Prime: Hearing | Snake Scale (15%), Fish Meat (8%) | | F: o | L: - |
| Sub: None | Trap: F | | S: - | S: + |
| ----- | | | B: o | U: x |
| HP: 230 | L: 45 | BLACK: HP: 730 L: 145 | L: o | D: o |
| Pow: 66 | Def: 42 | Agi: 48 Pow: 166 Def: 142 Agi: 148 | A: - | J: o |
| Int: 60 | Mnd: 44 | Exp: 33 Int: 160 Mnd: 144 Exp: 133 | M: - | G: - |

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|                |                                             |                                      |      |      |       |
|----------------|---------------------------------------------|--------------------------------------|------|------|-------|
| 036            | Big Baby                                    | Jap: Radorn                          | Rare | S: - | _____ |
| -----          |                                             |                                      | R: - | W: - |       |
| Type: Aquan    | Drop: Honey Elixir (56%), Spiny Seed (21%), |                                      | K: - | S: - |       |
| Prime: Hearing | Fossil (15%), Fish Meat (8%)                |                                      | F: o | L: - |       |
| Sub: DayViz    | Trap: G                                     |                                      | S: - | S: + |       |
| -----          |                                             |                                      | B: o | U: x |       |
| HP: 297        | L: 291                                      | BLACK: HP: 797 L: 391                | L: o | D: o |       |
| Pow: 83        | Def: 52                                     | Agi: 56   Pow: 183 Def: 152 Agi: 156 | A: - | J: o |       |
| Int: 80        | Mnd: 51                                     | Exp: 99   Int: 180 Mnd: 151 Exp: 199 | M: - | G: - |       |

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|----------------|---|--------------------------------------|------|-------|
| 037 | Cursed Doll | Jap: Magical Doll | S: o | _____ |
| ----- | | | R: + | W: - |
| Type: Magicali | Drop: Magic Walnut (56%), Big Seed (21%), | | K: + | S: o |
| Prime: Magic | Holly Wood (15%), Magicali Meat (8%) | | F: x | L: + |
| Sub: DayViz | Trap: C | | S: o | S: o |
| ----- | | | B: x | U: - |
| HP: 52 | L: 15 | BLACK: HP: 552 L: 115 | L: x | D: x |
| Pow: 22 | Def: 14 | Agi: 16 Pow: 122 Def: 114 Agi: 116 | A: o | J: - |
| Int: 20 | Mnd: 12 | Exp: 8 Int: 120 Mnd: 112 Exp: 108 | M: + | G: o |

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|                |                                         |                                      |      |       |
|----------------|-----------------------------------------|--------------------------------------|------|-------|
| 038            | Polter Box                              | Jap: Ogre Box                        | S: - | _____ |
| -----          |                                         |                                      | R: + | W: -  |
| Type: Magicali | Drop: Dryad Icon (56%), Big Seed (21%), |                                      | K: + | S: o  |
| Prime: Magic   | Elephant Tusk (15%), Magicali Meat (8%) |                                      | F: x | L: +  |
| Sub: Hearing   | Trap: None                              |                                      | S: - | S: o  |
| -----          |                                         |                                      | B: x | U: -  |
| HP: 88         | L: 24                                   | BLACK: HP: 588 L: 124                | L: x | D: x  |
| Pow: 40        | Def: 24                                 | Agi: 30   Pow: 140 Def: 124 Agi: 130 | A: - | J: -  |
| Int: 43        | Mnd: 15                                 | Exp: 12   Int: 143 Mnd: 115 Exp: 112 | M: + | G: o  |

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|----------------|---|------------------|------|-------|
| 039 | Dainslaif | Jap: Evil Weapon | S: - | _____ |
| ----- | | | R: + | W: - |
| Type: Magicali | Drop: Wind Coin (56%), Big Seed (21%), | | K: + | S: o |
| Prime: Magic | Elephant Tusk (15%), Magicali Meat (8%) | | F: x | L: + |
| Sub: DarkViz | Trap: E | | S: - | S: o |
| ----- | | | B: x | U: - |

| | | | | | | |
|---------|--------|---------|----------|----------|----------|-----------|
| HP: 64 | L: 25 | BLACK: | HP: 564 | L: 125 | L: x | D: x |
| Pow: 67 | Def: 8 | Agi: 58 | Pow: 167 | Def: 108 | Agi: 158 | A: - J: - |
| Int: 18 | Mnd: 6 | Exp: 22 | Int: 118 | Mnd: 106 | Exp: 122 | M: + G: o |

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|                |                                         |                   |          |          |          |           |
|----------------|-----------------------------------------|-------------------|----------|----------|----------|-----------|
| 040            | Chess Knight                            | Jap: Unicorn Head | S: -     | _____    |          |           |
| -----          |                                         |                   | R: +     | W: -     |          |           |
| Type: Magicali | Drop: Light Coin (56%), Big Seed (21%), |                   | K: +     | S: o     |          |           |
| Prime: Magic   | Lorimar Iron (15%), Magicali Meat (8%)  |                   | F: x     | L: +     |          |           |
| Sub: DayViz    | Trap: G                                 |                   | S: -     | S: o     |          |           |
| -----          |                                         |                   | B: x     | U: -     |          |           |
| HP: 322        | L: 60                                   | BLACK:            | HP: 822  | L: 160   | L: x     | D: x      |
| Pow: 80        | Def: 41                                 | Agi: 55           | Pow: 180 | Def: 141 | Agi: 155 | A: - J: - |
| Int: 68        | Mnd: 74                                 | Exp: 49           | Int: 168 | Mnd: 174 | Exp: 149 | M: + G: o |

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|----------------|---|--------------------|----------|----------|----------|-----------|
| 041 | Machine Golem | Jap: Machine Golem | Rare | S: - | _____ | |
| ----- | | | R: + | W: - | | |
| Type: Magicali | Drop: Honey Elixir (56%), Big Seed (21%), | | K: + | S: o | | |
| Prime: Magic | Mythril Silver (15%), Magicali Meat (8%) | | F: x | L: + | | |
| Sub: DayViz | Trap: H | | S: - | S: o | | |
| ----- | | | B: x | U: - | | |
| HP: 393 | L: 435 | BLACK: | HP: 893 | L: 535 | L: x | D: x |
| Pow: 98 | Def: 61 | Agi: 67 | Pow: 198 | Def: 161 | Agi: 167 | A: - J: - |
| Int: 86 | Mnd: 57 | Exp: 150 | Int: 186 | Mnd: 157 | Exp: 250 | M: + G: o |

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|-----------------|-------------------------------------------|-------------------|----------|----------|----------|-----------|
| 042             | Tin Knight                                | Jap: Armor Knight | S: o     | _____    |          |           |
| -----           |                                           |                   | R: o     | W: -     |          |           |
| Type: Demihuman | Drop: Shade Icon (56%), Small Seed (21%), |                   | K: o     | S: -     |          |           |
| Prime: Hearing  | Granz Steel (15%), Tough Meat (8%)        |                   | F: o     | L: -     |          |           |
| Sub: DayViz     | Trap: C                                   |                   | S: o     | S: -     |          |           |
| -----           |                                           |                   | B: o     | U: o     |          |           |
| HP: 130         | L: 30                                     | BLACK:            | HP: 630  | L: 130   | L: o     | D: o      |
| Pow: 50         | Def: 27                                   | Agi: 32           | Pow: 150 | Def: 127 | Agi: 132 | A: o J: x |
| Int: 43         | Mnd: 24                                   | Exp: 15           | Int: 143 | Mnd: 124 | Exp: 115 | M: o G: + |

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|-----------------|--|------------------|----------|----------|----------|-----------|
| 043 | Tomato Man | Jap: Dark Priest | S: o | _____ | | |
| ----- | | | R: o | W: - | | |
| Type: Demihuman | Drop: Magic Walnut (56%), Oblong Seed (21%), | | K: o | S: - | | |
| Prime: Magic | Altena Alloy (15%), Tough Meat (8%) | | F: o | L: - | | |
| Sub: DayViz | Trap: F | | S: o | S: - | | |
| ----- | | | B: o | U: o | | |
| HP: 210 | L: 45 | BLACK: | HP: 710 | L: 145 | L: o | D: o |
| Pow: 63 | Def: 27 | Agi: 51 | Pow: 163 | Def: 127 | Agi: 151 | A: o J: x |
| Int: 61 | Mnd: 72 | Exp: 36 | Int: 161 | Mnd: 172 | Exp: 136 | M: o G: + |

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|                 |                                         |               |          |          |          |           |
|-----------------|-----------------------------------------|---------------|----------|----------|----------|-----------|
| 044             | Werewolf                                | Jap: Werewolf | S: o     | _____    |          |           |
| -----           |                                         |               | R: o     | W: -     |          |           |
| Type: Demihuman | Drop: Chocolump (56%), Long Seed (21%), |               | K: o     | S: -     |          |           |
| Prime: Smell    | Animal Hide (15%), Tough Meat (8%)      |               | F: o     | L: -     |          |           |
| Sub: DarkViz    | Trap: C                                 |               | S: o     | S: -     |          |           |
| -----           |                                         |               | B: o     | U: o     |          |           |
| HP: 102         | L: 27                                   | BLACK:        | HP: 602  | L: 127   | L: o     | D: o      |
| Pow: 45         | Def: 21                                 | Agi: 48       | Pow: 145 | Def: 121 | Agi: 148 | A: o J: x |
| Int: 43         | Mnd: 22                                 | Exp: 14       | Int: 143 | Mnd: 122 | Exp: 114 | M: o G: + |

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|-------------------------|--|------|-------|
| 045 Duck GI | Jap: Duck Soldier | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Gumdrop (46%), Crooked Seed (26%), Light | K: o | S: - |
| Prime: DayViz | Coin (20%), Tough Meat (8%) | F: o | L: - |
| Sub: None | Trap: A | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 68 L: 12 | BLACK: HP: 568 L: 112 | L: o | D: o |
| Pow: 23 Def: 13 Agi: 13 | Pow: 123 Def: 113 Agi: 113 | A: o | J: x |
| Int: 22 Mnd: 10 Exp: 4 | Int: 122 Mnd: 110 Exp: 104 | M: o | G: + |
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|-------------------------|--|------|-------|
| 046 Insectaur | Jap: Insector | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Wind Coin (56%), Flat Seed (21%), Sultan | K: o | S: - |
| Prime: Smell | Silk (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: B | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 82 L: 13 | BLACK: HP: 582 L: 113 | L: o | D: o |
| Pow: 30 Def: 20 Agi: 26 | Pow: 130 Def: 120 Agi: 126 | A: o | J: x |
| Int: 28 Mnd: 12 Exp: 7 | Int: 128 Mnd: 112 Exp: 107 | M: o | G: + |
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|-----------------------|--|------|-------|
| 047 Chobin Hood | Jap: Poron | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Gumdrop (56%), Big Seed (21%), Oak | K: o | S: - |
| Prime: Smell | Wood (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: A | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 40 L: 7 | BLACK: HP: 540 L: 107 | L: o | D: o |
| Pow: 13 Def: 8 Agi: 8 | Pow: 113 Def: 108 Agi: 108 | A: o | J: x |
| Int: 9 Mnd: 8 Exp: 3 | Int: 109 Mnd: 108 Exp: 103 | M: o | G: + |
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|-------------------------|--|------|-------|
| 048 Sahagin | Jap: Sahagin | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Chocolump (56%), Spiny Seed (21%), | K: o | S: - |
| Prime: Hearing | Lorimar Iron (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: F | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 201 L: 33 | BLACK: HP: 701 L: 133 | L: o | D: o |
| Pow: 69 Def: 34 Agi: 49 | Pow: 169 Def: 134 Agi: 149 | A: o | J: x |
| Int: 58 Mnd: 41 Exp: 33 | Int: 158 Mnd: 141 Exp: 133 | M: o | G: + |
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|-------------------------|---|------|-------|
| 049 Goblin | Jap: Goblin | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Gnome Icon (56%), Round Seed (21%), | K: o | S: - |
| Prime: Smell | Elephant Tusk (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: C | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 100 L: 18 | BLACK: HP: 600 L: 118 | L: o | D: o |
| Pow: 41 Def: 21 Agi: 28 | Pow: 141 Def: 121 Agi: 128 | A: o | J: x |
| Int: 38 Mnd: 18 Exp: 11 | Int: 138 Mnd: 118 Exp: 111 | M: o | G: + |
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|--------------------|--|------|-------|
| 050 Tin Tortoise | Jap: Tortoise Knight | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Chocolump (56%), Small Seed (21%), | K: o | S: - |
| Prime: Hearing | Fish Scale (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: D | S: o | S: - |

| | | | | | | |
|---------|---------|---------|----------|----------|-----------|-----------|
| ----- | | | | B: o | U: o | |
| HP: 136 | L: 33 | BLACK: | HP: 636 | L: 133 | L: o D: o | |
| Pow: 55 | Def: 31 | Agi: 35 | Pow: 155 | Def: 131 | Agi: 135 | A: o J: x |
| Int: 46 | Mnd: 27 | Exp: 20 | Int: 146 | Mnd: 127 | Exp: 120 | M: o G: + |

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|-------------------|-------------------------------------------|---------|----------|----------|-----------|-----------|
| 051   Skull Beast | Jap: Skull Beast                          | S: -    |          |          |           |           |
| -----             |                                           |         |          |          |           |           |
| Type: Undead      | Drop: Earth Coin (56%), Small Seed (21%), | K: -    | S: x     |          |           |           |
| Prime: Life       | Magic Walnut (15%), Rotten Meat (8%)      | F: -    | L: o     |          |           |           |
| Sub: Hearing      | Trap: B                                   | S: -    | S: o     |          |           |           |
| -----             |                                           |         |          |          |           |           |
| HP: 25            | L: 9                                      | BLACK:  | HP: 525  | L: 109   | L: - D: - |           |
| Pow: 15           | Def: 8                                    | Agi: 11 | Pow: 115 | Def: 108 | Agi: 111  | A: - J: o |
| Int: 11           | Mnd: 4                                    | Exp: 3  | Int: 111 | Mnd: 104 | Exp: 103  | M: - G: - |

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|---------------|---|--------|----------|----------|-----------|-----------|
| 052 Zonbine | Jap: Zombie | S: x | | | | |
| ----- | | | | | | |
| Type: Undead | Drop: Gumdrop (45%), Small Seed (40%), Animal | K: x | S: x | | | |
| Prime: Life | Bone (7%), Rotten Meat (8%) | F: x | L: o | | | |
| Sub: Hearing | Trap: A | S: x | S: o | | | |
| ----- | | | | | | |
| HP: 34 | L: 7 | BLACK: | HP: 534 | L: 107 | L: x D: - | |
| Pow: 19 | Def: 10 | Agi: 7 | Pow: 119 | Def: 110 | Agi: 107 | A: x J: o |
| Int: 11 | Mnd: 3 | Exp: 4 | Int: 111 | Mnd: 103 | Exp: 104 | M: x G: - |

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|               |                                          |         |          |          |           |           |
|---------------|------------------------------------------|---------|----------|----------|-----------|-----------|
| 053   Specter | Jap: Specter                             | S: x    |          |          |           |           |
| -----         |                                          |         |          |          |           |           |
| Type: Undead  | Drop: Dark Coin (56%), Small Seed (21%), | K: x    | S: x     |          |           |           |
| Prime: Life   | Baobab Wood (15%), Rotten Meat (8%)      | F: x    | L: o     |          |           |           |
| Sub: Hearing  | Trap: C                                  | S: x    | S: o     |          |           |           |
| -----         |                                          |         |          |          |           |           |
| HP: 76        | L: 19                                    | BLACK:  | HP: 576  | L: 119   | L: x D: - |           |
| Pow: 5        | Def: 5                                   | Agi: 25 | Pow: 105 | Def: 105 | Agi: 125  | A: x J: o |
| Int: 30       | Mnd: 38                                  | Exp: 14 | Int: 130 | Mnd: 138 | Exp: 114  | M: x G: - |

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|----------------|--|---------|----------|----------|-----------|-----------|
| 054 Skeleton | Jap: Skeleton | S: x | | | | |
| ----- | | | | | | |
| Type: Undead | Drop: Earth Coin (56%), Dark Coin (21%), | K: x | S: x | | | |
| Prime: Life | Forsena Iron (15%), Rotten Meat (8%) | F: x | L: o | | | |
| Sub: Hearing | Trap: C | S: x | S: o | | | |
| ----- | | | | | | |
| HP: 72 | L: 19 | BLACK: | HP: 572 | L: 119 | L: x D: - | |
| Pow: 38 | Def: 14 | Agi: 30 | Pow: 138 | Def: 114 | Agi: 130 | A: x J: o |
| Int: 19 | Mnd: 12 | Exp: 10 | Int: 119 | Mnd: 112 | Exp: 110 | M: x G: - |

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|                 |                                             |          |          |          |           |           |
|-----------------|---------------------------------------------|----------|----------|----------|-----------|-----------|
| 055   Ape Mummy | Jap: Mummy Ape                              | Rare     | S: x     |          |           |           |
| -----           |                                             |          |          |          |           |           |
| Type: Undead    | Drop: Honey Elixir (56%), Small Seed (21%), | K: x     | S: x     |          |           |           |
| Prime: Life     | Black Bone (15%), Rotten Meat (8%)          | F: x     | L: o     |          |           |           |
| Sub: Hearing    | Trap: H                                     | S: x     | S: o     |          |           |           |
| -----           |                                             |          |          |          |           |           |
| HP: 364         | L: 357                                      | BLACK:   | HP: 864  | L: 457   | L: x D: - |           |
| Pow: 92         | Def: 51                                     | Agi: 56  | Pow: 192 | Def: 151 | Agi: 156  | A: x J: o |
| Int: 44         | Mnd: 55                                     | Exp: 119 | Int: 144 | Mnd: 155 | Exp: 219  | M: x G: - |

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|----------------|---|-----------------------|----------|----------|----------|------|------|
| 056 | Imp | Jap: Chibi Devil | S: x | _____ | | | |
| ----- | | | R: o | W: + | | | |
| Type: Demon | Drop: Chocolump (56%), Fire Coin (21%), Shade | | K: o | S: x | | | |
| Prime: DarkViz | Icon (15%), Demon Meat (8%) | | F: + | L: - | | | |
| Sub: Smell | Trap: C | | S: x | S: x | | | |
| ----- | | | B: + | U: + | | | |
| HP: 45 | L: 16 | BLACK: HP: 545 L: 116 | L: + | D: o | | | |
| Pow: 28 | Def: 20 | Agi: 22 | Pow: 128 | Def: 120 | Agi: 122 | A: x | J: o |
| Int: 28 | Mnd: 26 | Exp: 8 | Int: 128 | Mnd: 126 | Exp: 108 | M: o | G: - |

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|                |                                              |                       |          |          |          |      |      |
|----------------|----------------------------------------------|-----------------------|----------|----------|----------|------|------|
| 057            | Fierce Face                                  | Jap: Demon Head       | S: x     | _____    |          |      |      |
| -----          |                                              |                       | R: o     | W: +     |          |      |      |
| Type: Demon    | Drop: Magic Walnut (50%), Oblong Seed (20%), |                       | K: o     | S: x     |          |      |      |
| Prime: DarkViz | Altena Alloy (13%), Demon Meat (7%),         |                       | F: +     | L: -     |          |      |      |
| Sub: Smell     | Moondrop (10%)                               | Trap: F               | S: x     | S: x     |          |      |      |
| -----          |                                              |                       | B: +     | U: +     |          |      |      |
| HP: 235        | L: 55                                        | BLACK: HP: 735 L: 155 | L: +     | D: o     |          |      |      |
| Pow: 36        | Def: 38                                      | Agi: 53               | Pow: 136 | Def: 138 | Agi: 153 | A: x | J: o |
| Int: 73        | Mnd: 65                                      | Exp: 41               | Int: 173 | Mnd: 165 | Exp: 141 | M: o | G: - |

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|----------------|--|-----------------------|----------|----------|----------|------|------|
| 058 | Punkster | Jap: Spined Devil | S: x | _____ | | | |
| ----- | | | R: o | W: + | | | |
| Type: Demon | Drop: Magic Walnut (56%), Oblong Seed (21%), | | K: o | S: x | | | |
| Prime: DarkViz | Pedan Stone (15%), Demon Meat (8%) | | F: + | L: - | | | |
| Sub: Smell | Trap: F | | S: x | S: x | | | |
| ----- | | | B: + | U: + | | | |
| HP: 204 | L: 42 | BLACK: HP: 704 L: 142 | L: + | D: o | | | |
| Pow: 68 | Def: 32 | Agi: 48 | Pow: 168 | Def: 132 | Agi: 148 | A: x | J: o |
| Int: 60 | Mnd: 45 | Exp: 30 | Int: 160 | Mnd: 145 | Exp: 130 | M: o | G: - |

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|                |                                           |                       |          |          |          |      |      |
|----------------|-------------------------------------------|-----------------------|----------|----------|----------|------|------|
| 059            | Dullahan                                  | Jap: Dullahan Stalker | S: x     | _____    |          |      |      |
| -----          |                                           |                       | R: o     | W: +     |          |      |      |
| Type: Demon    | Drop: Dark Coin (56%), Oblong Seed (21%), |                       | K: o     | S: x     |          |      |      |
| Prime: DarkViz | Maia Lead (15%), Demon Meat (8%)          |                       | F: +     | L: -     |          |      |      |
| Sub: Smell     | Trap: G                                   |                       | S: x     | S: x     |          |      |      |
| -----          |                                           |                       | B: +     | U: +     |          |      |      |
| HP: 300        | L: 60                                     | BLACK: HP: 800 L: 160 | L: +     | D: o     |          |      |      |
| Pow: 78        | Def: 48                                   | Agi: 60               | Pow: 178 | Def: 148 | Agi: 160 | A: x | J: o |
| Int: 69        | Mnd: 47                                   | Exp: 46               | Int: 169 | Mnd: 147 | Exp: 146 | M: o | G: - |

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|----------------|--|-----------------------|----------|----------|----------|------|------|
| 060 | Wormwood | Jap: Lesser Demon | Rare | S: x | _____ | | |
| ----- | | | R: o | W: + | | | |
| Type: Demon | Drop: Honey Elixir (56%), Oblong Seed (21%), | | K: o | S: x | | | |
| Prime: DarkViz | Centaur Hide (15%), Demon Meat (8%) | | F: + | L: - | | | |
| Sub: Smell | Trap: H | | S: x | S: x | | | |
| ----- | | | B: + | U: + | | | |
| HP: 460 | L: 480 | BLACK: HP: 960 L: 580 | L: + | D: o | | | |
| Pow: 100 | Def: 69 | Agi: 77 | Pow: 200 | Def: 169 | Agi: 177 | A: x | J: o |
| Int: 102 | Mnd: 89 | Exp: 170 | Int: 202 | Mnd: 189 | Exp: 270 | M: o | G: - |

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|----------------|------------------------------------------------|-------------------|------|-------|
| 061            | Kid Dragon                                     | Jap: Petit Dragon | S: - | _____ |
| -----          |                                                |                   | R: x | W: x  |
| Type: Dragon   | Drop: Wisp Icon (50%), Long Seed (20%), Lizard |                   | K: x | S: x  |
| Prime: Hearing | Scale (13%), Dragon Meat (7%), Bubu Worm(10%)  |                   | F: o | L: o  |

|                         |                            |      |      |
|-------------------------|----------------------------|------|------|
| Sub: DayViz             | Trap: F                    | S: - | S: - |
| HP: 148 L: 52           | BLACK: HP: 648 L: 152      | L: o | D: - |
| Pow: 75 Def: 43 Agi: 46 | Pow: 175 Def: 143 Agi: 146 | A: - | J: - |
| Int: 69 Mnd: 48 Exp: 41 | Int: 169 Mnd: 148 Exp: 141 | M: x | G: o |

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|-------------------------|---|------|------|-------|
| 062 Sky Dragon | Jap: Sky Dragon | Rare | S: - | _____ |
| Type: Dragon | Drop: Honey Drink (56%), Long Seed (21%), | K: x | S: x | |
| Prime: Hearing | Pegasus Hide (15%), Dragon Meat (8%) | F: o | L: o | |
| Sub: DayViz | Trap: H | S: - | S: o | |
| HP: 236 L: 225 | BLACK: HP: 736 L: 325 | L: o | D: - | |
| Pow: 78 Def: 50 Agi: 55 | Pow: 178 Def: 150 Agi: 155 | A: - | J: - | |
| Int: 79 Mnd: 53 Exp: 75 | Int: 179 Mnd: 153 Exp: 175 | M: x | G: - | |

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|--------------------------|--------------------------------------------|------|------|-------|
| 063   Land Dragon        | Jap: Land Dragon                           | Rare | S: - | _____ |
| Type: Dragon             | Drop: Honey Elixir (56%), Long Seed (21%), | K: x | S: x |       |
| Prime: Hearing           | Dragon Scale (15%), Dragon Meat (8%)       | F: o | L: o |       |
| Sub: DayViz              | Trap: H                                    | S: - | S: - |       |
| HP: 343 L: 315           | BLACK: HP: 843 L: 415                      | L: o | D: - |       |
| Pow: 85 Def: 53 Agi: 60  | Pow: 185 Def: 153 Agi: 160                 | A: - | J: o |       |
| Int: 87 Mnd: 55 Exp: 110 | Int: 187 Mnd: 155 Exp: 210                 | M: x | G: x |       |

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|------------------------|---|------|-------|--|
| 064 Eye Spy | Jap: Eyespy | S: o | _____ | |
| Type: Oddball | Drop: Prestoveggie (56%), Crooked Seed (21%), | K: o | S: + | |
| Prime: DayViz | Marble (15%), Odd Meat (8%) | F: x | L: x | |
| Sub: Hearing | Trap: B | S: o | S: - | |
| HP: 48 L: 13 | BLACK: HP: 548 L: 113 | L: x | D: + | |
| Pow: 5 Def: 13 Agi: 10 | Pow: 105 Def: 113 Agi: 110 | A: o | J: - | |
| Int: 26 Mnd: 28 Exp: 8 | Int: 126 Mnd: 128 Exp: 108 | M: o | G: o | |

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|-------------------------|-------------------------------------------|------|-------|--|
| 065   Spiny Cone        | Jap: Wonder                               | S: o | _____ |  |
| Type: Oddball           | Drop: Blink Weed (56%), Light Coin (21%), | K: - | S: +  |  |
| Prime: DayViz           | Charcoal (15%), Odd Meat (8%)             | F: x | L: x  |  |
| Sub: Hearing            | Trap: D                                   | S: o | S: -  |  |
| HP: 92 L: 28            | BLACK: HP: 592 L: 128                     | L: x | D: +  |  |
| Pow: 41 Def: 29 Agi: 31 | Pow: 141 Def: 129 Agi: 131                | A: o | J: -  |  |
| Int: 40 Mnd: 16 Exp: 16 | Int: 140 Mnd: 116 Exp: 116                | M: - | G: o  |  |

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|-------------------------|---|------|-------|--|
| 066 Poto | Jap: Poto | S: o | _____ | |
| Type: Oddball | Drop: Moon Coin (56%), Wisp Icon (21%), Ash | K: o | S: + | |
| Prime: DayViz | Wood (15%), Odd Meat (8%) | F: x | L: x | |
| Sub: None | Trap: E | S: o | S: - | |
| HP: 176 L: 36 | BLACK: HP: 676 L: 136 | L: x | D: + | |
| Pow: 59 Def: 24 Agi: 52 | Pow: 159 Def: 124 Agi: 152 | A: o | J: - | |
| Int: 60 Mnd: 38 Exp: 25 | Int: 160 Mnd: 138 Exp: 125 | M: o | G: o | |

| | | | |
|-------------------------|--|------|-------|
| 067 Griffon Hand | Jap: Griffin Hand | S: o | _____ |
| ----- | | R: o | W: x |
| Type: Oddball | Drop: Chocolump (56%), Crooked Seed (21%), | K: o | S: + |
| Prime: Hearing | Animal Bone (15%), Odd Meat (8%) | F: x | L: x |
| Sub: None | Trap: F | S: o | S: - |
| ----- | | B: x | U: - |
| HP: 198 L: 33 | BLACK: HP: 698 L: 133 | L: x | D: + |
| Pow: 70 Def: 25 Agi: 68 | Pow: 170 Def: 125 Agi: 168 | A: o | J: - |
| Int: 27 Mnd: 28 Exp: 29 | Int: 127 Mnd: 128 Exp: 129 | M: o | G: o |

| | | | |
|-------------------------|---|------|-------|
| 068 Beholder | Jap: Boulder | S: o | _____ |
| ----- | | R: o | W: x |
| Type: Oddball | Drop: Magic Walnut (56%), Crooked Seed (21%), | K: o | S: + |
| Prime: DayViz | Dion Wood (15%), Odd Meat (8%) | F: x | L: x |
| Sub: Magic | Trap: G | S: o | S: - |
| ----- | | B: x | U: - |
| HP: 221 L: 52 | BLACK: HP: 721 L: 152 | L: x | D: + |
| Pow: 28 Def: 36 Agi: 45 | Pow: 128 Def: 136 Agi: 145 | A: o | J: - |
| Int: 72 Mnd: 77 Exp: 46 | Int: 178 Mnd: 177 Exp: 146 | M: o | G: o |

| | | | | |
|--------------------------|--|------|------|-------|
| 069 Springball | Jap: Banekujyako | Rare | S: o | _____ |
| ----- | | R: o | W: x | |
| Type: Oddball | Drop: Honey Drink (56%), Crooked Seed (21%), | K: o | S: + | |
| Prime: DayViz | Orihalcum (15%), Odd Meat (8%) | F: x | L: x | |
| Sub: None | Trap: H | S: o | S: - | |
| ----- | | B: x | U: - | |
| HP: 373 L: 378 | BLACK: HP: 873 L: 478 | L: x | D: + | |
| Pow: 90 Def: 58 Agi: 87 | Pow: 190 Def: 158 Agi: 187 | A: o | J: - | |
| Int: 62 Mnd: 83 Exp: 138 | Int: 162 Mnd: 183 Exp: 238 | M: o | G: o | |

| | | | | |
|----------------------------|--|------|------|-------|
| 070 Light Cyclops | Jap: Cyclops (Light) | Rare | S: o | _____ |
| ----- | | R: o | W: x | |
| Type: Demihuman | Drop: Jake Aerolite (92%), Tough Meat (8%) | K: o | S: + | |
| Prime: Smell | | F: o | L: o | |
| Sub: DayViz | Trap: H | S: o | S: o | |
| ----- | | B: o | U: o | |
| HP: 500 L: 700 | BLACK: HP: 999 L: 800 | L: o | D: o | |
| Pow: 120 Def: 105 Agi: 97 | Pow: 220 Def: 205 Agi: 197 | A: o | J: o | |
| Int: 110 Mnd: 115 Exp: 300 | Int: 210 Mnd: 115 Exp: 400 | M: o | G: o | |

| | | | | |
|----------------------------|--|------|------|-------|
| 071 Dark Cyclops | Jap: Cyclops (Dark) | Rare | S: o | _____ |
| ----- | | R: o | W: + | |
| Type: Demihuman | Drop: Jake Aerolite (92%), Tough Meat (8%) | K: o | S: x | |
| Prime: Smell | | F: o | L: o | |
| Sub: DayViz | Trap: H | S: o | S: o | |
| ----- | | B: o | U: o | |
| HP: 500 L: 700 | BLACK: HP: 999 L: 800 | L: o | D: o | |
| Pow: 120 Def: 105 Agi: 97 | Pow: 220 Def: 205 Agi: 197 | A: o | J: o | |
| Int: 110 Mnd: 115 Exp: 300 | Int: 210 Mnd: 115 Exp: 400 | M: o | G: o | |

| | | | | |
|--------------------|---|------|------|-------|
| 072 Moon Cyclops | Jap: Cyclops (Moon) | Rare | S: o | _____ |
| ----- | | R: o | W: o | |
| Type: Demihuman | Drop: Hal Aerolite (92%), Tough Meat (8%) | K: o | S: o | |

| | | | | |
|--------------|----------|----------|----------|----------|
| Prime: Smell | | | F: o | L: x |
| Sub: DayViz | Trap: H | | S: o | S: o |
| ----- | | | | |
| HP: 500 | L: 700 | BLACK: | HP: 999 | L: 800 |
| Pow: 120 | Def: 105 | Agi: 97 | Pow: 220 | Def: 205 |
| Int: 110 | Mnd: 115 | Exp: 300 | Int: 210 | Mnd: 215 |
| | | | Exp: 400 | M: o |
| | | | | G: o |

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|                    |                                           |          |          |          |
|--------------------|-------------------------------------------|----------|----------|----------|
| 073   Fire Cyclops | Jap: Cyclops (Fire)                       | Rare     | S: o     | _____    |
| -----              |                                           |          |          |          |
| Type: Demihuman    | Drop: Hal Aerolite (92%), Tough Meat (8%) |          | R: o     | W: o     |
| Prime: Smell       |                                           |          | K: o     | S: o     |
| Sub: DayViz        | Trap: H                                   |          | F: o     | L: o     |
| -----              |                                           |          |          |          |
| HP: 500            | L: 700                                    | BLACK:   | HP: 999  | L: 800   |
| Pow: 120           | Def: 105                                  | Agi: 97  | Pow: 220 | Def: 205 |
| Int: 110           | Mnd: 115                                  | Exp: 300 | Int: 210 | Mnd: 215 |
|                    |                                           |          | Exp: 400 | M: o     |
|                    |                                           |          |          | G: o     |

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|---------------------|--|----------|----------|----------|
| 074 Water Cyclops | Jap: Cyclops (Water) | Rare | S: o | _____ |
| ----- | | | | |
| Type: Demihuman | Drop: Ankh Aerolite (92%), Tough Meat (8%) | | R: o | W: o |
| Prime: Smell | | | K: o | S: o |
| Sub: DayViz | Trap: H | | F: o | L: o |
| ----- | | | | |
| HP: 500 | L: 700 | BLACK: | HP: 999 | L: 800 |
| Pow: 120 | Def: 105 | Agi: 97 | Pow: 220 | Def: 205 |
| Int: 110 | Mnd: 115 | Exp: 300 | Int: 210 | Mnd: 215 |
| | | | Exp: 400 | M: o |
| | | | | G: o |

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|                    |                                            |          |          |          |
|--------------------|--------------------------------------------|----------|----------|----------|
| 075   Wood Cyclops | Jap: Cyclops (Tree)                        | Rare     | S: o     | _____    |
| -----              |                                            |          |          |          |
| Type: Demihuman    | Drop: Ankh Aerolite (92%), Tough Meat (8%) |          | R: o     | W: o     |
| Prime: Smell       |                                            |          | K: o     | S: o     |
| Sub: DayViz        | Trap: H                                    |          | F: o     | L: +     |
| -----              |                                            |          |          |          |
| HP: 500            | L: 700                                     | BLACK:   | HP: 999  | L: 800   |
| Pow: 120           | Def: 105                                   | Agi: 97  | Pow: 220 | Def: 205 |
| Int: 110           | Mnd: 115                                   | Exp: 300 | Int: 210 | Mnd: 215 |
|                    |                                            |          | Exp: 400 | M: o     |
|                    |                                            |          |          | G: o     |

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|--------------------|---|----------|----------|----------|
| 076 Wind Cyclops | Jap: Cyclops (Wind) | Rare | S: o | _____ |
| ----- | | | | |
| Type: Demihuman | Drop: Vinek Aerolite (92%), Tough Meat (8%) | | R: o | W: o |
| Prime: Smell | | | K: o | S: o |
| Sub: DayViz | Trap: H | | F: o | L: o |
| ----- | | | | |
| HP: 500 | L: 700 | BLACK: | HP: 999 | L: 800 |
| Pow: 120 | Def: 105 | Agi: 97 | Pow: 220 | Def: 205 |
| Int: 110 | Mnd: 115 | Exp: 300 | Int: 210 | Mnd: 215 |
| | | | Exp: 400 | M: o |
| | | | | G: + |

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|                     |                                             |          |          |          |
|---------------------|---------------------------------------------|----------|----------|----------|
| 077   Earth Cyclops | Jap: Cyclops (Earth)                        | Rare     | S: o     | _____    |
| -----               |                                             |          |          |          |
| Type: Demihuman     | Drop: Vinek Aerolite (92%), Tough Meat (8%) |          | R: o     | W: o     |
| Prime: Smell        |                                             |          | K: o     | S: o     |
| Sub: DayViz         | Trap: H                                     |          | F: o     | L: o     |
| -----               |                                             |          |          |          |
| HP: 500             | L: 700                                      | BLACK:   | HP: 999  | L: 800   |
| Pow: 120            | Def: 105                                    | Agi: 97  | Pow: 220 | Def: 205 |
| Int: 110            | Mnd: 115                                    | Exp: 300 | Int: 210 | Mnd: 215 |
|                     |                                             |          | Exp: 400 | M: o     |
|                     |                                             |          |          | J: +     |



| Int: 110 Mnd: 115 Exp: 300 | Int: 210 Mnd: 215 Exp: 400 |M: o G: x|  
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| 078 | Ghostum | Jap: Ghost |S: x |\_\_\_\_\_
-----|R: x W: +|
| Type: Undead | Drop: Dark Coin (43%), Small Seed (40%), Jadd |K: x S: x|
| Prime: Life | Hemp (9%), Rotten Meat (8%) |F: x L: o|
| Sub: Hearing | Trap: G |S: x S: o|
-----|B: x U: -|
| HP: 245 L: 49 | BLACK: HP: 745 L: 149 |L: x D: -|
| Pow: 21 Def: 30 Agi: 57 | Pow: 121 Def: 130 Agi: 157 |A: x J: o|
| Int: 72 Mnd: 54 Exp: 48 | Int: 172 Mnd: 154 Exp: 148 |M: x G: -|
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| 079 | Bonny Matango | Jap: Darth Matango |S: + |\_\_\_\_\_  
-----|R: x W: x|  
| Type: Flora | Drop: Prestoveggie (56%), Oblong Seed (21%), |K: x S: +|  
| Prime: Smell | Mistletoe (15%), Thin Meat (8%) |F: - L: +|  
| Sub: DayViz | Trap: H |S: + S: o|  
-----|B: - U: -|  
| HP: 312 L: 60 | BLACK: HP: 812 L: 160 |L: - D: x|  
| Pow: 71 Def: 38 Agi: 58 | Pow: 171 Def: 138 Agi: 158 |A: + J: o|  
| Int: 65 Mnd: 43 Exp: 50 | Int: 165 Mnd: 143 Exp: 150 |M: x G: -|  
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| 080 | Ache Cone | Jap: Moon Wonder |S: o |\_\_\_\_\_
-----|R: - W: x|
| Type: Oddball | Drop: Luna Icon (56%), Wind Coin (21%), Dion |K: - S: +|
| Prime: DayViz | Wood (15%), Odd Meat (8%) |F: x L: x|
| Sub: None | Trap: H |S: o S: -|
-----|B: x U: -|
| HP: 305 L: 55 | BLACK: HP: 805 L: 155 |L: x D: +|
| Pow: 69 Def: 57 Agi: 61 | Pow: 169 Def: 157 Agi: 161 |A: o J: -|
| Int: 68 Mnd: 40 Exp: 50 | Int: 168 Mnd: 140 Exp: 150 |M: - G: o|
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| 081 | Earth Basilisk | Jap: Earth Basilisk |S: + |\_\_\_\_\_  
-----|R: - W: -|  
| Type: Reptile | Drop: Stardust Herb (56%), Crooked Seed (21%), |K: - S: o|  
| Prime: Hearing | Lizard Scale (15%), Lizard Meat (8%) |F: o L: o|  
| Sub: DayViz | Trap: H |S: + S: +|  
-----|B: o U: x|  
| HP: 324 L: 57 | BLACK: HP: 824 L: 157 |L: o D: -|  
| Pow: 72 Def: 35 Agi: 56 | Pow: 172 Def: 135 Agi: 156 |A: + J: o|  
| Int: 59 Mnd: 38 Exp: 50 | Int: 159 Mnd: 138 Exp: 150 |M: - G: -|  
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| 082 | Rabillion | Jap: Rabi Lion |S: o |\_\_\_\_\_
-----|R: o W: -|
| Type: Fauna | Drop: Gumdrop (50%), Round Seed (20%), Baobab |K: o S: o|
| Prime: Smell | Wood (13%), Animal Meat (7%), Glittering |F: o L: -|
| Sub: None | Armor (10%) Trap: C |S: o S: -|
-----|B: o U: o|
| HP: 73 L: 16 | BLACK: HP: 573 L: 116 |L: o D: o|
| Pow: 29 Def: 16 Agi: 27 | Pow: 129 Def: 116 Agi: 127 |A: o J: +|
| Int: 18 Mnd: 15 Exp: 9 | Int: 118 Mnd: 115 Exp: 109 |M: o G: x|
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| 083 | Assassinant | Jap: Assassin Bug |S: - |\_\_\_\_\_  
-----|R: + W: -|

|              |                                            |                |          |
|--------------|--------------------------------------------|----------------|----------|
| Type: Insect | Drop: Prestoveggie (50%), Long Seed (20%), | K: +           | S: -     |
| Prime: Smell | Sultan Silk (13%), Insect Meat (7%),       | F: -           | L: o     |
| Sub: Hearing | Honey (10%) Trap: D                        | S: -           | S: o     |
| -----        |                                            |                |          |
| HP: 105      | L: 25                                      | BLACK: HP: 605 | L: 125   |
| Pow: 39      | Def: 19                                    | Agi: 45        | Pow: 139 |
| Int: 24      | Mnd: 24                                    | Exp: 16        | Int: 124 |
|              |                                            | Mnd: 124       | Exp: 116 |
|              |                                            | M: +           | G: x     |

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| | | | |
|--------------------|---|----------------|----------|
| 084 Killer Pansy | Jap: Blood Pansy | S: + | _____ |
| ----- | | | |
| Type: Flora | Drop: Potent Posy (56%), Oblong Seed (21%), | K: x | S: + |
| Prime: Hearing | Jadd Hemp (15%), Thin Meat (8%) | F: - | L: + |
| Sub: None | Trap: D | S: + | S: o |
| ----- | | | |
| HP: 116 | L: 27 | BLACK: HP: 616 | L: 127 |
| Pow: 40 | Def: 20 | Agi: 31 | Pow: 140 |
| Int: 34 | Mnd: 21 | Exp: 17 | Int: 134 |
| | | Mnd: 121 | Exp: 117 |
| | | M: x | G: - |

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|                    |                                             |                |          |
|--------------------|---------------------------------------------|----------------|----------|
| 085   Duck General | Jap: Duck General                           | S: o           | _____    |
| -----              |                                             |                |          |
| Type: Demihuman    | Drop: Light Coin (56%), Crooked Seed (21%), | K: o           | S: -     |
| Prime: DayViz      | Gator Skin (15%), Tough Meat (8%)           | F: o           | L: -     |
| Sub: None          | Trap: E                                     | S: o           | S: -     |
| -----              |                                             |                |          |
| HP: 155            | L: 31                                       | BLACK: HP: 655 | L: 131   |
| Pow: 53            | Def: 34                                     | Agi: 41        | Pow: 153 |
| Int: 43            | Mnd: 24                                     | Exp: 20        | Int: 143 |
|                    |                                             | Mnd: 124       | Exp: 120 |
|                    |                                             | M: o           | G: +     |

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| | | | |
|---------------------|--|----------------|----------|
| 086 Turtle Shelly | Jap: Turtle Knight | S: o | _____ |
| ----- | | | |
| Type: Demihuman | Drop: Chocolump (56%), Small Seed (15%), | K: o | S: - |
| Prime: Hearing | Black Bone (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: H | S: o | S: - |
| ----- | | | |
| HP: 375 | L: 60 | BLACK: HP: 875 | L: 160 |
| Pow: 85 | Def: 50 | Agi: 55 | Pow: 185 |
| Int: 72 | Mnd: 48 | Exp: 51 | Int: 172 |
| | | Mnd: 148 | Exp: 151 |
| | | M: o | G: + |

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|                 |                                                |                |          |
|-----------------|------------------------------------------------|----------------|----------|
| 087   Mean Mask | Jap: Satan Head                                | S: x           | _____    |
| -----           |                                                |                |          |
| Type: Demon     | Drop: Salamander Icon (56%), Oblong Seed (21%) | K: o           | S: x     |
| Prime: DarkViz  | Fossil (15%), Demon Meat (8%)                  | F: +           | L: -     |
| Sub: Smell      | Trap: H                                        | S: x           | S: x     |
| -----           |                                                |                |          |
| HP: 345         | L: 67                                          | BLACK: HP: 845 | L: 167   |
| Pow: 40         | Def: 43                                        | Agi: 63        | Pow: 140 |
| Int: 77         | Mnd: 82                                        | Exp: 52        | Int: 177 |
|                 |                                                | Mnd: 182       | Exp: 152 |
|                 |                                                | M: o           | G: -     |

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| | | | |
|----------------|---|----------------|--------|
| 088 Voo Doll | Jap: Blood Doll | S: - | _____ |
| ----- | | | |
| Type: Magicali | Drop: Wood Coin (56%), Round Seed (21%), Dion | K: + | S: o |
| Prime: Magic | Wood (15%), Magicali Meat (8%) | F: x | L: + |
| Sub: DayViz | Trap: G | S: - | S: o |
| ----- | | | |
| HP: 294 | L: 45 | BLACK: HP: 794 | L: 145 |
| | | L: x | D: x |

| Pow: 76 Def: 38 Agi: 51 | Pow: 176 Def: 138 Agi: 151 |A: - J: -|
| Int: 68 Mnd: 44 Exp: 47 | Int: 168 Mnd: 144 Exp: 147 |M: + G: o|
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| 089 | Shamanion | Jap: Evil Shaman |S: o |\_\_\_\_\_  
|-----|-----|-----|R: o W: -|  
| Type: Demihuman | Drop: Magic Walnut (56%), Fire Coin (21%), |K: o S: -|  
| Prime: Magic | Mythril Silver (15%), Tough Meat (8%) |F: o L: -|  
| Sub: DayViz | Trap: H |S: o S: -|  
|-----|-----|-----|B: o U: o|  
| HP: 317 L: 61 | BLACK: HP: 817 L: 161 |L: o D: o|  
| Pow: 78 Def: 40 Agi: 57 | Pow: 178 Def: 140 Agi: 157 |A: o J: x|  
| Int: 79 Mnd: 80 Exp: 51 | Int: 179 Mnd: 180 Exp: 151 |M: o G: +|  
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| 090 | Killafish | Jap: Killer Fish |S: - |\_\_\_\_\_
|-----|-----|-----|R: - W: -|
| Type: Aquan | Drop: Undine Icon (56%), Spiny Seed (21%), |K: - S: -|
| Prime: Hearing | Fish Scale (15%), Fish Meat (8%) |F: o L: -|
| Sub: None | Trap: F |S: - S: +|
|-----|-----|-----|B: o U: x|
| HP: 188 L: 37 | BLACK: HP: 688 L: 137 |L: o D: o|
| Pow: 61 Def: 32 Agi: 56 | Pow: 161 Def: 132 Agi: 156 |A: - J: o|
| Int: 49 Mnd: 30 Exp: 31 | Int: 149 Mnd: 130 Exp: 131 |M: - G: -|
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| 091 | Copper Knight | Jap: Hell Knight |S: o |\_\_\_\_\_  
|-----|-----|-----|R: o W: -|  
| Type: Demihuman | Drop: Luna Icon (56%), Small Seed (21%), Maia |K: o S: -|  
| Prime: Hearing | Lead (15%), Tough Meat (8%) |F: o L: -|  
| Sub: DayViz | Trap: G |S: o S: -|  
|-----|-----|-----|B: o U: o|  
| HP: 318 L: 57 | BLACK: HP: 818 L: 157 |L: o D: o|  
| Pow: 85 Def: 44 Agi: 55 | Pow: 185 Def: 144 Agi: 155 |A: o J: x|  
| Int: 71 Mnd: 42 Exp: 47 | Int: 171 Mnd: 142 Exp: 147 |M: o G: +|  
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| 092 | Cherry Slime | Jap: Red Slime |S: x |\_\_\_\_\_
|-----|-----|-----|R: x W: +|
| Type: Amorph | Drop: Fire Coin (56%), Round Seed (21%), |K: x S: x|
| Prime: Smell | Animal Bone (15%), Morph Meat (8%) |F: o L: x|
| Sub: None | Trap: D |S: x S: x|
|-----|-----|-----|B: o U: +|
| HP: 121 L: 27 | BLACK: HP: 621 L: 127 |L: o D: +|
| Pow: 50 Def: 41 Agi: 48 | Pow: 150 Def: 141 Agi: 148 |A: x J: -|
| Int: 22 Mnd: 19 Exp: 19 | Int: 122 Mnd: 119 Exp: 119 |M: x G: o|
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| 093 | Anthrosect | Jap: Insectridar |S: o |\_\_\_\_\_  
|-----|-----|-----|R: o W: -|  
| Type: Demihuman | Drop: Jinn Icon (56%), Flat Seed (21%), Jadd |K: o S: -|  
| Prime: Smell | Hemp (15%), Tough Meat (8%) |F: o L: -|  
| Sub: DayViz | Trap: E |S: o S: -|  
|-----|-----|-----|B: o U: o|  
| HP: 142 L: 24 | BLACK: HP: 642 L: 124 |L: o D: o|  
| Pow: 60 Def: 18 Agi: 57 | Pow: 160 Def: 118 Agi: 157 |A: o J: x|  
| Int: 42 Mnd: 20 Exp: 21 | Int: 142 Mnd: 120 Exp: 121 |M: o G: +|  
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| 094 | Chobin Hoodlum | Jap: Porobin Foot |S: o |\_\_\_\_\_
|-----|-----|-----|R: o W: -|

| | | | |
|-----------------|--|----------------|----------|
| ----- | | R: o | W: - |
| Type: Demihuman | Drop: Wind Coin (56%), Big Seed (21%), | K: o | S: - |
| Prime: Smell | Charcoal (15%), Tough Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: E | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 138 | L: 30 | BLACK: HP: 638 | L: 130 |
| Pow: 56 | Def: 21 | Agi: 47 | Pow: 156 |
| Def: 21 | Agi: 47 | Pow: 156 | Def: 121 |
| Agi: 47 | Pow: 156 | Def: 121 | Agi: 147 |
| Int: 44 | Mnd: 22 | Exp: 20 | Int: 144 |
| Mnd: 22 | Exp: 20 | Int: 144 | Mnd: 122 |
| Exp: 20 | Int: 144 | Mnd: 122 | Exp: 120 |
| ~~~~~ | | M: o | G: + |

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|-----------------|--|---------------------|----------|--|
| 095 | Petit Poseidon | Jap: Petit Poseidon | S: o | |
| ----- | | R: o | W: - | |
| Type: Demihuman | Drop: Chocolump (56%), Spiny Seed (21%), Pedan | K: o | S: - | |
| Prime: Hearing | Stone (15%), Tough Meat (8%) | F: o | L: - | |
| Sub: DayViz | Trap: H | S: o | S: - | |
| ----- | | B: o | U: o | |
| HP: 350 | L: 60 | BLACK: HP: 850 | L: 160 | |
| Pow: 80 | Def: 48 | Agi: 60 | Pow: 180 | |
| Def: 48 | Agi: 60 | Pow: 180 | Def: 148 | |
| Agi: 60 | Pow: 180 | Def: 148 | Agi: 160 | |
| Int: 71 | Mnd: 51 | Exp: 51 | Int: 171 | |
| Mnd: 51 | Exp: 51 | Int: 171 | Mnd: 151 | |
| Exp: 51 | Int: 171 | Mnd: 151 | Exp: 151 | |
| ~~~~~ | | M: o | G: + | |

| | | | | |
|-----------------|--|-------------------|----------|--|
| 096 | Goblin Guard | Jap: Goblin Guard | S: o | |
| ----- | | R: o | W: - | |
| Type: Demihuman | Drop: Gumdrop (56%), Round Seed (21%), | K: o | S: - | |
| Prime: Smell | Obsidian (15%), Tough Meat (8%) | F: o | L: - | |
| Sub: DarkViz | Trap: E | S: o | S: - | |
| ----- | | B: o | U: o | |
| HP: 160 | L: 25 | BLACK: HP: 660 | L: 125 | |
| Pow: 62 | Def: 35 | Agi: 34 | Pow: 162 | |
| Def: 35 | Agi: 34 | Pow: 162 | Def: 135 | |
| Agi: 34 | Pow: 162 | Def: 135 | Agi: 134 | |
| Int: 41 | Mnd: 19 | Exp: 21 | Int: 141 | |
| Mnd: 19 | Exp: 21 | Int: 141 | Mnd: 119 | |
| Exp: 21 | Int: 141 | Mnd: 119 | Exp: 121 | |
| ~~~~~ | | M: o | G: + | |

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|--------------|---|------------------|----------|------|
| 097 | Skull Drake | Jap: Skull Drake | S: - | |
| ----- | | R: - | W: + | |
| Type: Undead | Drop: Earth Coin (50%), Small Seed (20%), | K: - | S: x | |
| Prime: Life | Ash Wood (13%), Rotten Meat (7%), | F: - | L: o | |
| Sub: Hearing | Moondrop (10%) | Trap: F | S: - | S: o |
| ----- | | B: - | U: - | |
| HP: 213 | L: 42 | BLACK: HP: 713 | L: 142 | |
| Pow: 68 | Def: 24 | Agi: 67 | Pow: 168 | |
| Def: 24 | Agi: 67 | Pow: 168 | Def: 124 | |
| Agi: 67 | Pow: 168 | Def: 124 | Agi: 167 | |
| Int: 55 | Mnd: 32 | Exp: 40 | Int: 155 | |
| Mnd: 32 | Exp: 40 | Int: 155 | Mnd: 132 | |
| Exp: 40 | Int: 155 | Mnd: 132 | Exp: 140 | |
| ~~~~~ | | M: - | G: - | |

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|----------------|--|-------------------|----------|--|
| 098 | Kaiser Mimic | Jap: Kaiser Mimic | S: - | |
| ----- | | R: + | W: - | |
| Type: Magicali | Drop: Wood Coin (56%), Round Seed (21%), | K: + | S: o | |
| Prime: Magic | Lorimar Iron (15%), Magicali Meat (8%) | F: x | L: + | |
| Sub: DayViz | Trap: None | S: - | S: o | |
| ----- | | B: x | U: - | |
| HP: 235 | L: 60 | BLACK: HP: 735 | L: 160 | |
| Pow: 70 | Def: 50 | Agi: 43 | Pow: 170 | |
| Def: 50 | Agi: 43 | Pow: 170 | Def: 150 | |
| Agi: 43 | Pow: 170 | Def: 150 | Agi: 143 | |
| Int: 72 | Mnd: 48 | Exp: 38 | Int: 172 | |
| Mnd: 48 | Exp: 38 | Int: 172 | Mnd: 148 | |
| Exp: 38 | Int: 172 | Mnd: 148 | Exp: 138 | |
| ~~~~~ | | M: + | G: o | |

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|--------------|---|----------------|------|--|
| 099 | Snowy Rabite | Jap: Snow Rabi | S: o | |
| ----- | | R: o | W: - | |
| Type: Fauna | Drop: Gumdrop (56%), Round Seed (21%), Animal | K: o | S: o | |
| Prime: Smell | Bone (15%), Animal Meat (8%) | F: o | L: - | |
| Sub: None | Trap: E | S: o | S: o | |
| ----- | | B: o | U: - | |

| | | | | | | | |
|---------|---------|---------|----------|----------|----------|------|------|
| HP: 148 | L: 24 | BLACK: | HP: 648 | L: 124 | L: o | D: o | |
| Pow: 56 | Def: 27 | Agi: 40 | Pow: 156 | Def: 127 | Agi: 140 | A: o | J: + |
| Int: 23 | Mnd: 16 | Exp: 22 | Int: 123 | Mnd: 116 | Exp: 122 | M: o | G: x |

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|                |                                             |                |      |       |
|----------------|---------------------------------------------|----------------|------|-------|
| 100            | Ice Leech                                   | Jap: Ice Leech | S: - | _____ |
| -----          |                                             |                | R: - | W: -  |
| Type: Aquan    | Drop: Prestoveggie (56%), Spiny Seed (21%), |                | K: - | S: -  |
| Prime: Hearing | Elephant Tusk (15%), Fish Meat (8%)         |                | F: o | L: -  |
| Sub: None      | Trap: E                                     |                | S: - | S: +  |
| -----          |                                             |                | B: o | U: x  |

|         |         |         |          |          |          |      |      |
|---------|---------|---------|----------|----------|----------|------|------|
| HP: 162 | L: 27   | BLACK:  | HP: 662  | L: 127   | L: o     | D: o |      |
| Pow: 58 | Def: 29 | Agi: 52 | Pow: 158 | Def: 129 | Agi: 152 | A: - | J: o |
| Int: 42 | Mnd: 24 | Exp: 23 | Int: 142 | Mnd: 124 | Exp: 123 | M: - | G: - |

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|----------------|---|-----------------|------|-------|
| 101 | Dark Batmo | Jap: Dark Batum | S: - | _____ |
| ----- | | | R: - | W: + |
| Type: Fowl | Drop: Stardust Herb (56%), Flat Seed (21%), | | K: - | S: x |
| Prime: DarkViz | Sultan Silk (15%), Bird Meat (8%) | | F: + | L: - |
| Sub: None | Trap: E | | S: - | S: o |
| ----- | | | B: + | U: - |

| | | | | | | | |
|---------|---------|---------|----------|----------|----------|------|------|
| HP: 135 | L: 25 | BLACK: | HP: 635 | L: 125 | L: + | D: o | |
| Pow: 59 | Def: 28 | Agi: 78 | Pow: 159 | Def: 128 | Agi: 178 | A: - | J: x |
| Int: 40 | Mnd: 35 | Exp: 24 | Int: 140 | Mnd: 135 | Exp: 124 | M: - | G: + |

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|                |                                             |                      |      |       |
|----------------|---------------------------------------------|----------------------|------|-------|
| 102            | Tanpole                                     | Jap: Pakkuri Tadpole | S: + | _____ |
| -----          |                                             |                      | R: - | W: -  |
| Type: Reptile  | Drop: Water Coin (56%), Crooked Seed (21%), |                      | K: - | S: o  |
| Prime: Hearing | Fish Scale (15%), Lizard Meat (8%)          |                      | F: o | L: o  |
| Sub: DayViz    | Trap: E                                     |                      | S: + | S: +  |
| -----          |                                             |                      | B: o | U: x  |

|         |         |         |          |          |          |      |      |
|---------|---------|---------|----------|----------|----------|------|------|
| HP: 167 | L: 24   | BLACK:  | HP: 667  | L: 124   | L: o     | D: - |      |
| Pow: 61 | Def: 31 | Agi: 42 | Pow: 161 | Def: 131 | Agi: 142 | A: + | J: o |
| Int: 43 | Mnd: 30 | Exp: 25 | Int: 143 | Mnd: 130 | Exp: 125 | M: - | G: - |

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|----------------|--|--------------------|------|-------|
| 103 | Dragodon | Jap: Pakkun Dragon | S: + | _____ |
| ----- | | | R: - | W: - |
| Type: Reptile | Drop: Undine Icon (56%), Crooked Seed (21%), | | K: - | S: o |
| Prime: Hearing | Lizard Scale (15%), Lizard Meat (8%) | | F: o | L: o |
| Sub: DayViz | Trap: E | | S: + | S: + |
| ----- | | | B: o | U: x |

| | | | | | | | |
|---------|---------|---------|----------|----------|----------|------|------|
| HP: 182 | L: 30 | BLACK: | HP: 682 | L: 130 | L: o | D: - | |
| Pow: 67 | Def: 36 | Agi: 47 | Pow: 167 | Def: 136 | Agi: 147 | A: + | J: o |
| Int: 48 | Mnd: 36 | Exp: 26 | Int: 148 | Mnd: 136 | Exp: 126 | M: - | G: - |

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|               |                                              |                    |      |       |
|---------------|----------------------------------------------|--------------------|------|-------|
| 104           | Pricklebeak                                  | Jap: Cockatoo Bird | S: - | _____ |
| -----         |                                              |                    | R: - | W: x  |
| Type: Fowl    | Drop: Jinn Icon (56%), Flat Seed (21%), Jadd |                    | K: - | S: +  |
| Prime: DayViz | Hemp (15%), Bird Meat (8%)                   |                    | F: + | L: -  |
| Sub: None     | Trap: F                                      |                    | S: - | S: o  |
| -----         |                                              |                    | B: + | U: -  |

|         |         |         |          |          |          |      |      |
|---------|---------|---------|----------|----------|----------|------|------|
| HP: 167 | L: 31   | BLACK:  | HP: 667  | L: 131   | L: +     | D: o |      |
| Pow: 62 | Def: 25 | Agi: 81 | Pow: 162 | Def: 125 | Agi: 181 | A: - | J: x |
| Int: 45 | Mnd: 30 | Exp: 27 | Int: 145 | Mnd: 130 | Exp: 127 | M: - | G: + |

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|-------------------------|---|------|-------|
| 105 Night Sniper | Jap: Night Sniper | S: - | _____ |
| ----- | | R: - | W: + |
| Type: Fowl | Drop: Stardust Herb (56%), Flat Seed (21%), | K: - | S: x |
| Prime: DarkViz | Obsidian (15%), Bird Meat (8%) | F: + | L: - |
| Sub: None | Trap: F | S: - | S: o |
| ----- | | B: + | U: - |
| HP: 181 L: 33 | BLACK: HP: 681 L: 133 | L: + | D: o |
| Pow: 60 Def: 32 Agi: 52 | Pow: 160 Def: 132 Agi: 152 | A: - | J: x |
| Int: 48 Mnd: 34 Exp: 27 | Int: 148 Mnd: 134 Exp: 127 | M: - | G: + |
| ~~~~~ | | | |

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|-------------------------|---|------|-------|
| 106 Gremlin | Jap: Gremlin | S: x | _____ |
| ----- | | R: o | W: + |
| Type: Demon | Drop: Dark Coin (56%), Oblong Seed (21%), | K: o | S: x |
| Prime: DarkViz | Pedan Stone (15%), Demon Meat (8%) | F: + | L: - |
| Sub: Smell | Trap: F | S: x | S: x |
| ----- | | B: + | U: + |
| HP: 158 L: 37 | BLACK: HP: 658 L: 137 | L: + | D: o |
| Pow: 64 Def: 33 Agi: 58 | Pow: 164 Def: 133 Agi: 158 | A: x | J: o |
| Int: 55 Mnd: 48 Exp: 28 | Int: 155 Mnd: 148 Exp: 128 | M: o | G: - |
| ~~~~~ | | | |

| | | | |
|-------------------------|--|------|-------|
| 107 Clincher Crab | Jap: Metal Crab | S: - | _____ |
| ----- | | R: - | W: - |
| Type: Aquan | Drop: Stardust Herb (56%), Spiny Seed (21%), | K: - | S: - |
| Prime: Hearing | Granz Steel (15%), Fish Meat (8%) | F: o | L: - |
| Sub: None | Trap: F | S: - | S: + |
| ----- | | B: o | U: x |
| HP: 198 L: 22 | BLACK: HP: 698 L: 122 | L: o | D: o |
| Pow: 68 Def: 41 Agi: 52 | Pow: 168 Def: 141 Agi: 152 | A: - | J: o |
| Int: 52 Mnd: 28 Exp: 31 | Int: 152 Mnd: 128 Exp: 131 | M: - | G: - |
| ~~~~~ | | | |

| | | | |
|-------------------------|--|------|-------|
| 108 Taxibird | Jap: ChloroFowl | S: - | _____ |
| ----- | | R: - | W: x |
| Type: Fowl | Drop: Wind Coin (56%), Citrusquid (21%), | K: - | S: + |
| Prime: DayViz | Pedan Stone (15%), Bird Meat (8%) | F: + | L: - |
| Sub: None | Trap: F | S: - | S: o |
| ----- | | B: + | U: - |
| HP: 211 L: 34 | BLACK: HP: 711 L: 134 | L: + | D: o |
| Pow: 66 Def: 33 Agi: 65 | Pow: 166 Def: 133 Agi: 165 | A: - | J: x |
| Int: 58 Mnd: 40 Exp: 32 | Int: 158 Mnd: 140 Exp: 132 | M: - | G: + |
| ~~~~~ | | | |

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|-------------------------|---|------|-------|
| 109 Knollbear | Jap: Needlion | S: o | _____ |
| ----- | | R: o | W: - |
| Type: Fauna | Drop: Gnome Icon (56%), Round Seed (21%), | K: o | S: o |
| Prime: Hearing | Animal Hide (15%), Animal Meat (8%) | F: o | L: - |
| Sub: DayViz | Trap: F | S: o | S: - |
| ----- | | B: o | U: o |
| HP: 227 L: 33 | BLACK: HP: 727 L: 133 | L: o | D: o |
| Pow: 67 Def: 38 Agi: 71 | Pow: 167 Def: 138 Agi: 171 | A: o | J: + |
| Int: 55 Mnd: 26 Exp: 34 | Int: 155 Mnd: 126 Exp: 134 | M: o | G: x |
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|----------------|-------------------------------------|------|-------|
| 110 Grumpkin | Jap: Grenade Bomb | S: + | _____ |
| ----- | | R: x | W: x |
| Type: Flora | Drop: Gumdrop (56%), Bumpkin (21%), | K: x | S: + |
| Prime: Hearing | Obsidian (15%), Thin Meat (8%) | F: - | L: + |
| Sub: None | Trap: F | S: + | S: o |

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-----|B: -   U: -|
HP: 258   L: 43	BLACK:   HP: 558   L: 143	L: -   D: x
Pow: 65  Def: 32  Agi: 62	Pow: 165  Def: 132  Agi: 162	A: +   J: o
Int: 72  Mnd: 31  Exp: 34	Int: 172  Mnd: 131  Exp: 134	M: x   G: -
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-----|S: -   |_____|
| 111 | Flame Moth           | Jap: Fire Moth           |R: +   W: -|
-----|K: +   S: -|
| Type: Insect           | Drop: Stardust Herb (36%), Earth Coin (36%), |F: -   L: o|
| Prime: Smell           | Gnome Icon (20%), Insect Meat (8%)         |S: -   S: -|
| Sub: Hearing            | Trap: F                   |B: -   U: o|
-----|L: -   D: -|
| HP: 184   L: 42           | BLACK:   HP: 684   L: 142   |A: -   J: +|
| Pow: 28  Def: 25  Agi: 74 | Pow: 128  Def: 125  Agi: 174  |M: +   G: x|
| Int: 53  Mnd: 50  Exp: 34 | Int: 153  Mnd: 150  Exp: 134  |
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-----|S: x   |_____|
| 112 | Ghoul                 | Jap: Ghoul                 |R: x   W: +|
-----|K: x   S: x|
Type: Undead	Drop: Chocolump (56%), Small Seed (21%),	F: x   L: o
Prime: Life	Obsidian (15%), Rotten Meat (8%)	S: x   S: o
Sub: Hearing	Trap: F	B: x   U: -
-----	L: x   D: -	
HP: 263   L: 36	BLACK:   HP: 763   L: 136	A: x   J: o
Pow: 75  Def: 31  Agi: 43	Pow: 175  Def: 131  Agi: 143	M: x   G: -
Int: 59  Mnd: 36  Exp: 37	Int: 159  Mnd: 136  Exp: 137	
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-----|S: x   |_____|
| 113 | Bloody Bjorn          | Jap: Bloody Bone          |R: x   W: +|
-----|K: x   S: x|
| Type: Undead           | Drop: Shade Icon (56%), Small Seed (21%),   |F: x   L: o|
| Prime: Life            | Obsidian (15%), Undead (8%)              |S: x   S: o|
| Sub: Hearing            | Trap: F                   |B: x   U: -|
-----|L: x   D: -|
| HP: 216   L: 36           | BLACK:   HP: 716   L: 136   |A: x   J: o|
| Pow: 73  Def: 28  Agi: 72 | Pow: 173  Def: 128  Agi: 172  |M: x   G: -|
| Int: 45  Mnd: 38  Exp: 37 | Int: 145  Mnd: 138  Exp: 137  |
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-----|S: x   |_____|
| 114 | Shadow Zed            | Jap: Shadow Zero One     |R: x   W: +|
-----|K: x   S: x|
Type: Amorph	Drop: Stardust Herb (56%), Big Seed (21%),	F: o   L: x
Prime: Smell	Altena Alloy (15%), Morph Meat (8%)	S: x   S: x
Sub: None	Trap: F	B: o   U: +
-----	L: o   D: +	
HP: 143   L: 22	BLACK:   HP: 643   L: 122	A: x   J: -
Pow: 67  Def: 10  Agi: 92	Pow: 167  Def: 110  Agi: 192	M: x   G: o
Int: 70  Mnd: 80  Exp: 38	Int: 170  Mnd: 180  Exp: 138	
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-----|S: -   |_____|
| 115 | Hoppin' Tick          | Jap: Raster                |R: o   W: -|
-----|K: o   S: -|
| Type: Insect           | Drop: Undine Icon (56%), Long Seed (21%),  |F: -   L: o|
| Prime: Smell           | Pedan Stone (15%), Insect Meat (8%)       |S: -   S: o|
| Sub: Hearing            | Trap: F                   |B: -   U: -|
-----|L: -   D: -|
| HP: 235   L: 46           | BLACK:   HP: 735   L: 146   |A: -   J: +|
| Pow: 70  Def: 27  Agi: 81 | Pow: 170  Def: 127  Agi: 181  |M: o   G: x|
| Int: 62  Mnd: 43  Exp: 39 | Int: 162  Mnd: 143  Exp: 139  |
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|---------------|---|-----------------------|----------|----------|----------|------|------|
| 116 | Wizard Eye | Jap: Wizard Eye | S: o | _____ | | | |
| ----- | | | R: - | W: x | | | |
| Type: Oddball | Drop: Prestoveggie (56%), Crooked Seed (21%), | | K: - | S: + | | | |
| Prime: DayViz | Obsidian (15%), Odd Meat (8%) | | F: x | L: x | | | |
| Sub: DarkViz | Trap: G | | S: o | S: - | | | |
| ----- | | | B: x | U: - | | | |
| HP: 214 | L: 57 | BLACK: HP: 714 L: 157 | L: x | D: + | | | |
| Pow: 23 | Def: 22 | Agi: 46 | Pow: 123 | Def: 122 | Agi: 146 | A: o | J: - |
| Int: 56 | Mnd: 68 | Exp: 44 | Int: 156 | Mnd: 168 | Exp: 144 | M: - | G: o |

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|                |                                               |                       |          |          |          |      |      |
|----------------|-----------------------------------------------|-----------------------|----------|----------|----------|------|------|
| 117            | Viper                                         | Jap: Viper            | S: +     | _____    |          |      |      |
| -----          |                                               |                       | R: -     | W: -     |          |      |      |
| Type: Reptile  | Drop: Prestoveggie (56%), Crooked Seed (21%), |                       | K: -     | S: o     |          |      |      |
| Prime: Hearing | Snake Scale (15%), Lizard Meat (8%)           |                       | F: o     | L: o     |          |      |      |
| Sub: DayViz    | Trap: G                                       |                       | S: +     | S: +     |          |      |      |
| -----          |                                               |                       | B: o     | U: x     |          |      |      |
| HP: 237        | L: 45                                         | BLACK: HP: 737 L: 145 | L: o     | D: -     |          |      |      |
| Pow: 70        | Def: 30                                       | Agi: 76               | Pow: 170 | Def: 130 | Agi: 176 | A: + | J: o |
| Int: 58        | Mnd: 41                                       | Exp: 44               | Int: 158 | Mnd: 141 | Exp: 144 | M: - | G: - |

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|--------------|--|-----------------------|----------|----------|----------|------|------|
| 118 | Hell Hound | Jap: Hell Hound | S: o | _____ | | | |
| ----- | | | R: o | W: - | | | |
| Type: Fauna | Drop: Chocolump (56%), Round Seed (21%), | | K: o | S: o | | | |
| Prime: Smell | Animal Hide (15%), Animal Meat (8%) | | F: o | L: - | | | |
| Sub: DarkViz | Trap: G | | S: o | S: - | | | |
| ----- | | | B: o | U: o | | | |
| HP: 261 | L: 49 | BLACK: HP: 761 L: 149 | L: o | D: o | | | |
| Pow: 78 | Def: 34 | Agi: 71 | Pow: 178 | Def: 134 | Agi: 171 | A: o | J: + |
| Int: 32 | Mnd: 31 | Exp: 45 | Int: 132 | Mnd: 131 | Exp: 145 | M: o | G: x |

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|                 |                                                |                       |          |          |          |      |      |
|-----------------|------------------------------------------------|-----------------------|----------|----------|----------|------|------|
| 119             | Wolfiend                                       | Jap: Wild Devil       | S: o     | _____    |          |      |      |
| -----           |                                                |                       | R: o     | W: -     |          |      |      |
| Type: Demihuman | Drop: Luna Icon (56%), Small Seed (21%), Black |                       | K: o     | S: -     |          |      |      |
| Prime: Smell    | Bone (15%), Tough Meat (8%)                    |                       | F: o     | L: -     |          |      |      |
| Sub: DarkViz    | Trap: G                                        |                       | S: o     | S: -     |          |      |      |
| -----           |                                                |                       | B: o     | U: o     |          |      |      |
| HP: 275         | L: 57                                          | BLACK: HP: 575 L: 157 | L: o     | D: o     |          |      |      |
| Pow: 80         | Def: 35                                        | Agi: 68               | Pow: 180 | Def: 135 | Agi: 168 | A: o | J: x |
| Int: 68         | Mnd: 36                                        | Exp: 45               | Int: 168 | Mnd: 136 | Exp: 145 | M: o | G: + |

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|-----------------|--|---------------------------|----------|----------|----------|------|------|
| 120 | Granz Soldier | Jap: Granz Soldier (Weak) | S: o | _____ | | | |
| ----- | | | R: o | W: o | | | |
| Type: Demihuman | Drop: Gumdrop (56%), Big Seed (21%), Menos | | K: o | S: o | | | |
| Prime: DayViz | Bronze (15%), Tough Meat (8%) | | F: o | L: o | | | |
| Sub: Hearing | Trap: C | | S: o | S: o | | | |
| ----- | | | B: o | U: o | | | |
| HP: 80 | L: 18 | BLACK: HP: 580 L: 118 | L: o | D: o | | | |
| Pow: 35 | Def: 22 | Agi: 25 | Pow: 135 | Def: 122 | Agi: 125 | A: o | J: o |
| Int: 34 | Mnd: 20 | Exp: 8 | Int: 134 | Mnd: 120 | Exp: 108 | M: o | G: o |

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|     |                    |                             |      |       |
|-----|--------------------|-----------------------------|------|-------|
| 121 | High Granz Soldier | Jap: Granz Soldier (Strong) | S: o | _____ |
|-----|--------------------|-----------------------------|------|-------|



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-----|R: o   W: o|
Type: Demihuman	Drop: Chocolump (56%), Flat Seed (21%), Granz	K: o   S: o
Prime: DayViz	Steel (15%), Tough Meat (8%)	F: o   L: o
Sub: Hearing	Trap: E	S: o   S: o
-----	B: o   U: o	
HP: 154   L: 30	BLACK:   HP: 654   L: 130	L: o   D: o
Pow: 59  Def: 35  Agi: 40	Pow: 159  Def: 135  Agi: 140	A: o   J: o
Int: 42  Mnd: 28  Exp: 22	Int: 142  Mnd: 128  Exp: 122	M: o   G: o
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-----|S: o |_____|
| 122 | Granz Archer | Jap: Granz Archer |R: o W: o|
-----|K: o S: o|
| Type: Demihuman | Drop: Gumdrop (56%), Big Seed (21%), Menos |F: o L: o|
| Prime: DayViz | Bronze (15%), Tough Meat (8%) |S: o S: o|
| Sub: Hearing | Trap: C |B: o U: o|
-----|L: o D: o|
| HP: 50 L: 18 | BLACK: HP: 550 L: 118 |A: o J: o|
| Pow: 21 Def: 13 Agi: 18 | Pow: 121 Def: 113 Agi: 118 |M: o G: o|
| Int: 23 Mnd: 13 Exp: 8 | Int: 123 Mnd: 113 Exp: 108 |~~~~~

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-----|S: o |_____|
| 123 | Granz Wizard | Jap: Granz Wizard |R: o W: -|
-----|K: o S: -|
| Type: Demihuman | Drop: Magic Walnut (56%), Spiny Seed (21%), |F: o L: -|
| Prime: DayViz | Granz Steel (15%), Tiny Meat (8%) |S: o S: -|
| Sub: Hearing | Trap: E |B: o U: -|
-----|L: o D: -|
| HP: 125 L: 30 | BLACK: HP: 625 L: 130 |A: o J: -|
| Pow: 18 Def: 20 Agi: 31 | Pow: 118 Def: 120 Agi: 131 |M: o G: -|
| Int: 47 Mnd: 38 Exp: 22 | Int: 147 Mnd: 138 Exp: 122 |~~~~~

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-----|S: o |_____|
| 124 | Chobin Hood (Event) | Jap: Poron (Event) |R: o W: -|
-----|K: o S: -|
| Type: Demihuman | Note: Found in Topple Outskirts at the start |F: o L: -|
| Prime: Smell | of the game. |S: o S: -|
| Sub: DayVizg | |B: o U: o|
-----|L: o D: o|
| HP: 40 L: 7 | BLACK: N/A |A: o J: x|
| Pow: 10 Def: 4 Agi: 5 | |M: o G: +|
| Int: 9 Mnd: 4 Exp: 3 | |~~~~~

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-----|S: o |_____|
| 125 | Trivy | Jap: Toribii |R: x W: x|
-----|K: x S: +|
| Type: Insect | Note: Found in Vinquette Hall in Heroine's |F: x L: o|
| Prime: Smell | scenerio only. |S: o S: o|
| Sub: Hearing | |B: x U: o|
-----|L: x D: o|
| HP: 40 L: 1 | BLACK: N/A |A: o J: o|
| Pow: 11 Def: 11 Agi: 11 | |M: x G: o|
| Int: 11 Mnd: 5 Exp: 2 | |~~~~~

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-----|S: o |_____|
| 126 | Werewolf (Event) | Jap: Werewolf (Event) |R: o W: -|
-----|K: o S: -|
| Type: Demihuman | Note: Found in the Lake Vicinity in Hero's

```

|              |                                             |            |      |      |
|--------------|---------------------------------------------|------------|------|------|
| Prime: Smell | scenario. Found in the Airship in Heroine's | F: o       | L: - |      |
| Sub: DarkViz | scenario.                                   | S: o       | S: - |      |
| -----        |                                             | B: o       | U: o |      |
| HP: 70       | L: 27                                       | BLACK: N/A | L: o | D: o |
| Pow: 35      | Def: 22                                     | Agi: 35    | A: o | J: x |
| Int: 34      | Mnd: 20                                     | Exp: 14    | M: o | G: + |

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127	Black Dudbear	Jap: Black Anaguma	S: o	
-----		R: o	W: *	
Type: Fauna	Note:	K: o	S: *	
Prime: Smell		F: o	L: *	
Sub: DayViz		S: o	S: *	
-----		B: o	U: *	
HP: 300	L: 0	BLACK: N/A	L: o	D: *
Pow: 70	Def: 50	Agi: 50	A: o	J: *
Int: 70	Mnd: 50	Exp: 1	M: o	G: *

Note: Elemental strengths and weaknesses differ for each of the eight Black Dudbears. Each Dudbear is strong against (-) all elements, with the exception of two. The element of the Spirit you're trying to rescue will not be effective against (x) the Black Dudbear, while the opposing element will do normal damage. For example if you're trying to rescue Wisp, the Black Dudbear can not be hurt by Light magic, but Dark magic will do normal damage.

128	Jackal	Jap: Jackal	Boss	S: o	
-----		R: o	W: -		
Type: Fauna	Hero [x]	Heroine [ ]	K: o	S: o	
Prime: Smell	Location: Granz Castle		F: o	L: -	
Sub: DayViz			S: o	S: -	
-----		B: o	U: o		
HP: 55	L: 7	BLACK: N/A	L: o	D: o	
Pow: 8	Def: 5	Agi: 1	A: o	J: +	
Int: 2	Mnd: 5	Exp: 5	M: o	G: x	

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|                 |                          |                 |      |      |  |
|-----------------|--------------------------|-----------------|------|------|--|
| 129             | Hellhound (Ebony)        | Jap: Black Wolf | Boss | S: o |  |
| -----           |                          | R: o            | W: - |      |  |
| Type: Demihuman | Hero [x]                 | Heroine [ ]     | K: o | S: o |  |
| Prime: Smell    | Location: Vinquette Hall |                 | F: o | L: - |  |
| Sub: DarkViz    |                          |                 | S: o | S: - |  |
| -----           |                          | B: o            | U: o |      |  |
| HP: 90          | L: 15                    | BLACK: N/A      | L: o | D: o |  |
| Pow: 18         | Def: 12                  | Agi: 11         | A: o | J: x |  |
| Int: 16         | Mnd: 13                  | Exp: 5          | M: o | G: + |  |

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130	Hellhound (Ivory)	Jap: White Wolf	Boss	S: o	
-----		R: o	W: -		
Type: Fauna	Hero [ ]	Heroine [x]	K: o	S: o	
Prime: Smell	Location: Vinquette Hall		F: o	L: -	
Sub: DayViz			S: o	S: -	
-----		B: o	U: o		
HP: 90	L: 15	BLACK: N/A	L: o	D: o	
Pow: 18	Def: 12	Agi: 11	A: o	J: x	

| Int: 16 Mnd: 13 Exp: 5 | |M: o G: +|  
~~~~~

| 131 | Count Lee | Jap: Vampire |Boss| S: o |\_\_\_\_\_  
-----|R: o W: o|  
| Type: Undead | Hero [x] Heroine [x] |K: o S: x|  
| Prime: None | Location: Vinquette Hall |F: - L: x|  
| Sub: None | |S: o S: -|  
-----|B: - U: -|  
| HP: 130 L: 45 | BLACK: N/A |L: - D: o|  
| Pow: 17 Def: 10 Agi: 11 | |A: o J: x|  
| Int: 16 Mnd: 14 Exp: 10 | |M: o G: +|  
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| 132 | Hydra | Jap: Hydra |Boss| S: o |_____  
-----|R: o W: -|  
Type: Dragon	Hero [x] Heroine [x]	K: o S: -
Prime: None	Location: Marsh Cave	F: o L: -
Sub: None		S: o S: +
-----	B: o U: x	
HP: 170 L: 52	BLACK: N/A	L: o D: o
Pow: 19 Def: 9 Agi: 10		A: o J: o
Int: 18 Mnd: 16 Exp: 15		M: o G: -
~~~~~

| 133 | Ankheg's Servant | Jap: Ankheg |Boss| S: o |\_\_\_\_\_  
-----|R: - W: -|  
| Type: Insect | Hero [x] Heroine [ ] |K: - S: -|  
| Prime: None | Location: Abandoned Mine |F: x L: o|  
| Sub: Noneiz | |S: o S: o|  
-----|B: x U: -|  
| HP: 300 L: 67 | BLACK: N/A |L: x D: -|  
| Pow: 26 Def: 12 Agi: 15 | |A: o J: +|  
| Int: 25 Mnd: 14 Exp: 35 | |M: - G: x|  
~~~~~

| 134 | Guardian | Jap: Guardian |Boss| S: - |_____  
-----|R: x W: x|  
Type: Magicali	Hero [ ] Heroine [x]	K: x S: o
Prime: DarkViz	Location: Airship	F: x L: +
Sub: DayViz		S: - S: x
-----	B: x U: o	
HP: 200 L: 90	BLACK: N/A	L: x D: x
Pow: 27 Def: 15 Agi: 24		A: - J: -
Int: 28 Mnd: 20 Exp: 50		M: x G: o
~~~~~

| 135 | Medusa | Jap: Medusa |Boss| S: o |\_\_\_\_\_  
-----|R: o W: -|  
| Type: Undead | Hero [x] Heroine [ ] |K: o S: x|  
| Prime: None | Location: Altar of Time |F: - L: -|  
| Sub: None | |S: o S: -|  
-----|B: - U: o|  
| HP: 355 L: 97 | BLACK: N/A |L: - D: o|  
| Pow: 38 Def: 35 Agi: 27 | |A: o J: +|  
| Int: 40 Mnd: 36 Exp: 60 | |M: o G: x|  
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| 136 | Snake | Jap: Snake |Boss| S: o |_____  
-----|R: o W: o|

Type: Undead	Hero [x]	Heroine [x]	K: o	S: o
Prime: None	Location: Altar of Time		F: o	L: o
Sub: None			S: o	S: o
-----			B: o	U: o
HP: 150	L: 0	BLACK: N/A	L: o	D: o
Pow: 1	Def: 1	Agi: 1	A: o	J: o
Int: 1	Mnd: 1	Exp: 0	M: o	G: o

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|                 |                        |             |      |       |
|-----------------|------------------------|-------------|------|-------|
| 137   Mindflare | Jap: Mindflayer        | Boss        | S: o | _____ |
| -----           |                        |             | R: o | W: -  |
| Type: Magicali  | Hero [x]               | Heroine [x] | K: o | S: x  |
| Prime: None     | Location: Devius Manor |             | F: - | L: x  |
| Sub: None       |                        |             | S: o | S: -  |
| -----           |                        |             | B: - | U: o  |
| HP: 428         | L: 105                 | BLACK: N/A  | L: - | D: o  |
| Pow: 45         | Def: 40                | Agi: 36     | A: o | J: x  |
| Int: 47         | Mnd: 35                | Exp: 70     | M: o | G: o  |

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138   Boison Vine (Small)	Jap: BV (Full Metal Hugger)	Boss	S: o	_____
-----			R: o	W: -
Type: Flora	Hero [x]	Heroine [x]	K: o	S: -
Prime: None	Location: Cascade Cave		F: o	L: -
Sub: None			S: o	S: +
-----			B: o	U: x
HP: 256	L: 15	BLACK: N/A	L: o	D: o
Pow: 45	Def: 35	Agi: 41	A: o	J: o
Int: 43	Mnd: 32	Exp: 10	M: o	G: -

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|                   |                        |             |      |       |
|-------------------|------------------------|-------------|------|-------|
| 139   Boison Vine | Jap: Boison Vine       | Boss        | S: o | _____ |
| -----             |                        |             | R: o | W: x  |
| Type: Fauna       | Hero [x]               | Heroine [x] | K: o | S: +  |
| Prime: None       | Location: Cascade Cave |             | F: o | L: +  |
| Sub: None         |                        |             | S: o | S: o  |
| -----             |                        |             | B: o | U: -  |
| HP: 484           | L: 120                 | BLACK: N/A  | L: o | D: x  |
| Pow: 46           | Def: 27                | Agi: 33     | A: o | J: o  |
| Int: 47           | Mnd: 44                | Exp: 75     | M: o | G: -  |

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140   Garuda	Jap: Garuda	Boss	S: -	_____
-----			R: -	W: -
Type: Fowl	Hero [x]	Heroine [x]	K: -	S: -
Prime: None	Location: Granz Castle		F: o	L: -
Sub: None			S: -	S: o
-----			B: o	U: -
HP: 567	L: 120	BLACK: N/A	L: o	D: o
Pow: 50	Def: 39	Agi: 54	A: -	J: x
Int: 49	Mnd: 40	Exp: 100	M: -	G: +

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|                 |                        |             |      |       |
|-----------------|------------------------|-------------|------|-------|
| 141   Dark Lord | Jap: Shadow Knight     | Boss        | S: o | _____ |
| -----           |                        |             | R: o | W: -  |
| Type: None      | Hero [x]               | Heroine [x] | K: o | S: x  |
| Prime: None     | Location: Granz Castle |             | F: o | L: -  |
| Sub: None       |                        |             | S: o | S: -  |
| -----           |                        |             | B: o | U: -  |
| HP: 528         | L: 180                 | BLACK: N/A  | L: o | D: -  |

| Pow: 60 Def: 45 Agi: 80 | |A: o J: -|  
| Int: 53 Mnd: 44 Exp: 120 | |M: o G: -|  
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| 142 | Malyris | Jap: Marilith |Boss|S: o |_____  
-----	R: o W: -	
Type: Undead	Hero [x] Heroine [x]	K: o S: -
Prime: None	Location: Kahla Peaks	F: o L: -
Sub: None		S: o S: o
-----	B: o U: x	
HP: 574 L: 165	BLACK: N/A	L: o D: o
Pow: 57 Def: 42 Agi: 45		A: o J: x
Int: 61 Mnd: 42 Exp: 140		M: o G: o
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| 143 | Kraken | Jap: Kraken |Boss|S: - |\_\_\_\_\_  
|-----|R: o W: -| |
| Type: Aquan | Hero [x] Heroine [x] |K: o S: -|  
| Prime: None | Location: Subland River |F: o L: -|  
| Sub: None | |S: - S: +|  
|-----|B: o U: x|  
| HP: 635 L: 195 | BLACK: N/A |L: o D: o|  
| Pow: 70 Def: 45 Agi: 48 | |A: - J: o|  
| Int: 45 Mnd: 45 Exp: 170 | |M: o G: -|  
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| 144 | Fish | Jap: Petit 'raken |Boss|S: - |_____  
-----	R: o W: -	
Type: Aquan	Hero [x] Heroine [x]	K: o S: -
Prime: None	Location: Subland River	F: o L: -
Sub: None		S: - S: +
-----	B: o U: x	
HP: 87 L: 1	BLACK: N/A	L: o D: o
Pow: 58 Def: 30 Agi: 45		A: - J: o
Int: 45 Mnd: 28 Exp: 2		M: o G: -
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| 145 | Efflite | Jap: Ifrit |Boss|S: - |\_\_\_\_\_  
|-----|R: - W: -| |
| Type: Magicali | Hero [x] Heroine [x] |K: - S: -|  
| Prime: None | Location: Subsea Volcano |F: - L: -|  
| Sub: None | |S: - S: x|  
|-----|B: - U: o|  
| HP: 682 L: 225 | BLACK: N/A |L: - D: -|  
| Pow: 70 Def: 40 Agi: 62 | |A: - J: x|  
| Int: 67 Mnd: 40 Exp: 180 | |M: - G: o|  
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| 146 | Lich | Jap: Lich |Boss|S: o |_____  
-----	R: o W: o	
Type: Undead	Hero [x] Heroine [x]	K: o S: x
Prime: None	Location: Sealed Cave	F: o L: x
Sub: None		S: o S: -
-----	B: o U: -	
HP: 707 L: 270	BLACK: N/A	L: o D: -
Pow: 71 Def: 45 Agi: 53		A: o J: -
Int: 76 Mnd: 54 Exp: 200		M: o G: -
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| 147 | Golem | Jap: Golem |Boss|S: - |\_\_\_\_\_  
|-----|R: o W: -|

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-----|R: - W: -|
| Type: Magicali | Hero [x] Heroine [x] |K: - S: o| |
| Prime: None | Location: Dime Tower |F: x L: +|
| Sub: None | | |S: - S: x|
-----|B: - U: o|
| HP: 729 L: 300 | BLACK: N/A |L: x D: x|
| Pow: 80 Def: 78 Agi: 54 | |A: x J: -|
| Int: 50 Mnd: 50 Exp: 220 | |M: - G: -|

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-----|Boss|S: o |_____|
| 148 | Demagon | Jap: Huge Dragon |R: o W: x|
-----|K: o S: x|
| Type: Dragon | Hero [x] Heroine [x] |F: x L: o| |
| Prime: None | Location: Mana Sanctuary |S: o S: x|
| Sub: None | | |B: x U: -|
-----|L: x D: -|
| HP: 800 L: 375 | BLACK: N/A |A: o J: -|
| Pow: 84 Def: 65 Agi: 57 | |M: o G: o|
| Int: 85 Mnd: 55 Exp: 250 |

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-----|Boss|S: o |_____|
| 149 | Julius | Jap: Julius I |R: o W: o|
-----|K: o S: o|
| Type: None | Hero [x] Heroine [x] |F: o L: o| |
| Prime: None | Location: Mana Sanctuary |S: o S: o|
| Sub: None | | |B: o U: o|
-----|L: o D: o|
| HP: 500 L: 0 | BLACK: N/A |A: o J: o|
| Pow: 80 Def: 60 Agi: 65 | |M: o G: o|
| Int: 80 Mnd: 60 Exp: 200 |

```

```

| Blaze Bomb |
| Barrier |
| Magic Barrier |
| Irwin Summon |

```

~~~~~

```

-----|Boss|S: o |_____|
| 150 | King Ox | Jap: King Ox |R: o W: -|
-----|K: o S: o|
| Type: Animal | Hero [x] Heroine [x] |F: o L: -| |
| Prime: Smell | Location: Mana Sanctuary |S: o S: -|
| Sub: DayViz | | |B: o U: o|
-----|L: o D: o|
| HP: 410 L: 1 | BLACK: N/A |A: o J: +|
| Pow: 85 Def: 53 Agi: 65 | |M: o G: x|
| Int: 76 Mnd: 56 Exp: 2 |

```

```

| Headbutt |
| Charge |
| Song |

```

~~~~~

```

-----|Boss|S: o |_____|
| 151 | Julius | Jap: Julius II |R: o W: *|
-----|K: o S: *|
| Type: None | Hero [x] Heroine [x] |F: o L: *| |
| Prime: None | Location: Mana Sanctuary |S: o S: *|
| Sub: None | | |B: o U: *|
-----|L: o D: *|
| HP: 700 L: 0 | BLACK: N/A |A: o J: *|
| Pow: 85 Def: 65 Agi: 65 |

```

| Int: 85 Mnd: 65 Exp: 250 | |M: o G: \*|

| Note: Julius's magical weaknesses differ depending on what attack he's  
| planning.  
| Lava Wave : W: - S: - L: - S: x U: o D: - J: o G: x  
| Ice Storm : W: - S: - L: - S: o U: x D: - J: x G: o  
| Galaxy Drain : W: o S: x L: x S: - U: - D: o J: - G: -

| Lava Wave  
| Ice Storm  
| Galaxy Drain

~~~~~

| 152 | Julius | Jap: Julius III |Boss|S: o |_____  
-----	R: o W: o	
Type: None	Hero [x] Heroine [x]	K: o S: o
Prime: None	Location: Mana Sanctuary	F: o L: o
Sub: None		S: o S: o
-----	B: o U: o	
HP: 1500 L: 0	BLACK: N/A	L: o D: o
Pow: 90 Def: 70 Agi: 70		A: o J: o
Int: 90 Mnd: 70 Exp: 0		M: o G: o

| Note: Julius has three different forms that change his weaknesses.  
| Normal State: Normal damage.  
| Physical Attack Null State: Immune to Weapons.  
| Magical Attack Null State: Immune to Magic.

| Continuous Attack  
| Charge  
| Gravity Strike  
| Meteo

~~~~~

\* Boss stats taken from the Shinyaku Seiken Densetsu Official Guide Book  
Perfect Navi and Shinyaku Seiken Densetsu Kaitaishinsho.

Rare Monsters

-----  
THANKS go out to Gamer's Paradise for Cyclops locations!

05 - Gray Ox

-----  
Time: Day  
Location: Mt. Illusia  
Directions: The Gray Ox appears on 4 screens. Basically, it will appear in  
any of the outside areas except for the screen with the Wood Stone Seal.

09 - Malboro

-----  
Time: Morning-Evening  
Location: Cascade Cave  
Directions: The Malboro appears on 4 screens.  
(1) From the first screen of Cascade cave, go up, up. (Morning and Evening  
only!)  
(2) From location (1), head left, right, up, up.  
(3) From location (2), head left.

(4) From location (3), head up.

10 - Wooding

-----

Time: Night

Location: Mana Sanctuary

Directions: The Wodding appears on 5 screens.

(1) The first screen after the maze portion (up, right, down, right).

(2) From location (1), head up.

(3) From location (2), head up.

(4) From location (3), head left.

(5) From location (4), head left.

14 - Sand Scorpio

-----

Time: All

Location: Jadd Desert

Directions: The Sand Scorpio can appear in most of the outside areas of Jadd Desert. The only exceptions are the screen with the entrance to the Altar of Time and the screen right above it, in which the Sand Scorpio does not appear at Night.

15 - Silkspitter

-----

Time: Morning-Evening

Location: Jadd Desert

Directions: The Silkspitter can appear on 4 screens. This is a little complicated, but basically it can appear in the first cave of Jadd Desert (the one you enter after the Palm Tree Puzzle), the Whirlpool Cave, the cave where you got the Axe, and the cave with the switch that opens the Altar of Time.

20 - Tyrranos

-----

Time: Day

Location: Glass Desert (North)

Directions: The Tyrranos can appear on any of the screens in the north Glass Desert.

25 - Garuda

-----

Time: Day

Location: Rocky Wilds

Directions: The Garuda can appear on any of the first 4 screens of Rocky Wilds.

31 - Moldy Goo

-----

Time: Day

Location: Mana Sanctuary (Temple)

Directions: The Moldy Goo can appear on 7 screens. Basically, it will appear in any room that has pink walls and blue floors (including the Temple that leads up to Julius), as well as the last 2 screens of the Temple Second Floor before going back outside.

36 - Big Baby

-----

Time: Day

Location: Subland River

Directions: After the first screen of the Subland River, any of the 3



following screens.

41 - Machine Golem

-----

Time: Day

Location: Dime Tower

Directions: Floors 7, 8 (after collapse), 9, 10 of Dime Tower.

55 - Ape Mummy

-----

Time: Night

Location: Sealed Cave

Directions: After entering, head up. The Ape Mummy can appear on any of the following screens.

60 - Wormwood

-----

Time: Night

Location: Mana Sanctuary (Temple)

Directions: Wormwood can appear on 7 screens. Basically, it will appear in any room that has pink walls and blue floors (including the Temple that leads up to Julius), as well as the last 2 screens of the Temple Second Floor before going back outside.

62 - Sky Dragon

-----

Time: Day

Location: Kahla Peaks

Directions: From the entrance, head right, up, left. The Sky Dragon can appear on any of the 4 screens following that one.

63 - Land Dragon

-----

Time: Day

Location: Subsea Volcano

Directions: The Land Dragon can appear on 3 screens.

(1) From the entrance, head up.

(2) From location (1), take the northeast exit up.

(3) From location (2), take the northeast exit up, then go right.

69 - Springball

-----

Time: Day

Location: Ruined Passage

Directions: The Springball can appear on 4 screens.

(1) The first screen of the Ruined Passage.

(2) From location (1), head up.

(3) The room with the floors that can be raised or lowered, but only when the floors are all the way up.

(4) The last screen before the warp room.

70 - Light Cyclops

-----

Time: Mana Holy Day, Day

Location: Path to Gaia

Directions: One screen south of the eastern end of Gaia's Facade.

71 - Dark Cyclops

-----

Time: Mana Holy Day, Night

Location: Glass Desert (North)

Directions: From Ishe, head up one screen then right one screen.

72 - Moon Cyclops

-----

Time: Luna Day, Night

Location: Jadd Desert

Directions: From the screen with the entrance to the Altar of Time, head north once.

73 - Fire Cyclops

-----

Time: Salamander Day, Day

Location: Subsea Volcano

Directions: From the entrance of the Subsea Volcano, head up, up (northeast exit), up, right, up.

74 - Water Cyclops

-----

Time: Undine Day, Day

Location: Snowfield

Directions: From the Snowfield Armory, head left, left, left.

75 - Wood Cyclops

-----

Time: Dryad Day, Day

Location: Miasma Glen

Directions: From the first screen, head up, left, up.

76 - Wind Cyclops

-----

Time: Jinn Day, Day

Location: Rocky Wilds

Directions: Unlike the other Cyclops, the Wind Cyclops can appear on four different screens:

- (1) From the Rocky Wilds Armory, head down, right, up, up.
- (2) From location (1), head down, left.
- (3) From location (2), head up.
- (4) From location (3), head right.

77 - Earth Cyclops

-----

Time: Gnome Day, Day

Location: Gaia Cave

Directions: The last room of Gaia Cave (or the first room if you enter from the west end).

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\ ~ I T E M S ~ /
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```

Help recover HP, MP, or status.

| Item Name     | Effect                          |
|---------------|---------------------------------|
| Gumdrop       | Recovers HP by 30.              |
| Chocolump     | Recovers HP by 80               |
| Honey Elixir  | Recovers all HP.                |
| Magic Walnut  | Recovers MP by 80.              |
| Prestoveggie  | Recovers abilities and poison.  |
| Stardust Herb | Recovers from physical effects. |
| Angel Grail   | Brings allies back to life.     |
| GummiFrog     | Sets Deathblow gauge to MAX.    |

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| M y s t e r y |

Items with strange effects.

Item Name	Effect
Blink Weed	Draws foes that rely on sight.
Potent Posy	Draws foes that rely on smell.
Tone Stone	Draws foes that rely on hearing.
Tiny Tapper	Makes you small.
Amigo Whistle	Calls Amigos once a day.

~~~~~

| T r a i t C o i n s |

Items with Support Magic effects.

| Item Name  | Effect                          |
|------------|---------------------------------|
| Light Coin | HealingLight effect.            |
| Dark Coin  | Creates Silhouette effect.      |
| Moon Coin  | Creates Mooglemorphosis effect. |
| Fire Coin  | Creates PowerUp effect.         |
| Water Coin | Creates BubbleBoat effect.      |
| Wood Coin  | Creates PsychicShield effect.   |
| Water Coin | Creates SpeedUp effect.         |
| Earth Coin | Creates D-Fence effect.         |

~~~~~

| S p i r i t I c o n s |

Cause status effects in foes.

Item Name	Effect
Wisp Icon	Inflicts Charm status on foe.
Shade Icon	Inflicts Darkness status on foe.
Luna Icon	Inflicts Wimp status on foe.
Salamander Icon	Inflicts FireMan status on foe.
Undine Icon	Inflicts SnowMan status on foe.

Dryad Icon | Inflicts Sleep status on foe.  
 Jinn Icon | Inflicts Numb status on foe.  
 Gnome Icon | Inflicts Petrify on foe.

~~~~~

| M e a t |

---

Help fight foes when eaten.

| Item Name    | Effect                                           |
|--------------|--------------------------------------------------|
| Magical Meat | Helps fight Magicali foes.                       |
| Animal Meat  | Helps fight Fauna foes.                          |
| Thin Meat    | Helps fight Flora foes.                          |
| Insect Meat  | Helps fight Insect foes.                         |
| Lizard Meat  | Helps fight Reptile foes.                        |
| Bird Meat    | Helps fight Fowl foes.                           |
| Morph Meat   | Helps fight Amorph foes.                         |
| Fish Meat    | Helps fight Aquan foes.                          |
| Tough Meat   | Helps fight DemiHuman foes.                      |
| Rotten Meat  | Helps fight Undead foes.                         |
| Demon Meat   | Helps fight Demon foes.                          |
| Dragon Meat  | Helps fight Dragon foes.                         |
| Odd Meat     | Helps fight Oddball foes.                        |
| Mixed Meat   | Helps fight Fauna, Flora, Insect & Reptile foes. |
| Spicy Meat   | Helps fight Fowl, Amorph & Aquan foes.           |
| Phantom Meat | Helps fight Magicali, Demihuman & Undead foes.   |

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| S u m m o n s |

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Summon the Seven Wisdoms.

Item Name	Effect
Selva Card	A card to summon Wisdom Selva.
Pokiehl Card	A card to summon Wisdom Pokiehl.
Tote Card	A card to summon Wisdom Tote.
Rosiotti Card	A card to summon Wisdom Rosiotti.
Olbohn Card	A card to summon Wisdom Olbohn.
Gaia Card	A card to summon Wisdom Gaia.
Matilda Card	A card to summon Wisdom Matilda.

~~~~~

| O t h e r |

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Other kinds of items.

| e v e n t |

~~~~~

Important items.

Item Name	Item Description
-----------	------------------

Cactus Essence	Plant this to grow a Hot House.
Mana Pendant	A mysterious necklace.
Rusty Sword	?
Moon Mirror	Reflects the true nature of things.
Control Room Key	A key to the Airship Control Room.
Gold Key	A gold-colored key.
Silver Key	A silver-colored key.
Leaflet	A handmade one-page advertisement.

Glittering Sword	An unequippable shiny gold sword.
Glittering Armor	An unequippable shiny gold armor.
Glittering Helm	An unequippable shiny gold helmet.
Dudbears Gold	Dudbears' branded gold.
Honey	Delicious nectar from a beehive.
Keepsake Pendant	A stylish piece of jewelry.
Silver Knife	A well-used knife.
Blood Pouch	A small stomach with blood in it.

Courtney's Letter	A letter entrusted by Courtney.
Kurt's Letter	A letter entrusted by Kurt.
Barbecued Newt	A black charred newt.
Barbecued Tail	A barbecued newt tail.
Invoice	A handwritten order form.
Black Mask	An eerily carved wood mask.
Moondrop	A shiny, translucent gem.
Cancun Feather	A feather from a Cancun Bird.

Bubu Worm	A parasite that lives in monsters.
Light Geode	A stone encasing a light spirit.
Dark Geode	A stone encasing a dark spirit.
Moon Geode	A stone encasing a moon spirit.
Fire Geode	A stone encasing a fire spirit.
Water Geode	A stone encasing a water spirit.
Wood Geode	A stone encasing a wood spirit.
Wind Geode	A stone encasing a wind spirit.

Earth Geode	A stone encasing an earth spirit.
Sword of Mana	The legendary Sword of Mana.

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| s e e d |

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Creates produce when planted.

|           |                  |
|-----------|------------------|
| Item Name | Item Description |
|-----------|------------------|

|              |               |
|--------------|---------------|
| Round Seed   | A plant seed. |
| Small Seed   | A plant seed. |
| Oblong Seed  | A plant seed. |
| Long Seed    | A plant seed. |
| Crooked Seed | A plant seed. |
| Flat Seed    | A plant seed. |
| Big Seed     | A plant seed. |
| Spiny Seed   | A plant seed. |

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| f r u i t s |

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For more information on Fruits and their effects on Weapons, please see

the Weapons/Armor Chapter.

Help temper armor.

Item Name	Item Description
Bellgrapes	A fruit.
Diceberry	A fruit.
Peach Puppy	A fruit.
Applesocks	A fruit.
Orange'opus	A fruit.
Citrisquid	A fruit.
Springanana	A fruit.
Manolephant	A fruit.
Rocket Papaya	A fruit.
Loquat-Shoes	A fruit.
Boarmelon	A fruit.
Pine o'Clock	A fruit.
Rhinoloupe	A fruit.
Kittypie	A fruit.
Cherry Bombs	A fruit.
Fishy Fruit	A fruit.

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v e g g i e s

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For more information on Vegetables and their effects on Armor, please see the Weapons/Armor Chapter.

Help tember weapons.

| Item Name      | Item Description |
|----------------|------------------|
| Lilipods       | A veggie.        |
| Masked Potato  | A veggie.        |
| Spiny Carrot   | A veggie.        |
| Honey Onion    | A veggie.        |
| Cornflower     | A veggie.        |
| Dolphin Squash | A veggie.        |
| Cabbadillo     | A veggie.        |
| Conchurnip     | A veggie.        |
| Needlettuce    | A veggie.        |
| Whalamato      | A veggie.        |
| Orcaplant      | A veggie.        |
| Mush-in-a-Box  | A veggie.        |
| Bumpkin        | A veggie.        |
| Garlicrown     | A veggie.        |
| Heart Mint     | A veggie.        |
| Spade Basil    | A veggie.        |

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r a w m a t e r i a l

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Help temper and forge equipment.

Item Name	Item Description
-----------	------------------

Topple Cotton	A piece of cloth.
Sultan Silk	A piece of cloth.
Jadd Hemp	A piece of cloth.
Altena Felt	A piece of cloth.
Oak Wood	A piece of wood.
Holly Wood	A piece of wood.
Boabab Wood	A piece of wood.
Charcoal	A piece of wood.

Ash Wood	A piece of wood.
Dion Wood	A piece of wood.
Mistletoe Wood	A piece of wood.
Fossil Wood	A piece of wood.
Animal Hide	An animal skin.
Gator Skin	An animal skin.
Centaur Hide	An animal skin.
Pegasus Hide	An animal skin.

Animal Bone	A piece of bone.
Elephant Tusk	A piece of bone.
Black Bone	A piece of bone.
Fossil	A piece of bone.
Menos Bronze	A piece of metal.
Forsena Iron	A piece of metal.
Granz Steel	A piece of metal.
Lorimar Iron	A piece of metal.

Altena Alloy	A piece of metal.
Maia Lead	A piece of metal.
Mythril Silver	A piece of metal.
Orihalcum	A piece of metal.
Fish Scale	An animal scale.
Lizard Scale	An animal scale.
Snake Scale	An animal scale.
Dragon Scale	An animal scale.

Jake Aerolite	A piece of a meteorite.
Hal Aerolite	A piece of a meteorite.
Ankh Aerolite	A piece of a meteorite.
Vinek Aerolite	A piece of a meteorite.
Marble	A stone.
Obsidian	A stone.
Pedan Stone	A stone.
Crystal	A stone.

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| A c c e s s o r i e s |

|                |                       |
|----------------|-----------------------|
| Accessory Name | Accessory Description |
|----------------|-----------------------|

-----

Topple and Wendel Item Shops

|                 |                                |
|-----------------|--------------------------------|
| BB Ring         | A ring set with glass beads.   |
| Gem Ring        | A ring set with blue jewels.   |
| Cicada Earrings | Gold earrings with blue beads. |

|                |  |                               |
|----------------|--|-------------------------------|
| Quartz Ring    |  | A ring made of quartz.        |
| Cobra Earrings |  | Earrings made of snake fangs. |

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Menos and Jadd Item Shops

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|                  |  |                                   |
|------------------|--|-----------------------------------|
| WhiteLight Ring  |  | A ring emitting pure white light. |
| Fiend Fang       |  | An earclip made of beast fang.    |
| Banding Earrings |  | Earrings to quicken a thief.      |
| Red Moon Horn    |  | A Red, crescent-shaped horn.      |
| D-Fence Ring     |  | A ring with a protective spell.   |

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Ishe Item Shop

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|               |  |                                   |
|---------------|--|-----------------------------------|
| Mist Pendant  |  | A pendant with a fog attack.      |
| Knight Crest  |  | A valiant knight's coat of arms.  |
| Gjallar Horn  |  | A horn with strong magic powers.  |
| Dragon Choker |  | A necklace made of dragon bone.   |
| Sage Stone    |  | A stone with secret magic powers. |

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Niccolo Special Menu

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|              |  |                                    |
|--------------|--|------------------------------------|
| Cardinal Eye |  | A ring made from a big red stone.  |
| FlameFlicker |  | A pendant with fiery magic powers. |
| Draupnir     |  | A ring. Said to defeat all evil.   |

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Bonus Accessories (Please refer to Class FAQ)

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|               |  |                                    |
|---------------|--|------------------------------------|
| General Crest |  | An insignia for a top warrior.     |
| Dragon Ring   |  | A stone ring stolen from a dragon. |
| Rune Earrings |  | Earrings carved with runes.        |
| Code Bead     |  | A bead with a sacred spell.        |
| Wishbone      |  | A necklace. Said to grant wishes.  |
| Crystal Ring  |  | A ring made of crystal.            |

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Secret Accessory

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|              |  |                 |
|--------------|--|-----------------|
| Brownie Ring |  | A phantom item. |
|--------------|--|-----------------|

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Niccolo

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|                |  |                                     |
|----------------|--|-------------------------------------|
| Belle Bell     |  | Increases EXP when defeating foes.  |
| Chimpfish Iris |  | Get more Lucre when defeating foes. |

---

|                |  |     |  |     |  |     |  |     |  |     |  |     |  |      |
|----------------|--|-----|--|-----|--|-----|--|-----|--|-----|--|-----|--|------|
| Accessory Name |  | Pow |  | Def |  | Int |  | Mnd |  | Agi |  | Buy |  | Sell |
|----------------|--|-----|--|-----|--|-----|--|-----|--|-----|--|-----|--|------|

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Topple and Wendel Item Shops

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|                 |  |  |  |    |    |  |  |  |    |  |  |     |  |    |
|-----------------|--|--|--|----|----|--|--|--|----|--|--|-----|--|----|
| BB Ring         |  |  |  | +5 |    |  |  |  |    |  |  | 100 |  | 50 |
| Gem Ring        |  |  |  |    | +5 |  |  |  |    |  |  | 100 |  | 50 |
| Cicada Earrings |  |  |  |    |    |  |  |  | +5 |  |  | 100 |  | 50 |



|                |    |  |    |  |     |    |
|----------------|----|--|----|--|-----|----|
| Quartz Ring    |    |  | +5 |  | 100 | 50 |
| Cobra Earrings | +5 |  |    |  | 100 | 50 |

Menos and Jadd Item Shops

|                 |     |     |     |     |     |     |
|-----------------|-----|-----|-----|-----|-----|-----|
| WhiteLight Ring |     |     | +10 |     | 250 | 125 |
| Fiend Fang      | +10 |     |     |     | 250 | 125 |
| Bandit Earrings |     |     |     | +10 | 250 | 125 |
| Red Moon Horn   |     | +10 |     |     | 250 | 125 |
| D-Fence Ring    |     | +10 |     |     | 250 | 125 |

Ish Item Shop

|               |     |     |     |     |     |     |
|---------------|-----|-----|-----|-----|-----|-----|
| Mist Pendant  |     |     |     | +15 | 400 | 200 |
| Knight Crest  | +15 |     |     |     | 400 | 200 |
| Gjallar Horn  |     | +15 |     |     | 400 | 200 |
| Dragon Choker |     | +15 |     |     | 400 | 200 |
| Sage Stone    |     |     | +15 |     | 400 | 200 |

Niccolo Special Menu

|              |     |     |     |     |      |      |
|--------------|-----|-----|-----|-----|------|------|
| Cardinal Eye |     | +20 | +20 |     | 4000 | 2000 |
| FlameFlicker | +20 |     | +20 |     | 4000 | 2000 |
| Draupnir     | +15 | +15 | +15 | +15 | 8000 | 4000 |

Bonus Accessories (Please refer to Class FAQ)

|               |     |     |     |     |     |      |
|---------------|-----|-----|-----|-----|-----|------|
| General Crest |     | +50 |     |     | N/A | 2500 |
| Dragon Ring   | +50 |     |     |     | N/A | 2500 |
| Rune Earrings |     |     | +50 |     | N/A | 2500 |
| Code Bead     |     |     |     | +50 | N/A | 2500 |
| Wishbone      |     |     |     |     | +50 | 2500 |
| Crystal Ring  | +20 | +20 | +20 | +20 | +20 | 5000 |

Secret Accesory

|              |     |     |     |     |     |     |      |
|--------------|-----|-----|-----|-----|-----|-----|------|
| Brownie Ring | +55 | +55 | +55 | +55 | +55 | N/A | 7500 |
|--------------|-----|-----|-----|-----|-----|-----|------|

Niccolo

|                |                   |  |  |  |       |      |
|----------------|-------------------|--|--|--|-------|------|
| Belle Bell     | Double Experience |  |  |  | 10000 | 5000 |
| Chimpfish Iris | Double Lucre      |  |  |  | 10000 | 5000 |

A weapon will have on of three Attack Traits:

Slash - Sword, Sickle, Axe  
Bash - Staff, Knucks, Mace  
Jab - Bow, Flail, Lance

Generally, depending on the enemy's type, it will be weak against any weapon of a certain type. For example, most Plant enemies will be weak against Slash weapons.

#### Sword

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Hero: Hero starts with it.  
Heroine: Heroine cannot use the Sword.  
Skill: Smash Blade

#### Staff

~~~~~

Hero: Hero cannot use the Staff.  
Heroine: Heroine starts with it.  
Skill: Dancing Rod

#### Bow

~~~~~

Hero: Defeat the Chobin Hoods in Batmo Cave.  
Heroine: Defeat the Chobin Hoods in Batmo Cave.  
Skill: Master Shot

#### Flail

~~~~~

Hero: Defeat the Lizardons and Duck GIs in Marsh Cave.  
Heroine: Defeat the Lizardons and Duck GIs in Marsh Cave.  
Skill: Dragon Fang Smash

#### Sickle

~~~~~

Hero: Defeat the Insectaurs in Abandoned Mine.  
Heroine: Receive from Watts upon visiting the Wendel Blacksmith.  
Skill: Slicer

#### Knucks

~~~~~

Hero: Defeat the Werewolves and Granz Soldier at the Lake.  
Heroine: Defeat the Werewolves and Granz Soldier on the Airship.  
Skill: Chi Wave

#### Mace

~~~~~

Hero: Defeat the Tin Tortoises at Mt. Illusia.  
Heroine: Defeat the Tin Tortoises at Mt. Illusia.  
Skill: Spike Strike

#### Lance

~~~~~

Hero: Defeat the Granz Soldiers in Granz Castle.  
Heroine: Defeat the Granz Soldiers in Granz Castle.  
Skill: Mighty Javelin

Weapon forging and tempering can be done at the Cactus House Smithery. There are also Smitheries in various towns that will temper weapons.

| w e a p o n s |  
~~~~~

To calculate a weapon's maximum stats, just add whatever is in the LMT column to the Pow, Dod, Hit, and Ele Pow stats. To achieve those maximum stats, you'll have to temper that many Spade Basils into the weapon.

Key

- 
- Material : Material used to make weapon
  - Weapon Name : Name of weapon
  - Price : Amount of Lucre needed to forge weapon
  - Elem. : Elemental affinity of weapon
  - Pow : Power of weapon
  - Dod : Dodge capability of weapon
  - Hit : Hit percentage of weapon
  - Ele Pow : Elemental Power of weapon
  - LMT : Number of times weapon can be tempered
  - EX Effects : Added status attacks (e.g., Poison, Silence)

EX Effect Key

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- Burn : Engulfs the enemy in flames, causing damage over time.
  - Confusion : Confuses the enemy.
  - Darkness : Blinds the enemy, causing its hit % to drop.
  - Charm : Charms the enemy, causing it to fight for you.
  - Wimp : Changes the enemy's form.
  - Numb : Paralyzes the enemy.
  - Petrify : Petrifies the enemy, causing instant death.
  - Poison : Poisons the enemy, causing damage over time.
  - Silence : Silences the enemy, preventing it from using magic.
  - Sleep : Causes the enemy to sleep.
  - Snowman : Turns the enemy into a snowman.

Remember, too, that you can temper your NPC's weapons.

Weapon	Character
-----	-----
Sword	Hero, Bogard
Rod	Heroine, Cibba
Knuckle	Hero, Heroine, Willy
Flail	Hero, Heroine
Sickle	Hero, Heroine
Bow	Hero, Heroine, Lester
Lance	Hero, Heroine, Amanda
Axe	Hero, Heroine, Watts
Morning	Hero, Heroine

IMPORTANT NOTE ABOUT ELEMENTS!!!

A weapon's elemental affinity WILL NOT appear if the weapon's Ele Pow is 0. When you initially forge a weapon with a new material, the Element may appear as NOT. To make the element active, just temper in a fruit that increases the Ele Pow. In the following tables, if the Element appears in lower-case, then it is not initially active. If it appears in upper-case, then it is automatically activated.

Sword									
Material / Weapon Name	Price	Elem.	Pow	Dod	Hit	Ele Pow	LMT	EX	Effects
Animal Bone Bone Sword	50	DRYAD	1	1	1	1	30		None
Fossil Fossil Sword	1500	GNOME	45	0	0	20	20		Petrify
Menos Bronze Bronze Sword*	50	dryad	2	2	2	0	15		None
Forsena Iron Iron Sword	100	jinn	8	8	8	0	15		None
Granz Silver Steel Sword	300	sala	17	17	17	0	15		None
Lorimar Iron Lorimar Sword	600	wisp	25	25	25	0	15		None
Altena Alloy Altena Sword	900	undin	35	35	35	0	15		None
Maia Lead Maia Sword	1000	gnome	50	0	0	0	15		None
Mythril Silver Mythril Sword	2000	ALL	40	40	40	40	30		Silence
Orichalcum Orichalcum Sword	5000	wisp	50	50	50	0	40		Charm
Lizard Scale Lizard Sword	200	LUNA	12	0	0	8	20		None
Snake Scale Snake Sword	700	UNDIN	30	0	0	15	20		Poison
Dragon Scale Dragon Sword	5000	SALA	65	0	0	25	25		FireMan
Hal Aerolite Hal Sword	8000	SHADE	75	75	75	45	20		Darkness

Obsidian		400		GNOME		20		0		0		10		20		None	/
Obsidian Sword	/~~~~~																
Crystal		10000		ALL		70		70		70		50		30		None	/
Crystal Sword	/~~~~~																

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S t a f f /

| Material /<br>Weapon Name    | Price | Elem. | Pow | Dod | Hit | Pow | LMT | EX Effects |
|------------------------------|-------|-------|-----|-----|-----|-----|-----|------------|
| Oak Wood<br>Oak Staff*       | 50    | dryad | 2   | 0   | 0   | 0   | 10  | None       |
| Holly Wood<br>Holly Staff    | 100   | UNDIN | 5   | 0   | 0   | 10  | 10  | None       |
| Baobab Wood<br>Baobab Staff  | 300   | GNOME | 8   | 0   | 0   | 20  | 10  | None       |
| Charcoal<br>Ebony Staff      | 600   | SALA  | 13  | 0   | 0   | 30  | 10  | None       |
| Ash Wood<br>Ash Staff        | 900   | JINN  | 18  | 0   | 0   | 40  | 10  | None       |
| Dion Wood<br>Dion Staff      | 1000  | DRYAD | 23  | 0   | 0   | 45  | 10  | None       |
| Mistletoe<br>Mistletoe Staff | 2000  | DRYAD | 28  | 0   | 0   | 60  | 20  | Sleep      |
| Fossil Wood<br>Fossil Rod    | 5000  | SHADE | 30  | 0   | 0   | 65  | 20  | None       |
| Animal Bone<br>Bone Staff    | 50    | DRYAD | 1   | 0   | 0   | 3   | 20  | None       |
| Elephant Tusk<br>Ivory Staff | 400   | SALA  | 10  | 0   | 0   | 25  | 15  | None       |
| Black Bone<br>Dark Staff     | 1500  | LUNA  | 25  | 0   | 0   | 50  | 15  | Wimp       |
| Dragon Scale<br>Dragon Staff | 5000  | SALA  | 35  | 0   | 0   | 55  | 20  | FireMan    |
| Ankh Aerolite<br>Ankh Staff  | 8000  | SHADE | 40  | 40  | 40  | 70  | 20  | Darkness   |
| Marble<br>Marble Staff       | 200   | JINN  | 5   | 0   | 0   | 15  | 15  | None       |
| Pedan Stone<br>Pedan Staff   | 700   | LUNA  | 15  | 0   | 0   | 35  | 15  | None       |

|               |       |     |    |    |    |    |    |      |  |
|---------------|-------|-----|----|----|----|----|----|------|--|
| Crystal       | 10000 | ALL | 35 | 35 | 35 | 70 | 30 | None |  |
| Crystal Staff | /     |     |    |    |    |    |    |      |  |

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K n u c k s

Material / Weapon Name	Price	Elem.	Pow	Dod	Hit	Ele Pow	LMT	EX Effects
Charcoal Ebony Knucks	300	SALA	8	30	0	5	10	None
Ash Wood Ash Knucks	900	JINN	17	50	0	15	10	None
Animal Hide Leather Knuckle	50	LUNA	2	0	2	1	20	Confusion
Gator Skin Gator Knucks	400	UNDIN	15	0	15	8	15	None
Centaur Hide Centaur Knucks	700	GNOME	25	0	0	10	15	None
Pegasus Hide Pegasus Knucks	5000	JINN	45	30	0	20	20	Numb
Fossil Fossil Knucks	1500	GNOME	25	60	0	20	20	Petrify
Menos Bronze Bronze Knucks*	50	dryad	2	5	2	0	10	None
Forsena Iron Iron Knucks	100	jinn	5	8	5	0	10	None
Lorimar Iron Lorimar Knucks	600	wisp	20	25	20	0	10	None
Altena Alloy Altena Knucks	1000	undin	30	35	30	0	10	None
Mythril Silver Mythril Knucks	2000	ALL	25	25	25	25	25	Silence
Orichalcum Orichalcum Knucks	5000	wisp	35	70	35	0	20	Charm
Vinek Aerolite Vinek Knucks	8000	SHADE	45	80	45	30	20	Darkness
Marble Marble Knucks	200	JINN	10	0	10	5	15	None
Crystal Crystal Knucks	10000	ALL	40	90	40	35	30	None

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F l a i l /

| Material /<br>Weapon Name       | Price | Elem. | Pow | Dod | Hit | Ele<br>Pow | LMT | EX Effects |
|---------------------------------|-------|-------|-----|-----|-----|------------|-----|------------|
| Fossil<br>Fossil Flail          | 1500  | GNOME | 33  | 20  | 0   | 20         | 15  | Petrify    |
| Menos Bronze<br>Bronze Flail*   | 50    | dryad | 3   | 0   | 1   | 0          | 10  | None       |
| Forsena Iron<br>Iron Flail      | 100   | jinn  | 7   | 0   | 3   | 0          | 10  | None       |
| Granz Steel<br>Steel Flail      | 300   | sala  | 12  | 0   | 5   | 0          | 10  | None       |
| Lorimar Iron<br>Lorimar Flail   | 600   | wisp  | 22  | 0   | 10  | 0          | 10  | None       |
| Altena Alloy<br>Altena Flail    | 900   | undin | 33  | 0   | 15  | 0          | 10  | None       |
| Maia Lead<br>Maia Flail         | 1000  | gnome | 40  | 0   | 0   | 0          | 10  | None       |
| Mythril Silver<br>Mythril Flail | 2000  | ALL   | 30  | 30  | 30  | 30         | 25  | Silence    |
| Orichalcum<br>Orichalcum Flail  | 5000  | wisp  | 45  | 25  | 25  | 0          | 25  | Charm      |
| Fish Scale<br>Scale Flail       | 400   | UNDIN | 10  | 0   | 0   | 25         | 15  | SnowMan    |
| Lizard Scale<br>Lizard Flail    | 200   | LUNA  | 10  | 0   | 0   | 5          | 15  | None       |
| Snake Scale<br>Snake Flail      | 700   | UNDIN | 30  | 0   | 0   | 15         | 15  | Poison     |
| Dragon Scale<br>Dragon Flail    | 5000  | SALA  | 55  | 0   | 0   | 20         | 20  | Burn       |
| Jake Aerolite<br>Jake Flail     | 8000  | SHADE | 55  | 55  | 55  | 35         | 20  | Darkness   |
| Obsidian<br>Obsidian Flail      | 400   | GNOME | 15  | 0   | 15  | 10         | 15  | None       |
| Crystal<br>Crystal Flail        | 10000 | ALL   | 50  | 50  | 50  | 40         | 30  | None       |

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S i c k l e

Material / Weapon Name	Price	Elem.	Pow	Dod	Hit	Ele Pow	LMT	EX Effects
Elephant Tusk Ivory Sickle	200	SALA	6	0	0	5	15	None
Black Bone Ebony Sickle	700	LUNA	23	0	0	15	15	Wimp
Menos Bronze Bronze Sickle*	50	dryad	2	0	0	0	10	None
Forsena Iron Iron Sickle	100	jinn	4	0	0	0	10	None
Granz Steel Steel Sickle	300	sala	8	0	0	0	10	None
Lorimar Iron Lorimar Sickle	600	wisp	18	0	0	0	10	None
Altena Alloy Altena Sickle	900	undin	28	0	0	0	10	None
Maia Lead Maia Sickle	1000	gnome	35	0	0	0	10	None
Mythril Silver Mythril Sickle	2000	ALL	25	25	25	25	25	Silence
Orichalcum Orichalcum Sickle	5000	wisp	45	20	20	0	25	Charm
Fish Scale Scale Sickle	50	UNDIN	1	1	1	1	20	SnowMan
Dragon Scale Dragon Sickle	5000	SALA	40	0	0	30	20	FireMan
Hal Aerolite Hal Sickle	8000	Shade	50	50	50	30	20	Darkness
Obsidian Obsidian Sickle	400	GNOME	12	0	0	10	15	None
Pedan Stone Pedan Sickle	1500	LUNA	30	0	0	20	15	None
Crystal Crystal Sickle	10000	ALL	45	45	45	35	30	None

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B o w

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| Material /<br>Weapon Name   | Price | Elem. | Pow | Dod | Hit | Ele<br>Pow | LMT | EX Effects |
|-----------------------------|-------|-------|-----|-----|-----|------------|-----|------------|
| Oak Wood<br>Oak Bow*        | 50    | dryad | 1   | 0   | 5   | 0          | 15  | None       |
| Holly Wood<br>Holly Bow     | 100   | UNDIN | 3   | 0   | 10  | 10         | 15  | None       |
| Baobab Wood<br>Baobab Bow   | 300   | GNOME | 12  | 0   | 20  | 20         | 15  | None       |
| Dion Wood<br>Dion Bow       | 1000  | DRYAD | 38  | 0   | 55  | 20         | 15  | None       |
| Mistletoe<br>Mistletoe Bow  | 1500  | DRYAD | 40  | 0   | 60  | 25         | 20  | Sleep      |
| Fossil Wood<br>Fossil Bow   | 5000  | SHADE | 45  | 25  | 70  | 40         | 25  | None       |
| Elephant Tusk<br>Ivory Bow  | 200   | SALA  | 6   | 0   | 15  | 8          | 15  | None       |
| Black Bone<br>Ebony Bow     | 700   | LUNA  | 28  | 0   | 35  | 20         | 15  | Wimp       |
| Lorimar Iron<br>Lorimar Bow | 600   | wisp  | 25  | 0   | 40  | 0          | 15  | None       |
| Altena Alloy<br>Altena Bow  | 900   | undin | 35  | 0   | 45  | 0          | 15  | None       |
| Dragon Scale<br>Dragon Bow  | 5000  | SALA  | 55  | 0   | 55  | 35         | 20  | FireMan    |
| Ankh Aerolite<br>Ankh Bow   | 8000  | SHADE | 60  | 60  | 80  | 40         | 20  | Darkness   |
| Marble<br>Marble Bow        | 50    | JINN  | 1   | 1   | 1   | 1          | 25  | None       |
| Obsidian<br>Obsidian Bow    | 400   | GNOME | 18  | 0   | 25  | 15         | 20  | None       |
| Pedan Stone<br>Pedan Bow    | 2000  | LUNA  | 45  | 0   | 50  | 20         | 20  | None       |
| Crystal<br>Crystal Bow      | 10000 | ALL   | 55  | 55  | 90  | 45         | 30  | None       |

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L a n c e

| Material /<br>Weapon Name | Price | Elem. | Pow | Dod | Hit | Ele<br>Pow | LMT | EX Effects |
|---------------------------|-------|-------|-----|-----|-----|------------|-----|------------|
|---------------------------|-------|-------|-----|-----|-----|------------|-----|------------|

|                |       |       |    |    |    |    |    |           |   |
|----------------|-------|-------|----|----|----|----|----|-----------|---|
| Oak Wood       | 50    | dryad | 4  | 0  | 0  | 0  | 15 | None      | / |
| Oak Lance*     | /     |       |    |    |    |    |    |           |   |
| Baobab Wood    | 300   | GNOME | 20 | 0  | 0  | 20 | 15 | None      | / |
| Baobab Lance   | /     |       |    |    |    |    |    |           |   |
| Dion Wood      | 1000  | DRYAD | 45 | 0  | 0  | 30 | 15 | None      | / |
| Dion Lance     | /     |       |    |    |    |    |    |           |   |
| Petrified Wood | 5000  | SHADE | 55 | 0  | 0  | 35 | 25 | None      | / |
| Fossil Lance   | /     |       |    |    |    |    |    |           |   |
| Animal Hide    | 50    | LUNA  | 1  | 1  | 1  | 1  | 30 | Confusion | / |
| Leather Lance  | /     |       |    |    |    |    |    |           |   |
| Gator Skin     | 400   | UNDIN | 25 | 10 | 0  | 15 | 20 | None      | / |
| Gator Lance    | /     |       |    |    |    |    |    |           |   |
| Centaur Hide   | 700   | gnome | 35 | 15 | 15 | 0  | 20 | None      | / |
| Centaur Lance  | /     |       |    |    |    |    |    |           |   |
| Pegasus Hide   | 5000  | jinn  | 60 | 20 | 20 | 0  | 20 | Numb      | / |
| Pegasus Lance  | /     |       |    |    |    |    |    |           |   |
| Elephant Tusk  | 200   | SALA  | 15 | 5  | 0  | 15 | 20 | None      | / |
| Ivory Lance    | /     |       |    |    |    |    |    |           |   |
| Forsena Iron   | 100   | jinn  | 10 | 0  | 10 | 0  | 15 | None      | / |
| Iron Lance     | /     |       |    |    |    |    |    |           |   |
| Lorimar Iron   | 600   | wisp  | 30 | 0  | 30 | 0  | 15 | None      | / |
| Lorimar Lance  | /     |       |    |    |    |    |    |           |   |
| Altena Alloy   | 900   | undin | 40 | 0  | 40 | 0  | 15 | None      | / |
| Altena Lance   | /     |       |    |    |    |    |    |           |   |
| Mythril Silver | 2000  | ALL   | 45 | 45 | 45 | 45 | 25 | Silence   | / |
| Mythril Lance  | /     |       |    |    |    |    |    |           |   |
| Jake Aerolite  | 8000  | SHADE | 65 | 65 | 65 | 50 | 20 | Darkness  | / |
| Jake Lance     | /     |       |    |    |    |    |    |           |   |
| Pedan Stone    | 1500  | LUNA  | 50 | 20 | 0  | 20 | 20 | None      | / |
| Pedan Lance    | /     |       |    |    |    |    |    |           |   |
| Crystal        | 10000 | ALL   | 60 | 60 | 60 | 55 | 30 | None      | / |
| Crystal Lance  | /     |       |    |    |    |    |    |           |   |

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### A x e

| Material /<br>Weapon Name   | Price | Elem. | Pow | Dod | Hit | Ele<br>Pow | LMT | EX Effects | / |
|-----------------------------|-------|-------|-----|-----|-----|------------|-----|------------|---|
| Menos Bronze<br>Bronze Axe* | 50    | dryad | 10  | 0   | 0   | 0          | 15  | None       | / |

|                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |          |   |
|-------------------------------|--|-------|--|-------|--|----|--|----|--|----|--|----|--|----|--|----------|---|
| Forsena Iron<br>Iron Axe      |  | 100   |  | jinn  |  | 20 |  | 0  |  | 0  |  | 0  |  | 15 |  | None     | / |
| Granz Steel<br>Steel Axe      |  | 300   |  | sala  |  | 30 |  | 0  |  | 0  |  | 0  |  | 15 |  | None     | / |
| Lorimar Iron<br>Lorimar Axe   |  | 600   |  | wisp  |  | 40 |  | 0  |  | 0  |  | 0  |  | 20 |  | None     | / |
| Altena Alloy<br>Altena Axe    |  | 900   |  | undin |  | 50 |  | 0  |  | 0  |  | 0  |  | 20 |  | None     | / |
| Maia Lead<br>Maia Axe         |  | 1000  |  | gnome |  | 60 |  | 0  |  | 0  |  | 0  |  | 20 |  | None     | / |
| Mythril Silver<br>Mythril Axe |  | 2000  |  | ALL   |  | 40 |  | 40 |  | 40 |  | 40 |  | 30 |  | Silence  | / |
| Orichalcum<br>Orichalcum Axe  |  | 5000  |  | wisp  |  | 75 |  | 0  |  | 0  |  | 0  |  | 30 |  | Charm    | / |
| Lizard Scale<br>Lizard Axe    |  | 200   |  | LUNA  |  | 15 |  | 0  |  | 0  |  | 7  |  | 20 |  | None     | / |
| Snake Scale<br>Snake Axe      |  | 700   |  | UNDIN |  | 35 |  | 0  |  | 0  |  | 15 |  | 20 |  | Poison   | / |
| Dragon Scale<br>Dragon Axe    |  | 5000  |  | SALA  |  | 65 |  | 0  |  | 0  |  | 25 |  | 25 |  | FireMan  | / |
| Vinek Aerolite<br>Vinek Axe   |  | 8000  |  | SHADE |  | 85 |  | 85 |  | 85 |  | 45 |  | 20 |  | Darkness | / |
| Marble<br>Marble Axe          |  | 50    |  | JINN  |  | 5  |  | 0  |  | 0  |  | 5  |  | 45 |  | None     | / |
| Obsidian<br>Obsidian Axe      |  | 400   |  | GNOME |  | 25 |  | 0  |  | 0  |  | 10 |  | 20 |  | None     | / |
| Pedan Stone<br>Pedan Axe      |  | 1500  |  | LUNA  |  | 45 |  | 0  |  | 0  |  | 20 |  | 20 |  | None     | / |
| Crystal<br>Crystal Axe        |  | 10000 |  | ALL   |  | 80 |  | 80 |  | 80 |  | 50 |  | 30 |  | None     | / |

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M a c e

| Material /<br>Weapon Name   | Price | Elem. | Pow | Dod | Hit | Pow | LMT | EX Effects |
|-----------------------------|-------|-------|-----|-----|-----|-----|-----|------------|
| Animal Bone<br>Bone Mace    | 50    | DRYAD | 10  | 0   | 0   | 5   | 45  | None       |
| Elephant Tusk<br>Ivory Mace | 400   | SALA  | 30  | 0   | 0   | 10  | 20  | None       |

|                                |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |          |   |
|--------------------------------|--|-------|--|-------|--|----|--|----|--|----|--|----|--|----|--|----------|---|
| Fossil<br>Fossil Mace          |  | 1500  |  | GNOME |  | 45 |  | 0  |  | 0  |  | 20 |  | 20 |  | Petrify  | / |
| Menos Bronze<br>Bronze Mace    |  | 50    |  | dryad |  | 15 |  | 0  |  | 0  |  | 0  |  | 15 |  | None     | / |
| Forsena Iron<br>Iron Mace      |  | 100   |  | jinn  |  | 25 |  | 0  |  | 0  |  | 0  |  | 15 |  | None     | / |
| Granz Steel<br>Steel Mace      |  | 300   |  | sala  |  | 35 |  | 0  |  | 0  |  | 0  |  | 15 |  | None     | / |
| Lorimar Iron<br>Lorimar Mace   |  | 600   |  | wisp  |  | 45 |  | 0  |  | 0  |  | 0  |  | 20 |  | None     | / |
| Altena Alloy<br>Altena Mace    |  | 900   |  | undin |  | 55 |  | 0  |  | 0  |  | 0  |  | 20 |  | None     | / |
| Maia Lead<br>Maia Mace         |  | 1000  |  | gnome |  | 65 |  | 0  |  | 0  |  | 0  |  | 20 |  | None     | / |
| Mythril Silver<br>Mythril Mace |  | 2000  |  | ALL   |  | 50 |  | 50 |  | 50 |  | 50 |  | 30 |  | Silence  | / |
| Orichalcum<br>Orichalcum Mace  |  | 5000  |  | wisp  |  | 85 |  | 0  |  | 0  |  | 0  |  | 30 |  | Charm    | / |
| Lizard Scale<br>Lizard Mace    |  | 200   |  | LUNA  |  | 20 |  | 0  |  | 0  |  | 7  |  | 20 |  | None     | / |
| Snake Scale<br>Snake Mace      |  | 700   |  | UNDIN |  | 40 |  | 0  |  | 0  |  | 15 |  | 20 |  | Poison   | / |
| Dragon Scale<br>Dragon Mace    |  | 5000  |  | SALA  |  | 75 |  | 0  |  | 0  |  | 25 |  | 25 |  | FireMan  | / |
| Jake Aerolite<br>Jake Mace     |  | 8000  |  | SHADE |  | 95 |  | 95 |  | 95 |  | 40 |  | 20 |  | Darkness | / |
| Crystal<br>Crystal Mace        |  | 10000 |  | ALL   |  | 90 |  | 90 |  | 90 |  | 45 |  | 30 |  | None     | / |

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SPECIAL THANKS!

The following information comes from Nev (and a bit from Terence), who graciously allowed us to use his research, so many many many thanks go out to him.

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Anyone who has gone through all the quantifiers for items will be able to confirm these this is the best possible method, and it really is not too impossible to do without cheating.

Recipe for any ultimate weapon.

For each one you need:

31 crystal ore - randomly found in chests dropped by black enemies, having defeated 1000 of the original versions of that enemy. The chances are not too bad so don't despair, seems like maybe 1/32 to me (Note: Actually 2%).

30 Spade Basils by planting small and crooked seeds on Dryad day (everyone should thank Terence's hacking skills for produce information).

10600 Lucre

Simply forge the weapon to crystal using the crystal ore for 10000 Lucre.

Now using the remaining 30 crystal ores, temper in all 30 spade basils at 20 Lucre a time, using up all LMT slots.

The weapon will now be at its maximum possible stats, and all elements imbued. Simple, neh? I'm impressed that it is nowhere near as horribly complicated as Legend of Mana to forge an ultimate weapon anyhow.

Here are the stats for all of the maxed out weapons:

| Crystal<br>Sword | Crystal<br>Rod | Crystal<br>Knuckle | Crystal<br>Flail | Crystal<br>Sickle |
|------------------|----------------|--------------------|------------------|-------------------|
| ELE: ALL         | ELE: ALL       | ELE: ALL           | ELE: ALL         | ELE: ALL          |
| Pow: 100         | Pow: 65        | Pow: 70            | Pow: 80          | Pow: 75           |
| Dodg: 100        | Dodg: 65       | Dodg: 120          | Dodg: 80         | Dodg: 75          |
| Hit: 100         | Hit: 65        | Hit: 70            | Hit: 80          | Hit: 75           |
| Ele: 80          | Ele: 100       | Ele: 65            | Ele: 70          | Ele: 65           |
| LMT: 0           | LMT: 0         | LMT: 0             | LMT: 0           | LMT: 0            |

| Crystal<br>Bow | Crystal<br>Lance | Crystal<br>Axe | Crystal<br>Morning |
|----------------|------------------|----------------|--------------------|
| ELE: ALL       | ELE: ALL         | ELE: ALL       | ELE: ALL           |
| Pow: 85        | Pow: 90          | Pow: 110       | Pow: 120           |
| Dodg: 85       | Dodg: 90         | Dodg: 110      | Dodg: 120          |
| Hit: 120       | Hit: 90          | Hit: 110       | Hit: 120           |
| Ele: 75        | Ele: 85          | Ele: 80        | Ele: 75            |
| LMT: 0         | LMT: 0           | LMT: 0         | LMT: 0             |

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| a r m o r |

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To calculate an armor's maximum stats, just add whatever is in the LMT column to the Slash Def, Strike Def, Thrst Def, and Ele Def stats. To achieve those maximum stats, you'll have to temper that many Fish Fruits into the armor.

Key

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Material : Material used to make armor  
 Armor Name : Name of weapon  
 Price : Amount of Lucre needed to forge armor  
 Elem. : Elemental affinity of armor  
 Slash Def : Defense of armor against slash attacks  
 Bash Def : Defense of armor against bash attacks  
 Jab Def : Defense of armor against jab attacks  
 Ele Def : Elemental Defense of armor  
 LMT : Number of times armor can be tempered  
 EX Effects : Added status immunities (e.g., Speed Down, Mag Def Down)

EX Effect Key

-----  
 NoWimp : Endure Body Change  
 NoFireMan : Endure FireMan  
 NoDark : Endure Darkness  
 NoConfuse : Endure Confusion  
 NoCharm : Endure Infatuation  
 NoBewitch : Endure Magic Defense Down  
 NoNumb : Endure Paralysis  
 NoPetrify : Endure Petrification  
 NoBedrag : Endure Physical Defense Down  
 NoPoison : Endure Poison  
 NoPowerDown : Endure Power Down  
 NoSilence : Endure Silence  
 NoSleep : Ensure Sleep  
 NoSnow : Endure Snowman  
 NoSpeedDown : Endure Speed Down

Remember, too, that you can also temper your NPC's armor.

Armor | Character  
 -----  
 Helm | Hero, Willy, Bogard, Watts  
 Hat | Heroine, Amanda, Cibba, Lester  
 Armor | Hero, Willy, Bogard, Watts  
 Robe | Heroine, Amanda, Cibba, Lester  
 Boots | Hero, Willy, Bogard, Watts  
 Sandals | Heroine, Amanda, Cibba, Lester  
 Gloves | Hero, Heroine, Amanda, Willy, Bogard, Watts, Cibba, Lester

IMPORTANT NOTE ABOUT ELEMENTS!!!

An armor's elemental affinity WILL NOT appear if the armor's Ele Def is 0. When you initially forge an armor with a new material, the Element may appear as NOT. To make the element active, just temper in a vegetable that increases the Ele Def. In the following tables, if the Element appears in lower-case, then it is not initially active. If it appears in upper-case, then it is automatically activated.

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 H e l m /  
 -----  
 Material / / | | |Slash|Bash | Jab |Ele | | |  
 Armor Name | Price | Elem. | Def | Def | Def | Def| LMT | EX Effects

|                                |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
|--------------------------------|--|-------|--|-------|--|----|--|----|--|----|--|----|--|----|--|-------------|---|
| Elephant Tusk<br>Ivory Helm    |  | 400   |  | SALA  |  | 5  |  | 5  |  | 5  |  | 5  |  | 10 |  | NoPowerDown | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Fossil<br>Fossil Helm          |  | 1500  |  | GNOME |  | 10 |  | 10 |  | 10 |  | 5  |  | 15 |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Menos Bronze<br>Bronze Helm*   |  | 50    |  | dryad |  | 2  |  | 1  |  | 1  |  | 0  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Forsena Iron<br>Iron Helm      |  | 190   |  | jinn  |  | 2  |  | 4  |  | 2  |  | 0  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Granz Steel<br>Steel Helm      |  | 300   |  | sala  |  | 4  |  | 4  |  | 8  |  | 0  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Lorimar Iron<br>Lorimar Helm   |  | 600   |  | wisp  |  | 12 |  | 8  |  | 8  |  | 0  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Altena Alloy<br>Altena Helm    |  | 900   |  | undin |  | 12 |  | 16 |  | 12 |  | 0  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Maia Lead<br>Maia Helm         |  | 1000  |  | gnome |  | 16 |  | 16 |  | 20 |  | 0  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Mythril Silver<br>Mythril Helm |  | 2000  |  | ALL   |  | 8  |  | 8  |  | 8  |  | 15 |  | 10 |  | NoSilence   | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Orichalcum<br>Orichalcum Helm  |  | 5000  |  | WISP  |  | 23 |  | 23 |  | 23 |  | 5  |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Fish Scale<br>Scale Helm       |  | 200   |  | UNDIN |  | 3  |  | 3  |  | 3  |  | 3  |  | 10 |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Lizard Scale<br>Lizard Helm    |  | 700   |  | LUNA  |  | 9  |  | 9  |  | 9  |  | 9  |  | 10 |  | NoBewitch   | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Dragon Scale<br>Dragon Helm    |  | 5000  |  | SALA  |  | 20 |  | 20 |  | 20 |  | 15 |  | 5  |  | Burn        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Jake Aerolite<br>Jake Helm     |  | 8000  |  | SHADE |  | 25 |  | 25 |  | 25 |  | 25 |  | 5  |  | None        | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Marble<br>Marble Helm          |  | 80    |  | Jinn  |  | 2  |  | 2  |  | 2  |  | 2  |  | 20 |  | NoNumb      | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |
| Crystal<br>Crystal Helm        |  | 10000 |  | ALL   |  | 10 |  | 10 |  | 10 |  | 10 |  | 20 |  | NoCharm     | / |
| /~~~~~                         |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |             |   |

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H a t

| Material /<br>Weapon Name   | / | Price |  | Elem. |  | Slash |  | Bash |  | Jab |  | Ele |  | LMT |  | EX Effects  | / |
|-----------------------------|---|-------|--|-------|--|-------|--|------|--|-----|--|-----|--|-----|--|-------------|---|
| Topple Cotton<br>Cotton Hat |   | 50    |  | JINN  |  | 0     |  | 1    |  | 0   |  | 1   |  | 20  |  | NoSpeedDown | / |
| /~~~~~                      |   |       |  |       |  |       |  |      |  |     |  |     |  |     |  |             |   |

|                          |                                                  |   |
|--------------------------|--------------------------------------------------|---|
| Sultan Silk Hat          | 200   SALA   2   2   2   1   10   NoPoison       | / |
| Jadd Hemp Hat            | 700   LUNA   8   8   8   1   10   NoWimp         | / |
| Altena Felt Hat          | 10000   ALL   10   10   10   10   20   NoConfuse | / |
| Oak Wood Oak Hat*        | 50   DRYAD   1   0   0   2   5   None            | / |
| Holly Wood Holly Hat     | 100   UNDIN   1   1   2   4   5   None           | / |
| Baobab Wood Baobab Hat   | 300   GNOME   3   5   3   8   5   None           | / |
| Charcoal Ebony Hat       | 600   SALA   7   5   5   10   5   None           | / |
| Ash Wood Ash Hat         | 900   JINN   7   7   10   12   5   None          | / |
| Dion Wodd Dion Hat       | 1000   DRYAD   10   13   10   15   5   None      | / |
| Mistletoe Mistletoe Hat  | 2000   DRYAD   16   13   13   17   5   None      | / |
| Fossil Wood Fossil Hat   | 5000   SHADE   18   18   18   20   5   NoDark    | / |
| Animal Hide Leather Hat  | 400   luna   6   6   6   0   5   None            | / |
| Gator Skin Gator Hat     | 1500   undin   10   10   10   0   5   NoSnow     | / |
| Centaur Hide Centaur Hat | 5000   gnome   23   23   23   0   5   NoPetrify  | / |
| Pegasus Hide Pegasus Hat | 8000   JINN   25   25   25   25   5   None       | / |

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A r m o r

| Material / Weapon Name | Price | Elem. | Def | Def | Def | Def | LMT | EX Effects |
|------------------------|-------|-------|-----|-----|-----|-----|-----|------------|
| Animal Bone Bone Armor | 50    | DRYAD | 3   | 3   | 3   | 3   | 25  | NoSleep    |
| Black Bone Dark Armor  | 1500  | LUNA  | 25  | 25  | 25  | 10  | 10  | None       |



|                                 |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
|---------------------------------|--|-------|--|-------|--|----|--|----|--|----|--|----|--|----|--|-----------|---|
| Menos Bronze<br>Bronze Armor*   |  | 50    |  | dryad |  | 2  |  | 3  |  | 2  |  | 0  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Forsena Iron<br>Iron Armor      |  | 100   |  | jinn  |  | 5  |  | 5  |  | 8  |  | 0  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Granz Steel<br>Steel Armor      |  | 300   |  | sala  |  | 15 |  | 8  |  | 8  |  | 0  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Lorimar Iron<br>Lorimar Armor   |  | 600   |  | wisp  |  | 10 |  | 20 |  | 10 |  | 0  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Altena Alloy<br>Altena Armor    |  | 900   |  | undin |  | 13 |  | 13 |  | 25 |  | 0  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Maia Lead<br>Maia Armor         |  | 1000  |  | gnome |  | 30 |  | 20 |  | 20 |  | 0  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Mythril Silver<br>Mythril Armor |  | 2000  |  | ALL   |  | 15 |  | 15 |  | 15 |  | 20 |  | 10 |  | NoSilence | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Orichalcum<br>Orichalcum Armor  |  | 5000  |  | WISP  |  | 40 |  | 40 |  | 40 |  | 5  |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Fish Scale<br>Scale Armor       |  | 200   |  | UNDIN |  | 6  |  | 6  |  | 6  |  | 6  |  | 15 |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Snake Scale<br>Snake Armor      |  | 700   |  | UNDIN |  | 15 |  | 15 |  | 15 |  | 15 |  | 10 |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Dragon Scale<br>Dragon Armor    |  | 5000  |  | SALA  |  | 35 |  | 35 |  | 35 |  | 25 |  | 5  |  | NoFireMan | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Hal Aerolite<br>Hal Aerolite    |  | 8000  |  | SHADE |  | 45 |  | 45 |  | 45 |  | 45 |  | 5  |  | None      | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Obsidian<br>Obsidian Armor      |  | 400   |  | GNOME |  | 10 |  | 10 |  | 10 |  | 10 |  | 15 |  | NoBedrag  | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Crystal<br>Crystal Armor        |  | 10000 |  | ALL   |  | 30 |  | 30 |  | 30 |  | 30 |  | 20 |  | NoCharm   | / |
| /                               |  |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |

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### R o b e

| Material /<br>Weapon Name    | Price | Elem. | Slash | Bash | Jab | Ele | LMT | EX          | Effects |
|------------------------------|-------|-------|-------|------|-----|-----|-----|-------------|---------|
| Topple Cotton<br>Cotton Robe | 80    | JINN  | 2     | 3    | 2   | 2   | 25  | NoSpeedDown | /       |
| Sultan Silk<br>Silk Robe     | 200   | SALA  | 4     | 4    | 4   | 2   | 10  | NoPoison    | /       |
| Jadd Hemp<br>Hemp Robe       | 700   | LUNA  | 9     | 9    | 9   | 2   | 10  | NoWimp      | /       |

|                              |                                                  |   |
|------------------------------|--------------------------------------------------|---|
| Altena Felt<br>Felt Robe     | 10000   ALL   30   30   30   30   20   NoConfuse | / |
| Oak Wood<br>Oak Robe*        | 50   DRYAD   1   2   1   4   5   None            | / |
| Holly Wood<br>Holly Robe     | 100   UNDIN   3   2   2   8   5   None           | / |
| Baobab Wood<br>Baobab Robe   | 300   GNOME   3   3   6   10   5   None          | / |
| Charcoal<br>Ebony Robe       | 600   SALA   5   10   5   12   5   None          | / |
| Ash Wood<br>Ash Robe         | 900   JINN   14   7   7   15   5   None          | / |
| Dion Wood<br>Dion Robe       | 1000   DRYAD   9   9   18   20   5   None        | / |
| Mistletoe<br>Mistletoe Robe  | 2000   DRYAD   12   23   12   25   5   None      | / |
| Fossil Wood<br>Fossil Robe   | 5000   SHADE   25   25   25   30   5   NoDark    | / |
| Animal Hide<br>Leather Robe  | 400   luna   8   8   8   0   5   None            | / |
| Alligator Hide<br>Croco Robe | 1500   undin   15   15   15   0   5   NoSnow     | / |
| Centaur Hide<br>Centaur Robe | 5000   gnome   30   30   30   0   5   NoPetrify  | / |
| Pegasus Hide<br>Pegasus Robe | 8000   JINN   40   40   40   40   10   None      | / |

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### B o o t s

| Material /<br>Weapon Name     | Price | Elem. | Slash Def | Bash Def | Jab Def | Ele Def | LMT | EX Effects  |
|-------------------------------|-------|-------|-----------|----------|---------|---------|-----|-------------|
| Animal Bone<br>Bone Boots     | 80    | dryad | 1         | 0        | 1       | 0       | 10  | NoSleep     |
| Elephant Tusk<br>Ivory Boots  | 400   | SALA  | 4         | 4        | 3       | 1       | 10  | NoPowerDown |
| Menos Bronze<br>Bronze Boots* | 50    | dryad | 0         | 0        | 1       | 0       | 5   | None        |
| Forsena Iron<br>Iron Boots    | 100   | jinn  | 2         | 1        | 1       | 0       | 5   | None        |



|                   |   |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
|-------------------|---|------|--|-------|--|----|--|----|--|----|--|----|--|---|--|-----------|---|--|
| Holly Wood        |   | 100  |  | UNDIN |  | 1  |  | 1  |  | 1  |  | 3  |  | 5 |  | None      | / |  |
| Holly Sandals     | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Baobab Wood       |   | 300  |  | GNOME |  | 2  |  | 1  |  | 2  |  | 5  |  | 5 |  | None      | / |  |
| Baobab Sandals    | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Charcoal          |   | 600  |  | SALA  |  | 3  |  | 4  |  | 3  |  | 7  |  | 5 |  | None      | / |  |
| Ebony Sandals     | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Ash Wood          |   | 900  |  | JINN  |  | 5  |  | 5  |  | 5  |  | 9  |  | 5 |  | None      | / |  |
| Ash Sandals       | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Dion Wood         |   | 1000 |  | DRYAD |  | 7  |  | 5  |  | 5  |  | 11 |  | 5 |  | None      | / |  |
| Dion Sandals      | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Mistletoe         |   | 2000 |  | DRYAD |  | 8  |  | 8  |  | 9  |  | 13 |  | 5 |  | None      | / |  |
| Mistletoe Sandals | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Fossil Wood       |   | 5000 |  | SHADE |  | 9  |  | 9  |  | 9  |  | 15 |  | 5 |  | NoDark    | / |  |
| Fossil Sandals    | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Animal Hide       |   | 400  |  | luna  |  | 2  |  | 2  |  | 4  |  | 0  |  | 5 |  | None      | / |  |
| Leather Sandals   | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Gator Skin        |   | 1500 |  | undin |  | 7  |  | 7  |  | 8  |  | 0  |  | 5 |  | NoSnow    | / |  |
| Gator Sandals     | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Centaur Hide      |   | 5000 |  | gnome |  | 11 |  | 11 |  | 11 |  | 0  |  | 5 |  | NoPetrify | / |  |
| Centaur Sandals   | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |
| Pegasus Hide      |   | 8000 |  | JINN  |  | 13 |  | 13 |  | 13 |  | 13 |  | 5 |  | None      | / |  |
| Pegasus Sandals   | / |      |  |       |  |    |  |    |  |    |  |    |  |   |  |           |   |  |

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### G l o v e s

| Material /<br>Weapon Name | / | Price |  | Elem. |  | Slash Def |  | Bash Def |  | Jab Def |  | Ele Def |  | LMT |  | EX Effects | / |  |
|---------------------------|---|-------|--|-------|--|-----------|--|----------|--|---------|--|---------|--|-----|--|------------|---|--|
| Oak Wood                  |   | 50    |  | DRYAD |  | 0         |  | 0        |  | 0       |  | 1       |  | 5   |  | None       | / |  |
| Oak Gloves*               | / |       |  |       |  |           |  |          |  |         |  |         |  |     |  |            |   |  |
| Baobab Wood               |   | 300   |  | GNOME |  | 3         |  | 3        |  | 3       |  | 5       |  | 5   |  | None       | / |  |
| Baobab Gloves             | / |       |  |       |  |           |  |          |  |         |  |         |  |     |  |            |   |  |
| Dion Wood                 |   | 1000  |  | DRYAD |  | 8         |  | 8        |  | 7       |  | 5       |  | 5   |  | None       | / |  |
| Dion Gloves               | / |       |  |       |  |           |  |          |  |         |  |         |  |     |  |            |   |  |
| Animal Hide               |   | 50    |  | luna  |  | 0         |  | 1        |  | 1       |  | 0       |  | 10  |  | None       | / |  |
| Leather Gloves            | / |       |  |       |  |           |  |          |  |         |  |         |  |     |  |            |   |  |
| Gator Hide                |   | 400   |  | undin |  | 3         |  | 4        |  | 4       |  | 0       |  | 5   |  | NoSnow     | / |  |
| Gator Gloves              | / |       |  |       |  |           |  |          |  |         |  |         |  |     |  |            |   |  |
| Centaur Hide              |   | 1500  |  | gnome |  | 9         |  | 9        |  | 9       |  | 0       |  | 5   |  | NoPetrify  | / |  |
| Centaur Gloves            | / |       |  |       |  |           |  |          |  |         |  |         |  |     |  |            |   |  |

|                   |   |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
|-------------------|---|-------|--|-------|--|----|--|----|--|----|--|----|--|----|--|-----------|---|
| Menos Bronze      |   | 100   |  | dryad |  | 1  |  | 2  |  | 2  |  | 0  |  | 5  |  | None      | / |
| Bronze Gloves     | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Lorimar Iron      |   | 600   |  | wisp  |  | 4  |  | 5  |  | 5  |  | 0  |  | 5  |  | None      | / |
| Lorimar Gloves    | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Altena Alloy      |   | 900   |  | undin |  | 7  |  | 6  |  | 6  |  | 0  |  | 5  |  | None      | / |
| Altena Gloves     | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Mythril Silver    |   | 2000  |  | ALL   |  | 2  |  | 2  |  | 2  |  | 8  |  | 5  |  | NoSilence | / |
| Mythril Gloves    | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Orichalcum        |   | 5000  |  | WISP  |  | 12 |  | 12 |  | 12 |  | 2  |  | 5  |  | None      | / |
| Orichalcum Gloves | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Lizard Scale      |   | 200   |  | Luna  |  | 2  |  | 2  |  | 3  |  | 1  |  | 10 |  | NoBewitch | / |
| Lizard Gloves     | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Snake Scale       |   | 700   |  | UNDIN |  | 5  |  | 6  |  | 5  |  | 1  |  | 10 |  | None      | / |
| Snake Gloves      | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Dragon Scale      |   | 5000  |  | SALA  |  | 10 |  | 10 |  | 10 |  | 6  |  | 5  |  | NoFireMan | / |
| Dragon Glove      | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Vinek Aerolite    |   | 8000  |  | SHADE |  | 14 |  | 14 |  | 14 |  | 14 |  | 5  |  | None      | / |
| Vinek Gloves      | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |
| Crystal           |   | 10000 |  | ALL   |  | 10 |  | 10 |  | 10 |  | 10 |  | 10 |  | NoCharm   | / |
| Crystal Gloves    | / |       |  |       |  |    |  |    |  |    |  |    |  |    |  |           |   |

-----  
SPECIAL THANKS!

Again, most of the following information comes from Nev (and a bit from Terence), who graciously allowed us to use his research, so many many many thanks go out to him.

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Ultimate Armor (Hero):

21 Crystal Ore  
20 Fishy Fruits (plant Flat+Spiny Seeds on Jinn Day, again, thanks to Terence)  
10400 Lucre

Same as with the weapons, convert to Crystal, it will be imbued with all elements, then temper in the Fishy Fruits to max out the stats.

Crystal Armor

-----  
Ele: ALL  
Slash Def: 50  
Strike Def: 50  
Point Def: 50  
Ele Def: 50  
LMT: 0

Ultimate Robe (Heroine):

21 Antenna Felt (NOT Crystal Ore)  
20 Fishy Fruits  
10400 Lucre

Felt Robe

---

Ele: ALL  
Slash Def: 50  
Strike Def: 50  
Point Def: 50  
Ele Def: 50  
LMT: 0

Ultimate Helm (Hero):

21 Crystal Ore  
20 Fishy Fruits  
10400 Lucre

Crystal Helm

---

Ele: ALL  
Slash Def: 30  
Strike Def: 30  
Point Def: 30  
Ele Def: 30  
LMT: 0

Ultimate Hat (Heroine):

21 Antenna Felt  
20 Fishy Fruits  
10400 Lucre

Felt Hat

---

Ele: ALL  
Slash Def: 30  
Strike Def: 30  
Point Def: 30  
Ele Def: 30  
LMT: 0

Ultimate Boots (Hero):

11 Crystal Ore  
10 Fishy Fruits  
10200 Lucre

Crystal Boots

---

Ele: ALL  
Slash Def: 20  
Strike Def: 20  
Point Def: 20



job.

Produce is a lot simpler than it was in Legend of Mana. Let's cover the basics first. (For the record, I will be using the Legend of Mana translation as a guide, rather than retranslate everything from scratch)

Produce is split into two categories: Fruit and Vegetables. Fruit is required to temper Armor, Vegetables are required to temper Weapons. Simple enough.

Fruit and Vegetables are ranked from 1 to 16. 1 is insanely common, 2 to 9 are semi-common, and 10-16 are rare. 1 to 9 can be collected on *any* day, providing you're on the correct Fruit/Vegetable day. 10 to 16 can only be collected on *one* day of the week.

The ranking is as follows:

| Rank: | Fruit/Vegetable              | : | Temper Bonus                 |
|-------|------------------------------|---|------------------------------|
| 1     | : Bellgrapes/Lilipods        | : | 0/0/0/1                      |
| 2     | : Diceberry/Masked Potato    | : | 0/0/1/0                      |
| 3     | : Peach Puppy/Spiny Carrot   | : | 0/1/0/0                      |
| 4     | : Applesocks/Honey Onion     | : | 1/0/0/0                      |
| 5     | : Orange'opus/Cornflower     | : | 0/0/1/1                      |
| 6     | : Citrisquid/Squalphin       | : | 1/1/0/0                      |
| 7     | : Springanana/Cabbadillo     | : | 0/1/0/1                      |
| 8     | : Mangolephant/Conchurnip    | : | 1/0/1/0                      |
| 9     | : Rocket Papaya/Needlettuce  | : | 0/1/1/0                      |
| 10    | : Loquat-Shoes/Whalamato     | : | 1/0/0/1                      |
| 11    | : Boarmelon/Orcaplant        | : | +1 to random number of stats |
| 12    | : Pine O'Clock/Toadstoolshed | : | 0/1/1/1                      |
| 13    | : Rhinoloupe/Bumpkin         | : | 1/0/1/1                      |
| 14    | : Apricat/Garlicrown         | : | 1/1/0/1                      |
| 15    | : Cherry Bombs/Heart Mint    | : | 1/1/1/0                      |
| 16    | : Fishy Fruit/Spade Basil    | : | 1/1/1/1                      |

You have eight seeds. Again, using the LoM translation, these are in order: Round, Small, Oblong, Long, Crooked, Flat, Big, Spiny.

To grow Produce, you must give a combination of two seeds to Treant. Then immediately leave and enter the room, and whatever you've grown will be hanging off the tree.

What you get depends on a few factors. The most important factor is the two seeds you used. First off, we check which seed is lowest in ID. For example, if you used Small and Spiny, then Small comes first in order, so that's the more important one. If you used Crooked and Oblong, well, Oblong comes before Crooked in the order I gave above, so Oblong is the more important one.

The default list you get on any day can be expressed like this:

| Seed1   | : | Round | Small | Oblong | Long | Crooked | Flat | Big | Spiny |
|---------|---|-------|-------|--------|------|---------|------|-----|-------|
| Round   | : | 1     | 1     | 2      | 3    | 1       | 2    | 3   | 1     |
| Small   | : | 1     | 1     | 4      | 5    | 6       | 4    | 5   | 6     |
| Oblong  | : | 2     | 4     | 1      | 7    | 8       | 9    | 7   | 8     |
| Long    | : | 3     | 5     | 7      | 1    | 1       | 3    | 5   | 7     |
| Crooked | : | 1     | 6     | 8      | 1    | 1       | 2    | 4   | 6     |



```

Flat : 2 4 9 3 2 1 8 9
Big : 3 5 7 5 4 8 1 *
Spiny : 1 6 8 7 6 9 * 1

```

*: Big+Spiny will actually be 1 if you were supposed to get a Fruit, and 3 if you were supposed to get a Vegetable.

As you can see, two of the same seed will **always** give you the lowest ranking Produce. The others are worked out through a pattern depending on the **most** important seed (if Round is most important, it goes 1,2,3,1,2,3,... if Long is most important, it goes 1,3,5,7,...). For Fruit days, there are 13 combinations that reach Rank 1, 3 for Rank 2-8, and 2 for Rank 9. On Vegetable days, there are only 12 Rank 1 combinations and 4 Rank 3 combinations. Those are generalisations though.

Fruit days? Vegetable days? What you get also depends on the day of the week!

On Luna, Undine and Jinn days, any Produce you grow will be Fruit. On Sala, Dryad and Gnome days, any Produce you grow will be Vegetables. On **Mana** days though, we go back to the most important seed. The rules for Mana days can be expressed like this:

1. If you used two of the same seed, you will grow a Vegetable.
2. Otherwise, what you grow depends on the most important (highest priority) seed. Depending on this, you will grow:

```

Round: Vegetables
Small: Fruit
Oblong: Vegetables
Long: Fruit
Crooked: Vegetables
Flat: Fruit
Big: Fruit

```

Finally, we have the rare Produce. Each day, two combinations are replaced by rare options. Whether you get the Fruit or Vegetable version of that depends on the day, naturally. In any case, these combinations are as follows:

```

Luna: Oblong + Crooked = 12 (Pine O'Clock), Big + Spiny = 14 (Apricat)
Sala: Round + Big = 11 (Orcaplant), Long + Flat = 14 (Garlicrown)
Undine: Small + Long = 10 (Loquat-Shoes), Crooked + Big = 15 (Cherry Bombs)
Dryad: Round + Oblong = 12 (Toadstoolshed), Small + Crooked = 16 (Spade Basil)
Jinn: Flat + Spiny = 16 (Fishy Fruit), Round + Long = 11 (Boarmelon)
Gnome: Small + Spiny = 15 (Heart Mint), Oblong + Flat = 10 (Whalamato)
Mana: Long + Big = 13 (Rhinoloupe), Round + Spiny = 13 (Bumpkin)

```

```

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\ ~ M A G I C ~ /
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~~~~~
|                               M a g i c                               |

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spirits.

Wisp

~~~~~

Hero: Town of Wendel

Heroine: Cascade Cabin

HealingLight - 3 MP - A healing light soothes your wounds.

Wisp - 6 MP - A blast of light damages enemies.

- May cause Friendliness, which makes the enemy fight for you.

Sword Wisp - A pillar of light hits the enemy multiple times.

Salamander

~~~~~

PowerUp - 3 MP - Increase offensive Power.

Salamander - 6 MP - Attack with flames.

- May cause Burning.

Sword Salamander - A blast of fire hits the enemy quickly.

Undine

~~~~~

BubbleBoat - 3 MP - Float (semi-)safely above enemies.

Undine - 6 MP - A powerful blast of water.

- May cause Freezing.

Sword Undine - A quick splash of water hits the enemy once.

Gnome

~~~~~

D-Fence - 3 MP - Increase defense.

Gnome - 6 MP - Earth-based attack.

- May cause Petrification.

Sword Gnome - A stone spike comes out of the ground to hit multiple times.

Jinn

~~~~~

SpeedUp - 3 MP - Increase movement speed.

Jinn - 6 MP - Attack with the power of wind.

- May cause Paralysis.

Sword Jinn - A pillar of wind damages enemies multiple times.

Luna

~~~~~

Mooglemorphosis - 3 MP - Change into a cute Moogle.

Luna - 6 MP - Attack with the power of moon.

- May cause Body Change.

Sword Luna - Several pillars of lunar energy hit the enemy multiple times.

Dryad

~~~~~

PsychicShield - 3 MP - Increase magic defense.

Dryad - 6 MP - A powerful blast of... tree?

- May cause Sleep.

Sword Dryad - Thorny vines come out of the ground to hit multiple times.

Shade

~~~~~

Silhouette - 3 MP - Become invisible.

Shade - 6 MP - Attack with dark.

- May cause Darkness.

Sword Shade - A ball of darkness damages enemies multiple times.

~~~~~

| S p i r i t U p g r a d e s |

Some of the most interesting (and hidden) sidequests in Sword of Mana involve upgrading the number of Spirits you have. When you choose your magic, you'll notice there is a number on the upper-right corner, indicating "how many" of that Spirit you have. There are seven total sidequests to upgrade your Spirits.

So what's the point of increasing your number of Spirits? Well, when you do, multiple Spirits will circle you when casting that Spirit's attack spell. If you have x2 Undines, for example, two Undines will surround you. For each extra Spirit you'll need an additional 3 MP to cast the spell. If you get eight Spirits and attain the right Title/Class, you'll be able to cast a special attack spell that hits all enemies on the screen.

| | Quest Name | Quest Number |
|---------------------|----------------------|--------------|
| 1. First Appearance | N/A | N/A |
| 2. Dudbears Gold | Merchant of Darkness | (Quest 40) |
| 3. Elemental Geodes | Finders Keepers | (Quest 47) |
| 4. Spirit Rescue | Spirit Rescue | (Quest 49) |
| 5. Goddess Statues | Achy Shaky Heart | (Quest 50) |
| 6. Goddess Blessing | Goddess Gracious | (Quest 27) |
| 7. Elemental Coins | Icy Sorcerer | (Quest 48) |
| 8. Final Blessing | Praying | (Quest 20) |

Above is the recommended order for you to complete the Spirit Upgrades. Many of the Upgrades can only be done after reaching a certain point in the story, so if a method is not working, wait until you advance through the game some more. 2-4 can be done in any order, while 5-8 have special requirements before you can even attempt them.

WARNING!!! None of the Spirit Upgrade quests are accessible once you enter Dime Tower, so make sure you complete them beforehand!!!

| d u d b e a r s g o l d |

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Likely the first spirit upgrade most people will receive. To receive this upgrade, visit the Ishe Inn at night. Go to the upper room and speak with the woman named Asaad. Depending on the current day, she'll upgrade the corresponding Spirit for 3 Dudbears Gold. For example, to upgrade Luna, visit Asaad on a Luna Day. To upgrade Wisp and Shade, you must visit her on a Mana Holy Day. In all, it will take 24 Dudbears Gold to upgrade all of the Spirits. Please refer to the Quests FAQ for more information on where to acquire Dudbears Gold.

| e l e m e n t a l g e o d e s |

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These special "Sparkling Stones" can be found scattered across the world.

They sparkle on the ground, but are missed by those not paying attention. Walk into them to pick them up, then take them to Gazu in Lorimar to upgrade the corresponding spirit.

Light Geode

~~~~~

Location: Glass Desert

Directions: From the entrance of the Northern Glass Desert, head right, up, left, up, making sure you cross the light bridges. Cross another two light bridges, then go down the slope and search for the Light Geode in the upper-right corner.

#### Dark Geode

~~~~~

Location: Menos Outskirts

Directions: After entering from Menos, head right one screen. In the next area, head all the way right, then jump up the platforms to the top. Exit to the right. In the next screen, look for the geode sparkle in the light brown patch of dirt.

Moon Geode

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Location: Glass Desert Armory

Directions: Head to the Glass Desert Armory. Search above the cannon for the Moon Geode. The cannon covers the stone, so you won't be able to see it sparkle.

#### Fire Geode

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Location: Subsea Volcano

Directions: From the first room of the Subsea Volcano, head north to the next room. In the next room, take the northeast exit. The next room (which has many Grumpkins) has the Fire Geode. It's in the upper-right, sitting in the pool of lava.

Water Geode

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Location: Lake Vicinity

Directions: After you exit Gaia and meet Cibba, go left one screen from Cibba's camp. Head up the cliff to find it. If you're playing as Heroine, you didn't have to go to Gaia or the Lake Vicinity. To get there, head west from Wendel and follow the signs to get to Gaia, then make your way through Gaia Cave to end up at the Lake.

#### Wood Geode

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Location: Topple Armory

Directions: The geode is on the lower-left of the screen with the Cannon.

Wind Geode

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Location: Rocky Wilds

Directions: Near the entrance to the Subland River. Lower-right of screen.

#### Earth Geode

~~~~~

Location: Road to Topple

Directions: Return to the first area of the Road to Topple (if you played as Hero, where Niccolo first fished you out of the water; if you played as Heroine, one screen above where you first met Hero). To the right of the

Location: Subland River

Directions: After entering, head right, up, left, right, up. You'll end up in the room where you had to drain the pool of water. Fight the Black Dudbear here to rescue Undine.

Dryad

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Location: Cascade Cave

Directions: From the entrance, go up, up, left, right, up. Fight the Black Dudbear to free Dryad.

Jinn

~~~~~

Location: Granz Castle

Directions: After entering, head up, up, up, up. The Black Dudbear appears in the room where you got the Lance. Defeat it to save Jinn.

Gnome

~~~~~

Location: Mt. Illusia

Directions: After entering, head up, down (out of the cave), up (into a cave), down (out of the cave), up (into a cave), down (out of the cave), and up (NOT into the cave, though!). Too confusing? Well, just go to the place where you got the Mace, and that's where the Black ADudbear is. Defeat it to rescue Gnome.

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| g o d d e s s s t a t u e s |

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Another relatively hard Spirit Upgrade. To complete these you need:

A) At least two upgrades (for a total of three Spirits) for the particular Spirit you wish to upgrade.

Next, you must "pray" at specific Goddess Statues at specific areas at a specific time. Specific enough for you? "How do you pray?" you ask? Simply save at the Goddess Statue at the appropriate time and the Spirit will appear after you exit the save screen. The Spirit will appear and ask you a question. Choose the first option to upgrade the Spirit. If you accidentally choose no, you can try again. In case you're wondering, the Day does NOT matter.

Wisp

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Location: Road to Cave

Time: Morning/Day

Directions: Simply save at the Gray Goddess Statue outside of Batmo Cave and Wisp will appear.

Shade

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Location: Town of Ishe

Time: Night

Directions: Pray at the Ishe Inn Gray Goddess Statue and Shade will appear.

Luna

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Location: Prickly Desert

Time: Night

Directions: Pray at the Gray Goddess Statue right outside the northern entrance to Jadd.

Salamander

~~~~~

Location: Path to Gaia

Time: Day/Evening

Directions: Save at the Gray Goddess Statue in the Path to Gaia. The statue is on the first screen of the Path to Gaia after you enter it from the Road to Abandoned Mine.

Undine

~~~~~

Location: Marsh Cave

Time: Morning/Day

Directions: Head deep into the Marsh Cave until you reach the Gold Goddess Statue right before the area where you fight Hydra. Save there and Undine will appear.

Dryad

~~~~~

Location: Road to Mt. Illusia

Time: Night

Directions: After exiting the Cascade Cave but before entering Mt. Illusia there will be a Gold Goddess Statue. Pray there to make Dryad appear.

Jinn

~~~~~

Location: Vinquette Outskirts

Time: Morning/Day

Directions: Save at the Gray Goddess Statue on the same screen as the Hot House and Jinn will appear.

Gnome

~~~~~

Location: Town of Ishe

Time: Morning/Day

Directions: Save at the Gray Goddess Statue in the Ishe Inn and Gnome will appear. Yes, it's the same as Shade's, except during the Day. With so many Statues around the world, one can only wonder why they had two Spirits share the same Statue.

| s p i r i t b l e s s i n g |

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One of the hardest Spirit Upgrades to accomplish (if you don't know where to look), you must first make sure you have the following:

- A) At least three upgrades (for a total of four Spirits) for the particular Spirit you wish to upgrade.
- B) At least ten Trait Coins of the same type as the Spirit you wish to upgrade.

Once you have both of the above accomplished, you must then travel to certain areas on specific days. The Spirit will appear if you meet the right conditions. Simply speak with them and say Yes to their question and that

Spirit will be upgraded. If you accidentally answer No, fret not, because you can try again.

#### Wisp

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Location: Cascade Cottage

Day: Mana Holy Day

Directions: Simply go to Bogard's Cascade Cottage near Topple and Wisp will appear in front of it.

Shade

~~~~~

Location: Town of Wendel

Day: Mana Holy Day

Directions: Go to the Wendel Cathedral at Night ONLY. Shade will appear outside the Cathedral.

#### Luna

~~~~~

Location: Town of Wendel

Day: Luna

Directions: Go to the Wendel Inn and enter Devius' Room (the upper-left room). Luna will appear there.

Salamander

~~~~~

Location: Vinquette Hall

Day: Salamander

Directions: Head deep into Vinquette Hall and to the room with the Gold Goddess Statue (which is after the Dining Room and right before the room you fought the Vampire in), and Salamander will appear. WARNING! Time DOES NOT pass inside the Manor, so make sure it's Salamander Day before you enter!

#### Undine

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Location: Scaly Lair

Day: Undine

Directions: Head to the area with the Gold Goddess Statue, where you first received Undine. She'll be there.

Dryad

~~~~~

Location: Lake Vicinity

Day: Dryad

Directions: Go to Cibba's camp. If you're Heroine (or if you just forgot where that is), make your way through Gaia's Cave and exit the other end. Dryad will appear in the upper-left of the area.

#### Jinn

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Location: Path to Topple

Day: Jinn

Directions: Return to the first area of the Path to Topple (if you played as Hero, where Niccolo first fished you out of the water; if you played as Heroine, one screen above where you first met Hero). Jinn will appear to the left of the Goddess Statue.

Gnome

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- Skeleton (Jadd Desert)
- Gloomoth (Cascade Cave, Mt. Illusia)
- Howler (Mt. Illusia)
- Sabre Kitty (Kahla Peaks)
- Skull Drake (Glass Desert)

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f i n a l   b l e s s i n g

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The Final Blessing is your reward for all of your hard work (or, if you've been using this guide, your sheer and utter laziness). To get the 7th and final upgrade, you must have all six previous upgrades (for a total of 7 Spirits). You MUST also have completed Quest 24 by giving Pablo (who is in the Cathedral during the day) at least 10 Chocolumps.

Go to the Wendel Cathedral at night on the day of the Spirit you wish to upgrade (if you haven't gotten the point by now, to upgrade Wisp and Shade you must visit on a Mana Holy Day) and approach the altar. Pray at the altar and a special event will happen... You will receive the final upgrade and will be told which class will allow you to use a special Spirit Area Attack.

For example, if you get Wisp up to x8 and achieve the title of Bisop, press and hold the R Button until 8 Wisps surround you, then release the button to unleash an ultra powerful attack that will damage all enemies on the screen. Since you can only achieve one title, you may only get one area attack.

Here are the classes necessary to make use of a Spirit's Area Attack.

- Wisp - Bishop
- Shade - Dark Shaman/Shamaness
- Luna - Necromancer
- Salamander - Magus
- Undine - Grand Diviner/Divina
- Dryad - Sage
- Jinn - Arch Mage
- Gnome - Rune Master

For more information on how to attain a specific class, please refer to the Controls/Gameplay chapter.

- 1 0 -
~ Q U E S T S ~

Okay, I know I'm seriously going to regret this, but I've decided to remove the Quest Chapter since all of the info can be much more conveniently found in my separate Quest FAQ. Please go to www.gamefaqs.com and search for "Sword of Mana." Download and read my Quest FAQ for all you never wanted to know about the Quests!

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11a.

~~~~~  
~ Popoi's Notes ~
~~~~~

### 1. Mana Statues

Note Get: Received automatically.

Touch Mana statues to save.  
There are two statue types:  
gold and (broken) silver.

Gold Mana statues save the  
game and restore HP and MP.  
Silver Mana statues can  
only save the game.

### 2. Leveling Up

Note Get: Topple Village. A man in the Topple Inn Lobby will give you this  
note.

When "LVUP!" appears over  
the main character, select a  
growth type from the LVUP ring  
command to enhance your abilities.

### 3. Skill Levels

Note Get: Town of Wendel. A man in the southern part of Wendel will give you  
this advice.

The more you use a weapon or  
magic in battle, the higher  
your skill level becomes.  
The higher your level,  
the more effective you become.

You can check your current skill  
level on the character status screen.

### 4. Deathblow

Note Get: Town of Wendel. A boy in the southern part of Wendel will give you  
this advice.

If the Deathblow gauge reaches MAX,  
your character will start to blink.  
By pressing the A Button for one  
second you can release a Deathblow  
from the weapon currently equipped.

## 5. Magic Rope

Note Get: After receiving the Magic Rope.

Use this to go back to a safe place by the Goddess's power. Some places with strange powers may prevent you from using it.

## 6. Attack Traits

Note Get: Menos Village. Talk to the old man who appears in the Menos Inn Lobby.

Physical attacks have 3 basic traits: slash, bash, and jab. A weapon's trait is shown when it is selected from the ring command.

## 7. Monster Stamina

Note Get: Menos Village. Talk to the old man who appears in the Menos Inn Lobby.

A monster's stamina varies depending on the attack trait. Some attacks may have no effect at all. See Monster Album for more.

## 8. Monster Senses

Note Get: Menos Village. Talk to a little boy who appears outside.

Monsters can sense enemies. Some may have main and sub sensory abilities

DayViz: detects foes during the day.  
DarkViz: detects foes at night.  
Smell: detects foes ahead.

Hearing: detects foes nearby.  
Magic: detects foes that used magic.  
Life: detects foes low on HP.

## 9. Spirits

Note Get: After meeting at Cascade Cottage. (Learned automatically by Heroine)

There are 8 types of Spirits, each with a corresponding trait:  
Light Dark Moon Fire

Water Wood Wind Earth

#### 10. Support Magic

Note Get: After meeting at Cascade Cottage. (Learned automatically by Heroine)

When a spirit has been selected from the ring command, you can enable Support Magic by pushing the R Button and releasing it before the spirit appears.

#### 11. Attack Magic

Note Get: After meeting at Cascade Cottage. (Learned automatically by Heroine)

When a spirit has been selected from the ring command, you can enable Attack Magic by pushing the R Button and releasing it after the spirit appears.

When more than one spirit with the same attribute is available, you can use several at once. These attacks are powerful but they use more MP.

#### 12. Magic Trajectories

Note Get: Menos Village. Talk to a little girl who appears outside.

The trajectory of Attack Magic varies depending on the weapon equipped.

#### 13. Cutting Grass

Note Get: Topple Village. Talk to a little girl who appears outside. (Learned automatically by Hero)

Slash trait weapons can cut grass.

#### 14. Moving with the Flail

Note Get: Topple Village. Speak with one of the men in the Topple General Store (he doesn't appear in the Night).

The flail can hook onto certain distant objects and pull you towards them.

## 15. Jumping

Note Get: After learning the Jump Ability.

Jumping allows you to leap up and down ledges, etc. Press the L Button to jump.

## 16. Sitting

Note Get: After learning the Sit Ability. (Learned automatically by Heroine)

Press both the L Button and the A Button to sit down and take a rest. Sitting restores MP.

## 17. Metaballs

Note Get: Speak with Niccolo before you enter Batmo Cave for the first time.

There are 3 types of metaballs: slash, bash, and jab. Each metaball inflicts damage based on its type. A metaball's type can be determined by its attack method.

## 18. Stone Seals

Note Get: Speak to Count Lee after defeating the Vampire.

There are 8 types of stone seals: Light, Dark, Moon, Fire, Water, Wood, Wind and Earth.

Each stone seal inflicts damage based on its type. A seal's type can be determined by the color of its hexball.

## 19. Tempering equipment

Note Get: Town of Wendel. During the day, you'll find a man sleeping outside in the top half of Wendel. He's just south of the entrance to the Blacksmith. Talk to him for the note.

Temper equipment using similar materials. Items are strengthened according to the characteristics of the fruits or veggies used to temper them.

The number of times a weapon or piece of armor may be strengthened varies by item.

## 20. Forging equipment

Note Get: Town of Wendel. During the day, you'll find a man sleeping outside in the top half of Wendel. He's just south of the entrance to the Blacksmith. Talk to him for the note.

To rework an existing weapon or piece of armor, use materials different from that item. Resulting abilities will vary.

## 21. The Orchard

Note Get: Topple Village. At Night, a Topple Grandfather on the east side of town will give you the advice.

Give Trent 2 seed items and the orchard will produce either a fruit or veggie.

## 22. Light Magic

Note Get: After you acquire Wisp. (Learned automatically by Heroine)

Support: HealingLight  
Recovers HP by 30 plus your total Light Skill level.  
Attack: Wisp  
Inflicts Light damage and sometimes causes Charm status.

## 23. Dark Magic

Note Get: After you acquire Shade.

Support: Silhouette  
Become a shadow. Only monsters who hear you can attack.  
Attack: Shade  
Inflicts Dark damage and sometimes causes Darkness status.

## 24. Moon Magic

Note Get: After you acquire Luna.

Support: Mooglemorphosis  
Turn into a moogle. Only monsters who smell you can attack.  
Attack: Luna  
Inflicts Moon damage and sometimes causes Wimp status.

## 25. Fire Magic

Note Get: After you acquire Salamander.

Support: PowerUp  
Doubles damage of physical attacks.  
Attack: Salamander  
Inflicts Fire damage and sometimes causes FireMan status.

## 26. Water Magic

Note Get: After you acquire Undine.

Support: BubbleBoat  
Floats you inside a bubble. Only monsters with sight can attack.  
Attack: Undine  
Inflicts Water damage and sometimes causes SnowMan status.

## 27. Wood Magic

Note Get: After you acquire Dryad.

Support: PsychicShield  
Cuts damage from magic by half.  
Attack: Dryad  
Inflicts Wood damage and sometimes causes Sleep status.

## 28. Wind Magic

Note Get: After you acquire Jinn.

Support: SpeedUp  
Increases speed and agility.  
Attack: Jinn  
Inflicts Wind damage and sometimes causes Numb status.

## 29. Earth Magic

Note Get: After you acquire Gnome.

Support: D Fence  
Cuts damage from physical attacks by half.  
Attack: Gnome  
Inflicts Earth damage and sometimes causes Petrify status.

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11b. ~ Status Effects ~
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There are various status effects that you may receive during the course of



the game- some good, some bad.

Positive Effects

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Status Name

Duration : Approximate duration of effect
Effect : Description of status effect
Magic : Spirit and/or Coin that causes status effect
Continuous : Whether or not the effect will carry on if you leave the screen

PowerUp (Pow Up)

Duration : ~10 seconds
Effect : Attack increased
Magic : Fire
Continuous : Yes

D-Fence (Def Up)

Duration : ~10 seconds
Effect : Defense increased
Magic : Earth
Continuous : Yes

SpeedUp (Spd Up)

Duration : ~10 seconds
Effect : Speed increased
Magic : Wind
Continuous : No

PsychicShield (Mdf Up)

Duration : ~10 seconds
Effect : Magic Defense increased
Magic : Fire
Continuous : Yes

BubbleBoat

Duration : ~5 seconds
Effect : Float in a bubble that can only be detected by Sight.
Magic : Water
Continuous : No

Mooglemorphosis

Duration : ~10 seconds
Effect : Turn into a Mooglee that can only be detected by Smell.
Magic : Moon
Continuous : No

Silhouette

Duration : ~10 seconds
Effect : Turn invisible so that only Hearing can detect you.

Magic : Dark
Continuous : No

Best

Duration : 6 screens
Effect : PowerUp and D-Fence
Magic : None
Continuous : Yes

Negative Effects
~~~~~

Status Name  
-----

Duration : Approximate duration of effect  
Effect : Description of status effect  
Cure Item : Item that cures status effect  
Continuous : Whether or not the effect will carry on if you leave the screen

Death  
-----

Duration : Infinite  
Effect : Character is unable to participate in battle and does not gain EXP  
Cure Item : Angel's Grail  
Continuous : Yes

Charm  
-----

Duration : ???  
Effect : Character attacks his partner out of love for the enemy  
Cure Item : Stardust Herb  
Continuous : ???  
Note : Nintendo Power lists this as a possible Status Effect, but my characters have never been Charmed and the Japanese strategy guides indicate that only Monsters can be charmed. So why is there a NoCharm EX Effect? Your guess is as good as mine.

FireMan  
-----

Duration : ~5 seconds  
Effect : 1/10 total HP depleted every few seconds as the flames eat away at you.  
Cure Item : Stardust Herb  
Continuous : No

Petrify  
-----

Duration : N/A  
Effect : 1/2 total HP depleted. You cannot be hurt while you're petrified.  
Cure Item : Stardust Herb  
Continuous : No

Numb  
-----

Duration : ~5 seconds  
Effect : Weapons and magic cannot be used.  
Cure Item : Stardust Herb

Continuous : No

#### SnowMan

-----

Duration : ~5 seconds

Effect : Turn into a Snowman that cannot move.

Cure Item : Stardust Herb

Continuous : No

#### Sleep

-----

Duration : ~5 seconds

Effect : Fall asleep. Can be damaged while sleeping.

Cure Item : Stardust Herb

Continuous : No

#### Wimp

----

Duration : ~10 seconds

Effect : Get miniaturized, decreasing your attack and defense as well as disabling the use of magic.

Cure Item : Stardust Herb, Tiny Tapper

Continuous : No

#### Darkness

-----

Duration : ~10 seconds

Effect : Decreases hit percentage (accuracy)

Cure Item : Stardust Herb

Continuous : Yes

#### Silence

-----

Duration : ~10 seconds

Effect : Disables use of magic

Cure Item : Stardust Herb

Continuous : Yes

#### Poison

-----

Duration : ~10 seconds

Effect : 1/20 total HP depleted every few seconds as the poison eats away at you.

Cure Item : Prestoveggie

Continuous : Yes

#### Toxin

-----

Duration : ~10 seconds

Effect : 1/10 total HP depleted every few seconds as the poison eats away at you.

Cure Item : Prestoveggie

Continuous : Yes

#### Confusion

-----

Duration : ~10 seconds

Effect : Controls reversed

Cure Item : Stardust Herb

Continuous : Yes

PowerDown (Pow Down)

-----

Duration : ~10 seconds  
Effect : Attack decreased  
Cure Item : Prestoveggie  
Continuous : Yes

Bedraggled (Def Down)

-----

Duration : ~10 seconds  
Effect : Physical Defense decreased  
Cure Item : Prestoveggie  
Continuous : Yes

SpeedDown (Spd Down)

-----

Duration : ~10 seconds  
Effect : Speed decreased  
Cure Item : Prestoveggie  
Continuous : No

Bewitched (Mdf Down)

-----

Duration : ~10 seconds  
Effect : Magical Defense decreased  
Cure Item : Prestoveggie  
Continuous : Yes

Pose (Stop)

-----

Duration : ~5 seconds  
Effect : Complete immobilization  
Cure Item : Stardust Herb  
Continuous : No

~~~~~  
11c. ~ Traps ~
~~~~~

When you open a Chest, a Trap Roulette may show up. If you stop the Roulette on an OK, you get the Item as usual, and nothing else happens. However, if you stop it on one of the other icons you'll set off a trap. There are 7 such traps, each with different effects.

Each enemy in the game is assigned a Trap Type which determines what shows up on the Trap Roulette. For information on an enemy's Trap Type, please refer to the Bestiary.

Traps can make hunting for Items a chore, especially for enemies with an H Type. To combat this, choose a Thief Class. By becoming a Thief, you'll replace one of the Trap icons with an OK. Being a Ranger or Ninja adds two OKs, while any of the final four Thief Classes (Rogue, Wanderer, Night Blade, Ninja Master) will replace three Traps with OKs.

Trap

| Type | #OK | Spi | Arr | Sto | Bom | Smo | Pol | Kai |
|------|-----|-----|-----|-----|-----|-----|-----|-----|
| A    | 4   | o   | o   | x   | x   | x   | x   | x   |
| B    | 3   | o   | o   | o   | x   | x   | x   | x   |

|   |  |   |  |   |  |   |  |   |  |   |  |   |  |   |  |   |
|---|--|---|--|---|--|---|--|---|--|---|--|---|--|---|--|---|
| C |  | 3 |  | o |  | o |  | o |  | x |  | x |  | o |  | x |
| D |  | 3 |  | x |  | x |  | o |  | o |  | o |  | o |  | x |
| E |  | 3 |  | x |  | x |  | o |  | o |  | o |  | o |  | x |
| F |  | 3 |  | x |  | x |  | x |  | o |  | o |  | x |  | o |
| G |  | 2 |  | x |  | x |  | o |  | o |  | o |  | o |  | o |
| H |  | 1 |  | o |  | o |  | o |  | o |  | o |  | o |  | o |

- Spi - Spike - 1/10 maximum HP.
- Arr - Arrow - 1/7 max HP.
- Sto - Stone - 1/5 max HP.
- Bom - Bomb - 1/3 max HP.
- Smo - Smoke - 1/3 max MP.
- Pol - Polter Box - Fight a Polter Box.
- Kai - Kaiser Mimic - Fight a Kaiser Mimic.

Stopping the Trap Roulette on Polter Box or Kaiser Mimic can be particularly bad, as you lose whatever Item was in the Chest.

~~~~~  
11d. ~ NPCs / Partners ~
~~~~~

A detailed list of Partners.

        
/ Hero \

|                          |                |                       |                      |
|--------------------------|----------------|-----------------------|----------------------|
| ~~~~~~   ~~~~~~   ~~~~~~ |                |                       |                      |
| Hero [ ]                 | Heroine [x]    | Level Up: HP +6 MP +2 | Locations:           |
| _____                    |                | Pow +2 Def +1         | (1) Topple Outskirts |
|                          |                | Int, Mnd, or Agi +1   | (2) Cascade Cottage  |
| Note: Excels in physi-   | _____          |                       | (3) Viquette Hall    |
| cal attacks but has no   |                |                       | (4) Granz Castle     |
| magic. Best used as a    | Weapon : Sword |                       | (5) Town of Ishe     |
| decoy.                   | Magic : None   |                       | (6) Mana Sanctuary   |
| _____                    | _____          | _____                 | _____                |

        
/ Heroine \

|                          |                |                       |                      |
|--------------------------|----------------|-----------------------|----------------------|
| ~~~~~~   ~~~~~~   ~~~~~~ |                |                       |                      |
| Hero [x]                 | Heroine [ ]    | Level Up: HP +3 MP +5 | Locations:           |
| _____                    |                | Int +2 Mnd +1         | (1) Topple Outskirts |
|                          |                | Pow, Def, or Agi +1   | (2) Cascade Cottage  |
| Note: Excels in magic,   | _____          |                       | (3) Viquette Hall    |
| but only gets Wisp.      |                |                       | (4) Granz Castle     |
| Use primarily for        | Weapon : Staff |                       | (5) Town of Ishe     |
| healing.                 | Magic : Wisp   |                       | (6) Mana Sanctuary   |
| _____                    | _____          | _____                 | _____                |

        
/ Bogard \

|                          |                |                       |             |
|--------------------------|----------------|-----------------------|-------------|
| ~~~~~~   ~~~~~~   ~~~~~~ |                |                       |             |
| Hero [ ]                 | Heroine [x]    | Level Up: HP +7 MP +1 | Locations:  |
| _____                    |                | Pow +1 Def +1 Agi +1  | (1) Airship |
|                          |                | Int or Mnd +1         | _____       |
| Note: Excels in power,   | _____          |                       |             |
| so use his Sword to      |                |                       |             |
| lay waste to your        | Weapon : Sword |                       |             |
| foes.                    | Magic : Gnome  |                       |             |
| _____                    | _____          | _____                 | _____       |

/ Cibba \

|                        |                       |                   |  |
|------------------------|-----------------------|-------------------|--|
| ~~~~~                  |                       |                   |  |
| Hero [x] Heroine [ ]   | Level Up: HP +2 MP +6 | Locations:        |  |
|                        | Int +1 Mnd +2         | (1) Lake Vicinity |  |
|                        | Pow, Def, or Agi +1   |                   |  |
| Note: Excels in magic, |                       |                   |  |
| but only gets Wisp.    |                       |                   |  |
| Use as a temporary re- | Weapon : Staff        |                   |  |
| placement for Heroine. | Magic : Wisp          |                   |  |
|                        |                       |                   |  |

/ Amanda \

|                        |                       |                   |  |
|------------------------|-----------------------|-------------------|--|
| ~~~~~                  |                       |                   |  |
| Hero [x] Heroine [ ]   | Level Up: HP +5 MP +3 | Locations:        |  |
|                        | Pow +1 Mnd +1 Agi +1  | (1) Medusa's Room |  |
|                        | Def or Int +1         | (Devius Manor)    |  |
| Note: Does lots of     |                       |                   |  |
| damage with her Lance. |                       |                   |  |
| SpeedUp is also handy  | Weapon : Lance        |                   |  |
| to have.               | Magic : Jinn          |                   |  |
|                        |                       |                   |  |

/ Lester \

|                        |                       |                         |  |
|------------------------|-----------------------|-------------------------|--|
| ~~~~~                  |                       |                         |  |
| Hero [x] Heroine [x]   | Level Up: HP +3 MP +5 | Locations:              |  |
|                        | Int +1 Mnd +1 Agi +1  | (1) Town of Jadd (Hero) |  |
|                        | Pow or Def +1         | (1) Devius Manor        |  |
| Note: Umm.. he's weak. |                       | (Heroine)               |  |
| Use as a decoy or use  |                       | (2) Town of Ishe (Hero) |  |
| his Bow to attack from | Weapon : Bow          |                         |  |
| a distance.            | Magic : Dryad         |                         |  |
|                        |                       |                         |  |

/ Willy \

|                        |                       |                  |  |
|------------------------|-----------------------|------------------|--|
| ~~~~~                  |                       |                  |  |
| Hero [ ] Heroine [x]   | Level Up: HP +6 MP +2 | Locations:       |  |
|                        | Pow +1 Def +1 Mnd +1  | (1) Granz Castle |  |
|                        | Int or Agi +1         | (2) Town of Ishe |  |
| Note: Excels in power, |                       |                  |  |
| but has limited range. |                       |                  |  |
| His magic is also very | Weapon : Knucks       |                  |  |
| useless.               | Magic : Undine        |                  |  |
|                        |                       |                  |  |

/ Watts \

|                        |                        |                    |  |
|------------------------|------------------------|--------------------|--|
| ~~~~~                  |                        |                    |  |
| Hero [x] Heroine [ ]   | Level Up: HP +8 Pow +1 | Locations:         |  |
|                        | Def +2 Mnd or Agi +1   | (1) Abandoned Mine |  |
|                        |                        |                    |  |
| Note: Only with you    |                        |                    |  |
| for a short period, so |                        |                    |  |
| don't bother leveling  | Weapon : Axe           |                    |  |
| him up.                | Magic : None           |                    |  |
|                        |                        |                    |  |

/ Marshall \

| ~~~~~ |

|                                                                      |             |                        |                |
|----------------------------------------------------------------------|-------------|------------------------|----------------|
| Hero [x]                                                             | Heroine [x] | Level Up: HP +8 Pow +1 | Locations:     |
|                                                                      |             | Def +2 Mnd or Agi +1   | (1) Dime Tower |
| Note: Has a powerful, long-range Laser attack. Fight foes from afar! |             | Weapon : Laser         | Magic : None   |

| Name      | Lv | HP  | MP  | Pow | Def | Int | Mnd | Agi |                    |
|-----------|----|-----|-----|-----|-----|-----|-----|-----|--------------------|
| Hero 1    | 5  | 54  | 13  | 13  | 10  | 1   | 7   | 6   | *Topleft Outskirts |
| Hero 2    | 36 | 240 | 75  | 75  | 41  | 10  | 16  | 9   | *Granz Castle      |
| Hero 3    | 43 | 282 | 89  | 89  | 48  | 11  | 18  | 23  | *Town of Ishe      |
| Hero 4    | 47 | 306 | 97  | 97  | 52  | 12  | 19  | 25  | *Mana Sanctuary    |
| Heroine 1 | 5  | 35  | 32  | 5   | 9   | 11  | 7   | 5   | *Topleft Outskirts |
| Heroine 2 | 36 | 158 | 157 | 15  | 19  | 73  | 38  | 16  | *Granz Castle      |
| Heroine 3 | 43 | 186 | 185 | 17  | 21  | 87  | 45  | 19  | *Town of Ishe      |
| Heroine 4 | 47 | 202 | 201 | 18  | 22  | 95  | 49  | 21  | *Mana Sanctuary    |
| Bogard    | 27 | 203 | 40  | 25  | 27  | 18  | 19  | 31  |                    |
| Cibba     | 30 | 115 | 152 | 18  | 21  | 34  | 35  | 24  |                    |
| Amanda    | 25 | 132 | 95  | 23  | 22  | 20  | 24  | 23  |                    |
| Lester    | 27 | 95  | 148 | 18  | 20  | 33  | 28  | 21  |                    |
| Willy     | 34 | 185 | 114 | 35  | 30  | 22  | 25  | 36  |                    |
| Watts     | 15 | 106 | 0   | 20  | 18  | 8   | 12  | 14  |                    |
| Marshall  | 52 | 270 | 0   | 45  | 65  | 30  | 35  | 45  |                    |

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\                                     /
\                                     /
/                                     \
/-----                             \

```

- 1 2 -  
~ S E C R E T S ~

Niccolo's Special Menu  
 ~~~~~  
 Location: N/A
 Item Get: N/A
 Reward Get: N/A

Thanks to Unknownting for informing us of Niccolo's secret menu! Buy from Niccolo 251 times and a new menu will show up with rare accessories and raw materials. Terence has confirmed that you cannot simply buy 251 Gumdrops in bulk, but rather, you must buy something, exit the menu, then select Buy on the Ring Menu again.

Brownie Ring
 ~~~~~  
 Location: Subland River  
 Item Get: N/A  
 Reward Get: Brownie Ring

Not so much a side-quest, but likely something most people will miss. To complete this quest, you MUST have the Tiny Tapper (check the Quests Chapter for information on how to get the Tiny Tapper). Anyway, go to the first hole you find in the Subland River and shrink yourself. Enter the hole to go to a new room. In the next room, go up a bit to find another small hole. Shrink yourself again and enter it. Here's the hard part. Go northwest through the hidden passage and wait a while to make sure that you're full size again. Repeatedly try to jump and press up. If done in the correct place (please look at the Brownie Ring Map available at [gamefaqs.com](http://gamefaqs.com)), the screen will sorta warp and you'll enter a new room where you'll meet Brown. Talk to him and choose the last option to receive the Brownie "Ring." The Brownie Ring will add +55 to ALL of your Stats.

Chocobo

~~~~~

Location: N/A

Item Get: N/A

Reward Get: CHOCOBO!!!

After you finish the game and see the ~fin~ screen, wait 5 minutes for a special treat ^\_^

Just to clarify, the Chocobo CAN NOT be used!

~~~~~  
Mana Mysteries  
~~~~~

There are still many undiscovered secrets in Sword of Mana. Here you will find the remaining mysteries that continue to boggle minds. In case you're wondering, all of the following are confirmed to NOT be in the game.

Bath Set

~~~~~

There is still one Accessory that has yet to be found. Called the Bath Set (Ofuru Setto), its use is completely unknown. It doesn't increase any attributes, and sells for only 5 Lucre. It has been dummied out of the final version of the game.

Shields

~~~~~

Through the magic of hacking, various Shields have been discovered. The only place you can see them is while selling items, and all of the Shields sell for quite a bit of Lucre. They all have descriptions as well, which seem to indicate they protect against magic. The Shields have been dummied out of the final version, but early screen shots do show Shields on the Ring Menu.

Monster Eggs

~~~~~

In Legend of Mana, Monster Eggs could be captured and hatched to create a third party member to accompany you. Different types of Eggs existed- one for each monster type. Through the magic of hacking, it has been discovered that Monster Eggs also exist in Sword of Mana! However, they can only be seen while selling items. All of the Monster Eggs have descriptions, and even sale prices. However, there is no normal way to get them, or any place to use them. Was a pet system planned but cut out at the last minute?

Multiplayer



~~~~~  
To this day it's still unknown if multiplayer gameplay in Sword of Mana is actually possible. The Communication option only allows Amigos to be logged and as of yet there has been no indication that link play is in the game. Although Nintendo of America apparently said there is link play, it is still unproven, and at this point it does not look like there is multiplayer. We'll have to wait until the game comes out in English to find out for sure.

Update!!! The English version is out and it has been confirmed that multiplayer co-operative play is NOT available, despite what many magazines and even the back of the box says.

Password

~~~~~  
There was originally a Password option on the Main Title screen. What would a password system have been used for? Perhaps something similar to the LoZ: Oracles games?

#### Hidden Text and Dialogue

~~~~~  
Coming soon, the hidden story behind Pets, Debug Rooms, and Goremand!!!

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/                                     /  
\                                     \  
\                                     /  
/                                     \  
/-----/
```

- 1 3 -
~ F A Q s ~

The stars foretell that you are of a curious nature. Beware, however, because curiosity killed the cougar, or something like that. Please review these questions that previous adventurers have asked and the accompanying answers before submitting your own. Should these Q&As not satiate your thirst for knowledge, you may reach me by telepathically sending me a message, but if you can't do that... er... just send me an e-mail at the following addresses:

ShdwRlm3: shdwrlm3 (at) wariocompany (dot) com

Note that I am not obliged in any way to answer your e-mails. My life does not revolve around the world of Mana. In fact, I'm particularly delete button-friendly. If your question has already been answered somewhere within these texts, then you have wasted time and made the Maku, err.. Mana Tree weep.

13a.

Mana FAQs

Questions not directly involving Sword of Mana's gameplay.

1) Q. What is Shinyaku Seiken Densetsu/Sword of Mana?

A. Shinyaku Seiken Densetsu (which roughly translates into New Testament Legend of Holy Sword), or Sword of Mana outside of Japan, is a remake of the first game in the Seiken Densetsu series, known as Seiken Densetsu (Legend of Holy Sword), or Final Fantasy Adventure in the US. The original SD/FFA was released on the original Game Boy, so it's only fitting that a remake appears on the Game Boy Advance. Rather than just update the graphics, Square have chosen to completely overhaul the game, giving it a deeper

story, deeper gameplay, and multiplayer compatibility.

2) Q. What games are in the Seiken Densetsu series?

The games were released as follows:

| | Japan | United States of America |
|------|---|--------------------------|
| | ----- | ----- |
| 1991 | Seiken Densetsu:
Final Fantasy Gaiden (GB) | Final Fantasy Adventure |
| 1993 | Seiken Densetsu 2 (SFC) | Secret of Mana |
| 1995 | Seiken Densetsu 3 (SFC) | Unreleased |
| 1999 | Seiken Densetsu: Legend of Mana (PSX) | Legend of Mana |
| 2003 | Shinyaku Seiken Densetsu (GBA) | Sword of Mana |

Final Fantasy Adventure was known as Mystic Quest in the strange lands of PAL territories.

Uninterestingly enough, while most people don't consider the original Seiken Densetsu/Final Fantasy Adventure to be a Final Fantasy game, Seiken Densetsu was officially a Final Fantasy Gaiden game. The katakana and kanji for Final Fantasy Gaiden appears on most, if not all, Seiken Densetsu merchandise. So, if you're a stupid inferior gaijin or a nise-nihon-jin, you may not know that "gaiden" means side-story. Theoretically, Square decided that the SD series could stand on its own feet, which explains why later SDs do not have the FFG subtitle, and why so many aspects of SD do not appear in later games (in particular, Final Fantasy-inspired elements like the Chocobo as well as the Black Mage enemies). So why do Moogles appear in SD2? Umm.. shut up.

Also, technically there are two versions of Final Fantasy Adventure. After RPGs became the "in" thing, Sunsoft did the smart thing and bought the U.S. rights to the Game Boy FF games (including Legends 1-3), then re-released them.

3) Q. Why are a lot of the names different than the ones in Final Fantasy Adventure?

A. Surprisingly enough, most of Final Fantasy Adventure was translated pretty accurately. Most of the changes they made were simply due to space constraints. For example, the Shadow Knight is known as the Dark Lord or "Darknight" in FFA simply because Shadow Knight would take up too much space on the screen. Then again, Glaive is a blatant mistranslation, and the original Japanese Seiken Densetsu had it as Guransu, which could be translated as Grans (although Nintendo mentions both Grantz and Grants in their press release).

4) Q. What is the secret of Mana?

A.You think you're real funny, don't you? The goddess is not pleased. Although likely not the secret it refers to, a "fun" (if your definition of fun is unbelievably useless) fact is that while the "Holy Sword" is referred to as the Sword of Mana in the other games, the original Seiken Densetsu called it Excalibur.

5) Q. Where does Sword of Mana fit on the timeline of the Mana series?

A. It's possible that like the Final Fantasy series, the games in the Mana series are not connected, but have reoccurring themes and names. However, quite a few people on the GameFAQs message boards maintain that SD1 and 2 are connected, while the other two games stand on their own. Others, still,

say that the first three are connected. If there is a connection between SD1 and 2 (or any of the other games), expect Sword of Mana to confirm it or completely ignore it to confuse fans even more.

Note: I am in no way interested in your theory on how the games are connected. Please do not send them in.

6) Q. What's an Anaguma?

A. Anagumas are better known as Dudbears to the English-speaking audience. According to eDict, Anaguma translates into "badger," which is obviously not a bear, so who knows how they derived Dudbear from Anaguma. Anyhow, Anagumas play a very... strange role in Sword of Mana. In addition to being cheap slave labor for the Dwarven Miners, they're also fierce enemies in one sidequest... Their image is also imprinted on the rarest of Grans currencies, the Dudbear Gold.

7) Q. I \*love\* Sword of Mana's music! Who composed it, and is there an OST (Original Soundtrack) available?

A. Kenji Ito composed Sword of Mana's music. In fact, he composed the music for the original Seiken Densetsu/Final Fantasy Adventure, which is why many of the themes from SD/FFA were redone for SwOM.

As for an OST, yes, it's available, but in Japan only. Digicube published an OST to coincide with the game's Japanese release. It's a 2-disc set, with Disc 1 being the OSV (original sound version). Disc 2, however, features piano arrangements of some of the tracks. If you love the compositions but dislike the synths (like I do), the piano arrange is for you. If you snag the first printings, you may also get a Bonus Disc with an arranged version of the familiar opening theme and battle music, although at 1:59, the third disc is really a waste.

The Shinyaku Seiken Densetsu Premium Soundtrack costs 3,000 yen (w/ tax) and is available at a variety of online retailers. I got mine from www.cdjapan.co.jp Its catalogue number is SSCX-10097\*8 (just search for SSCX-10097). It's unknown what effects Digicube's recent bankruptcy will have on the soundtrack's distribution, but I assume they produced plenty of copies and you really shouldn't have a hard time finding it. Also, Square Enix have recently begun making soundtracks themselves, including a number of reprints, so it's possible that they may reprint the SSD OST in the future.

13b.

Gameplay FAQs

FAQs about gameplay (aka things you should've read in the manual).

1) Q. Is there multiplayer?

A. No.

2) Q. Why am I flashing?

A. Because you're a pervert? Oooh, you mean in the game? If your character is flashing green, it means that his Deathblow Gauge is full and you can perform a Special Attack. Hold the A Button, then release to perform a super special attack that does double the normal damage and also stuns

enemies. Each weapon has a different special attack.

3) Q. Does Hero ever get to use magic? (Note: Other variations of this question include "Does Hero ever get Wisp?")

A. Yes, Hero does get magic. His first Spirit is Salamander in Vinquette Hall. He will also get Wisp later on in Wendel.

4) Q. Can I choose how my NPC levels up?

A. No, you cannot choose your partner's level ups, which in turn means you cannot choose a Class for them (NPCs cannot receive Classes). The stat increases are pre-determined for each NPC and can be found in the NPC sub-section of the Miscellaneous Chapter of this FAQ.

5) Q. When do I get Shade?

A. You get Shade fairly late in the game, so don't worry if you still don't have him. You MUST get him to progress in the story, so there's no way you can miss him.

6) Q. How do I erase my saved game?

A. You can't. You can only save over it.

7) Q. I equipped an Accessory/Armor on an NPC, and then he left. Can I get it back?

A. Unfortunately, no. Hope you didn't equip the Brownie Ring on them.

8) Q. I can't seem to find any Potos at Kahla Peaks. What gives, are they rare?

A. Sort of. The reason why you can't find them is because they only appear in the MORNING (Sunrise). They appear on quite a few screens. One of them is the screen with the entrance to Malyrith's Cave.

9) Q. I gave Li'l Cactus away, and now I can't access the Spirit Rescue Quest.

A. You can get him back. First go to the Hot House and read the note where Li'l Cactus used to be. Go back to Lorimar Castle and speak with the gentleman to whom you gave Li'l Cactus. He'll give him back.

13c.

Brownie Ring / Tiny Tapper FAQs

About half of the e-mails I get are Brownie Ring or Tiny Tapper-related, so I found it necessary to have a section just for Brownie Ring and Tiny Tapper FAQs.

1) Q. I saw your Brownie Ring Map, but I still can't find anything about the Brownie Ring in your FAQ.

A. Okay, Mr./Ms. Lazy, since you're too lazy to find the Brownie Ring info (which can be found in my Quest FAQ or the Secrets Chapter of this FAQ), here it is:

Brownie Ring

~~~~~

Location: Subland River  
Item Get: N/A  
Reward Get: Brownie Ring

Not so much a side-quest, but likely something most people will miss. To complete this quest, you MUST have the Tiny Tapper (check the Quests Chapter for information on how to get the Tiny Tapper). Anyway, go to the FIRST hole you find in the Subland River and shrink yourself. Enter the hole to go to a new room. In the next room, go up a bit to find another small hole. Shrink yourself again and enter it. Here's the hard part. Go northwest through the hidden passage and wait a while to make sure that you're full size again. Repeatedly try to jump and press up. If done in the correct place (please look at the Brownie Ring Map available at [gamefaqs.com](http://gamefaqs.com)), the screen will sorta warp and you'll enter a new room where you'll meet Brown. Talk to him and choose the last option to receive the Brownie "Ring." The Brownie Ring will add +55 to ALL of your Stats.

2) Q. What happens if I pick the other options that Brown gives me?

A. Nothing. You can talk to him again and still get the Brownie Ring (which, by the way, was originally the Brownie Earring in the Japanese version).

3) Q. Where do I get the Tiny Tapper?

A. Sigh. Check the Quest FAQ, Quest 22 Detective Story. Since I know you're too lazy:

Go to the Wendel Cathedral at Night, where "Inger" will tell you something has been stolen. Talk to her before you leave the screen, and tell her you'll find the thief (if you don't talk to her, return during the Day and speak with her in the Cathedral). Your job is to catch the thief.

Go to the screen with the Blacksmith and Inn. The thief is near the bottom left of the screen, and is visible between a crate and a rooftop (at Night!). Talk to him to "catch" him. He'll run off again, so you must find him again.

Next, head to the General Store (any time seems to be fine), where you'll find him on the right side of the room. Talk to him and he'll disappear again.

This next part is VERY important! Go to the Inn and spend the night. When you wake up, it should be Sunrise. It's very hard to achieve this time here any other way than sleeping at the Inn. Anyway, go to the left of the part Blacksmith that juts out. This is the thief's final hiding place (again, it isn't hard to see him standing there- stupid thief). The thief will give you the Keepsake Pendant.

Return to the Cathedral and speak to Inger (her original Japanese name was Ingrid, by the way), who will give you the Tiny Tapper and 200 Lucre! QUEST CLEAR!

4) Q. I can't get the Tiny Tapper to work! I use it but nothing happens!

A. Chance are you have Armor with the EX Effect NoWimp, which, as its name implies, prevents you from getting the Wimp Status. This affects the Tiny Tapper too, which is why you can't shrink down. To remedy this, reforge your Armor into something that doesn't have NoWimp.

5) Q. Wait, if the Brownie Ring gives you +55 stats, is there ANY use for the Bonus Accessories you can get by leveling up?

A. Well, yes, the general consensus is that the Bonus Accessories are

entirely useless, but think of it in context. Most people would probably never find the Brownie Ring on their own (okay, finding out about the Bonus Accessories isn't so easy, either), so the Bonus Accessories would still be pretty good. If you went ahead and got one anyway, you could always try equipping it on your partner (only do this LATE in the game, around the Mana Sanctuary, because if your partner leaves you'll lose whatever accessory you had equipped on him/her).

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A myriad of heroes have joined the cause by contributing information on how to survive the quest. Many thanks go out to them:

CJayC - Shepherd of strategy and guardian of guides, CJayC is unequivocally the best webmaster out there.

Brownie Brown - For bringing Mana back to its roots, literally.

Squenix and Nintendo - For publishing Sword of Mana.

AstroBlue - For various input and being a good friend.

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\               Special Thanks!         \  
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The following people have done so much for this FAQ that they border on co-authors. This special section is devoted to those who have way too much free time on their hands (even moreso than Shdw) ^_^

Terence - Researching produce would've taken forever, but Terence made our lives easier ^_^

Nev - Weapon Forging/Tempering made easy :)

Unknownting - Info on Niccolo's special menu. Who else would be crazy enough to buy 251 Gumdrops?

MystErikEry - For helping to fight off the hordes of questions at the GameFAQs message boards. Very knowledgeable about Sword of Mana and the whole SD series in general.

HawkEye - For helping to fight off the hordes of questions at the GameFAQs message boards.

Surfers' Paradise - One of the first Japanese SSD sites and also the one with the most amount of info.

Shinyaku Seiken Densetsu Official Guide Book Perfect Navi - Not a person, per se, but without this Official Japanese Guide this FAQ could not be truly complete. Credit goes to them for some gameplay info (including Combos and some Enemy Locations) as well as Lucre and Drop Item info. ISBN 4757510306.

Shinyaku Seiken Densetsu Kaitaishinsho - Forget the Perfect Navi, THIS is where it's at. Completely comprehensive and worth every penny. Item drops, Boss stats, and miscellaneous tidbits come from this awesome guide.  
ISBN 4757716281.

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These texts didn't write themselves in a day, ya know. Here you can find what was changed.

- V 0.1 - August 29, 2003 - The legend begins. Basic structure outlined and Walkthrough started. Walkthrough up to Binkett's Mansion.
- V 0.2 - August 30, 2003 - The legend continues. Walkthrough up to Wendel.
- V 0.3 - August 30, 2003 - Yargh. Shdw spent the entire day figuring out the special titles you get when you Level Up. You can find them in the Controls/Gameplay chapter for now. Walkthrough up to Gaia.
- V 0.4 - August 31, 2003 - Walkthrough up to Devius' Mansion.
- V 0.5 - September 1, 2003 - Bestiary started. Walkthrough up to Grans Castle.
- V 0.6 - September 2, 2003 - Walkthrough up to Ishe.
- V 0.7 - September 5, 2003 - Shdw apologizes for the lack of updates. Walkthrough now up to Ruins Passage.
- V 0.8 - September 13, 2003 - Walkthrough up to Ruins Passage. Bestiary up to #40. Magic section updated. Weapons/Armor section updated thanks to Nev. Items section updated thanks to Terence.
- V 0.9 - September 20, 2003 - Walkthrough up to Mana Holy Land. Spirit Rescues done.
- V 0.9a - September 21, 2003 - Small interim release with new Bestiary info.
- V 1.0 - September 23, 2003 - Relatively large update with lots of additions to the Items Chapter. Weapons/Armor Chapter updated with Sword, Rod, and Knuckle.
- V 1.1 - September 26, 2003 - Weapon recipes completed.
- V 1.2 - October 5, 2003 - Hero's Walkthrough complete! Bestiary complete.
- V 1.3 - October 7, 2003 - Armor recipes completed.
- V 1.4 - October 25, 2003 - Long overdue update with some other chapters filled out a bit.
- V 1.5 - October 28, 2003 - Significant updates to the Magic chapter.
- V 1.6 - October 30, 2003 - Spirit Upgrades complete. Combos added to

- V 1.7 - November 7, 2003 - Various updates to various Chapters. Expect MUCH more soon.
- V 1.8 - November 22, 2003 - HUGE update! Quest info added, bestiary updated, and much, much more!
- V 1.9 - November 23, 2003 - Quest info updated.
- V 2.0 - November 28, 2003 - Weapons/Armor chapter revamped with English names and some corrections.
- V 2.1 - December 27, 2003 - Bestiary updated with Monster Drops and other info, including new entries for Bosses and unnumbered Monsters. Tons of new info in the Controls/Gameplay Chapter, as well as a few new FAQs.
- V 2.2 - January 2, 2004 - Heroine's Walkthrough added! Currently up to the Airship. It will be completed within the next few days.
- V 2.3 - January 3, 2004 - Heroine's Walkthrough now up to Jadd Desert.
- V 2.4 - January 4, 2004 - Heroine's Walkthrough now up to Granz Castle.
- V 2.5 - January 8, 2004 - Heroine's Walkthrough now up to Rocky Wilds.
- V 2.6 - January 9, 2004 - Walkthrough rewritten up to Glass Desert (North).
- V 2.7 - January 15, 2004 - Walkthrough rewritten up to Mana Sanctuary.
- V 2.8 - January 18, 2004 - Hero and Heroine's Walkthroughs complete.
- V 2.9 - June 9, 2004 - Wow, has it really been that long since I've updated? Anyway, TONS of changes, mostly in the layout. I removed the Class info and Quest Chapter since all of that info can be more conveniently found in my separate Class FAQ and Quest FAQ, respectively. TONS of new FAQs have been added in the FAQs section, so make sure to look there, too.

Status Effects and Traps moved to the newly revamped Miscellaneous Chapter. Also added how to get Popoi's Notes as well as NPC info. A bit more stuff soon, but I've accomplished what I wanted to, so V 3.0 will probably be final.

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Also, make sure to visit Shdw's site dedicated to Wario Ware, Inc.:

Wario Company- <http://www.wariocompany.com>

"When I asked you if that dummy was to fake your own death, you told me no!"

"That's my purse! I don't know you!"

"Willow's a demon?"

"Keep on happy!"

"...and here you are, coming out of the closet."

---Isabella, to Heroine

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