

1. Version History
2. Frequently Asked Questions
3. Glycinia Locations
4. Credits

*****Version History*****

Version 1.0 (7/31/02)

Initial guide, everything is fresh off the press.

Version 1.1 (8/3/02)

Fixed some formatting problems and added a few clarifications to the FAQs.

Added more to the locations section.

Version 1.2 (8/12/02)

Changed some of the layout of the guide.

Finished adding war trophies to the locations section.

Version 1.3 (8/18/02)

Fixed some of my word usage in this guide.

Gave more information on Magic Barrage.

Touched up formatting for the last time?

Put in a section for those who visit Gracula without Glycinia.

*****Frequently Asked Questions*****

Who is Glycinia?

Glycinia is a fairy who you will get to meet throughout the game. You can find her in (not so random) encounters during the game but only once. This secret character is different from other characters in one way; she will appear with different equipment at different times. She will always come with a Glass Pumpkin and either a Dragon Gem or a Cassowary Feather. If Glycinia dies in one of the encounters, she drops the Glass Pumpkin she holds (Thanks Tetra!). You will only get one additional special item if you do choose to recruit her.

When should I look for her?

Recruit her when you want to. You can avoid encountering Glycinia anytime if you pass over the area she is in. If you need a fairy for your party and want to use her equipment to its fullest extent get her at Vespa before your seventh battle. Just make sure the last area you pass over is Vespa and not a different area.

If you want some stronger items and a better Glycinia then find her later in the game. You may want to recruit Glycinia early in the game so you can sell her Glass Pumpkin. You may also want to recruit her so you can get a rare item you can only get after a versus battle. I like getting her early on and besides, how long are you going to use a Crescente for?

What should I expect?

You will always find Glycinia in a semi-random battle where you have to defeat all the enemies. The enemies will change from time to time just

like Glycinia. Her dialogues and Alphonse's will change as well but she will always join you as a guest during the battle. Glycinia will always run away from the enemy but will sometimes use a long ranged attack like Magic Missile. Enemies will hit Glycinia with bows most of the time so try removing those enemies first.

After the battle you'll have a chat with Glycinia and have the chance to recruit her. If you choose not to recruit her the first time you see her, you'll never see her again (Yay! erm..booo). If you do choose to recruit Glycinia, she will tell you she's looking for her sister and can't find her alone. Expect to meet Lubina, Glycinia's sister, later in the game.

What's happening at Gracula?

If you go to Gracula with Glycinia, Glycinia will start acting funny and say she smells Lubina. This will only happen during your first battle at Gracula. Well that's nice and dandy but what does that really mean? Glycinia is looking for her sister Lubina and if her instincts are right Lubina is in front of your eyes.

There will be a Gremlin named Lubinnya in Gracula who will not attack. If you move Glycinia to a spot adjacent to her she will come out of her disguise and become a guest for the remainder of the battle. At the end of the battle you'll have the choice to let Lubina join you. If you choose not to add Lubina to your troops, Glycinia will leave with her. They can be very persuasive.

I thought this was a Glycinia guide, why is Lubina so important?

If you reunite the Fairy sisters, you will be rewarded with their own special attack. When you move the sisters next to each other the spell Magic Barrage will open up. It has three different flags, Special, Eradicate, and Selfdamage. You can't see it on their status screens but if you look at their talents during a battle, it will show up. Magic Barrage costs 0 SP and takes up both the sister's turns. Both of the sisters will attack and then damage both of them afterwards. Like other SP talents, it can hit through Necklaces of Resist.

After you expand Magic Barrage's Area of Effect, you can hit multiple targets. You'll be able to hit in a five-square cross and like other holy spells it is based on intelligence, not agility. If Magic Barrage was based on agility it would be much more useful. The spell's damage, hitroll, and range will be based off the fairy that casts it. They damage themselves to one half of their current hitpoints (rounded down) but it will never kill them. When you attack you'll deliver heavy damage and eradicate the undead. I find this attack useful in Versus Mode along with other Fairy talents.

*****Glycinia Locations*****

Now for the meat of this guide, Glycinia's locations and equipment. I'll follow this format throughout the guide: [Class: Element, Alignment - Equipment - Spells (not including specials)]. Glycinia will pop up in different places at different times of the game.

Mart, Funcoland, and finally Babbages to find10 on their shelf.

To Atlus and Quest because without them I would never see this game.

CyricZ for making a useful Ogre Battle 64 walkthrough, better than Prima's in every way.

And to, of course, CJayC for making GameFAQs.

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