

# The Legend of Heroes II: Prophecy of the Moonlight Witch FAQ/Walkthrough

by Robobvious

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-The Legend of Heroes II: Prophecy of the Moonlight Witch-

-FAQ/Walkthrough-

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-Version 2.0-

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<Table of Contents>

- 01. Notes to the Reader
- 02. Version History
- 03. Walkthrough
  - 03.1 Prologue - Pilgrims
  - 03.2 Chapter 1 - The Gems of Tegura
  - 03.3 Chapter 2 - Battle of Bolt
  - 03.4 Chapter 3 - Shadow
  - 03.5 Chapter 4 - The Forest
  - 03.6 Chapter 5 - A Lake Divided
  - 03.7 Chapter 6 - The Prophecy
  - 03.8 Chapter 7 - Journey's
  - 03.9 Epilogue - Gueld
- 04. Level Guide
- 05. FAQ
- 06. In-Game History
- 07. Legal Stuff

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<01. Notes to the reader>

This FAQ/Walkthrough is based on the American version of The Legend of Heroes II: Prophecy of the Moonlight Witch. The game was released in America on June 20, 2006.

This game was published by Bandai and is made by Falcom.

This is the first guide I have ever written for a video game but I worked very hard on it so it should be very helpful. If you have any boss strategies, suggestions for changes, or questions that aren't answered in the FAQ you can contact me at my E-mail address which is written in the title. Also, whenever I enter a new area I try to tell you if there are any enemies in the area that you havn't faced before, if you find an instance in which I did not do this please notify me, Although if the monster only appears in a boss fight and does not naturally appear in the area then I don't list it for that area. My In-Game History is 97% complete, I am missing three facts, if you know what these facts are and what you have to do to unlock it in the History please tell me. Also thank you for choosing to use my guide and I hope it helps you.

-Sincerely, Robert Hodgson Jr.  
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## <02. Version History>

\November 20, 2006/

-Version 1.0 Submitted complete Walkthrough and Notes to the Reader to Gamefaqs.Com, the majority of the In-Game History, FAQ, and Level Guide were submitted as well.-

\November 20, 2006/

-Version 1.1 submitted due to separation problems in v1.0.-

\November 21, 2006/

-Version 1.2 submitted due to same separation problem.-

\December 04, 2006/

-Version 1.3 submitted, updated sites that have permission to use this FAQ/Walkthrough.-

\December 04, 2006/

-Version 1.4 submitted with another update to sites allowed to use the FAQ/Walkthrough.-

\January 05, 2007/

-Version 1.5 submitted with another update to sites allowed to use the FAQ/Walkthrough.-

\January 15, 2007/

-Version 1.6 submitted with an update, apparently it IS possible to be the 10,000th person to cross the Three City Bridge.-

\March 12, 2007/

-Version 1.7 submitted with the note added about the line break problem.-

\April 30, 2007/

-Version 1.8 submitted with the line break note removed because the problem was fixed.-

\March 05, 2009/

-Version 1.9 submitted with an update to the In-Game History.-

\July 10, 2009/

-Version 2.0 submitted with another update to sites allowed to use the FAQ/Walkthrough.-

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## <03. Walkthrough>

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### <03.1 Prologue - Pilgrims>

-Ragpick Village-

The game opens with Christina (a.k.a. Chris) talking with her parents, then shifts to Jurio talking with his (His dad is kind of mean). After the scene ends you have control of Jurio and your father has given you the task of collecting Giant Boar meat. So head out of your house, go right and go up the sets of stairs you see leading up that small hill to Chris's house. Her father will have a little image above his head that looks like a notepad, talk to him to add information to your History which is a log in the menu screen that keeps track of things you discover in the game.

Sometimes you will read books to add to it, sometimes you will talk to people to add to it, and other times things will be added to it automatically as you progress through the game. Now, go to the North of Jurios house.

-Ragpick Village, Village Outskirts-

You will find Grandpa Lap in his hut, talk to him to add more to your History, now you should have 4% of it Completed. Go south to Ragpick Village.

-Ragpick Village-

Walk through the village and talk to the people if you want, once your done go west of the village.

-Ragpick Village, West Fields-

Now you can enter your first battle, there is a boar walking around near you, touch him to initiate a battle. Familiarize yourself with the battle system in a few more fights, if you need to heal there is a Cure in your inventory, also I suggest you save your game. When your ready to move on with the game move to the northwest corner of the screen. You should see Chris, move closer to start a cutscene, when it ends you will begin fighting a Giant Boar.

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Miniboss: Giant Boar

By the start of this battle your Power Meter should be full, this is the meter that allows you to perform Finishing Moves, it fills up with each attack. So if it's not full, attack the Giant Boar a few times

until it is. Then use the only Finishing Move you have, Sword Fang. It should kill him in one hit. Assuming you fought two or three regular boars before you started this battle, you should level up.

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Following the battle another cutscene will begin in which Chris offers to help you carry the boar, after it ends go East back into the village, if you get into a fight on the way you will realize Chris can now help you fight enemies.

-Ragpick Village-

Another scene starts, Jurios father compliments him on getting such a great boar, then insults him by saying how he thought Jurio would give up, (I was right he IS mean), once your done talking to them you will automatically walk to the mayors house. He will ask you if you know what you will have to do, say No and he'll explain what you do on a pilgrimage. After the scene ends go back to your house. This will start another scene in which a sendoff ceremony will be held, (Listen to the bards words, they all have to do with your journey in this game) before they can award the Silver Dagger to your party, a woman disguised as a bard and her accomplice will steal it. But no worries Grandpa Lap will have a run in with them and get it back for you, accidently it would seem. Then the ceremony proceeds, Jurio and Chris say goodbye to their families and the cutscene ends. Talk to the villagers if you want, then go North.

-Ragpick Village, Village Outskirts-

Go into Grandpa Laps house, this will initiate a scene, he will give Chris his old staff, and offer Jurio a pet, he has 3 you can choose

from, a cat, a dog, and a rabbit. If he offers you one you don't want say No and he'll offer you a different one. Having a pet is a good thing, they can find items for you on the ground, and do things for you in battle, such as heal your party or increase your party's defense in battle. I personally chose the rabbit since I think it looks the best. Once the cutscene is over, equip Chris with Grandpa Laps staff and continue by going North of the house and then East past a blue haired person named Kilee.

#### -Green Fields-

There's only one place to go through here so follow the path East and then South to initialize a cutscene in which you find out Grandpa Lap was once a great magician and he saved a family from a pack of Wolves. You should now have 6% of your History complete. Go East after the cutscene ends.

#### -Steppingstone Pass-

You will encounter new enemies in this area, they are snails and don't seem to be any tougher than Boars so don't worry too much about them. Try to get Chris to level 2 in this area assuming she isn't already at level 2, if you need cure potions use Jurios Skill, Steal. Also Chris can use a spell called Cure which has the same effect as cure potions. Head North to the next area.

#### -Steppingstone Pass, Crossroads-

Go East down that slope to your right because the Rope Bridge is broken. Fight a few monsters if you want then continue farther East.

#### -Crystal Lake-

Follow the Northern part of the screen East to a cave. Head inside.

#### -Gaza Caverns-

You will encounter new monsters in this area called Wood Crabs but they are nothing you can't handle. Follow the path through here, it's very straightforward until you come to a set of stairs, take them up. In this area you will encounter another new enemy called Poopils. Only slightly worse than boars in my opinion, and yet still very easy to defeat. Anyways the path from here on is still very straightforward, follow it to find the exit out of the cave.

#### -Crystal Lake, Rope Bridge-

Now that you have exited that cave head East from here to find the Deane shrine.

#### -Deane Shrine-

Go East until you find a bridge then go North of the bridge into the Shrine. Go into the room on your right side as you enter the shrine and read the second bookshelf on the right to add to your History making it 8% completed. Now go into the top right room and talk to Bashika to take a rest and fill up your HP and MP. Once you've done that go to the top left room and a scene will begin. The Sage from Deane will explain many years ago the remaining witches built the five shrines in Tirasweel, Witches could use spells just by concentrating without memorizing spells like the normal people need to do. Then he takes you into the room of the Magic Mirror. When Chris and Jurio look into it they see beautiful scenery but then, ominous dark clouds appear and a void appears before the magic mirrors image ends. Once it ends you will receive a message that says Jurio can now use the water

spell Neraidea. After that Chris acts strangely for a moment and your characters go to talk to the Sage. He disregards it as your fear of what lies ahead on the Pilgrimage. The scene ends and if you check your History you should have 9% complete. Now go see the merchant in the bottom left room to buy cures, mind potions, and stimulants if you need them, then proceed to leave the shrine cross the bridge and exit to the west.

-Crystal Lake, Rope Bridge-

Go West across the rope bridge and then continue West.

-Steppingstone Pass, Crossroads-

Go West until you can't anymore then follow the path heading North fighting any boars you see on the way.

-Crystal Lake Path-

Follow the path straight North fight any Boars you see on the way.

-Wavy Beach-

Go West through here fight a Poopil or some Wood Crabs if you want then head West into a separate part of the Beach. Now go West and then North.

-Raguna-

Head into the building to the North and go down the hallway to initiate a scene with a girl named Cheryl. Afterwards go into the building to the West of the one your in now if you want to buy petfood for your pet, I recommend you do. Then head West a screen then go into the Weapon and Armor shop. Buy an Insight Dagger and a Lucky Vest for Jurio and get another Lucky Vest for Chris, then equip these things on your characters and sell the dagger, wooden staff, clothing, and cotton robes to the shop owner. Now go East a screen and then North a screen to the docks.

-Raguna Docks-

A scene will start and when it ends Chris is gone. Go South a screen back to Raguna.

-Raguna-

Talk to the woman in the bar with a ! over her head. Then talk to the old man in the building to the West of this one, he also has a ! over his head. Now go West a screen and talk to Cheryl in the SouthWest building, now that you've talked to everyone else with a ! the Weapon and Armor shop owner has had a ! appear over his head. Talk to him and then go to the closed door in the other room of his building. A scene starts and you find out Chris was helping two deserters of the Army, they were escaping when one of them got sick, now Jurio has to get medicine for the sick person. So leave the store, go East a screen, and enter the store just North of you. Talk to the ! girl from across the table (you have to be on the other side of the table when you talk to her) and then go give the medicine to the two Deserters and exit the shop once the scene ends. As you leave the shop another scene starts where Chris suggests you visit her uncle named Huck, he is in the building just across the road from the Weapon and Armor shop so head over there. A scene starts where you talk with Huck until a boy named Goch comes looking for money. Huck distracts him while he makes a getaway to avoid paying up. After that Chris says you must hurry because the ship is leaving. So Save your game then head to the Docks.

-Raguna Docks-

Head North onto the boat.

-Hawk Talon-

A scene starts where you meet one of the shiphands, and he takes you to meet the Captain of the ship, his name is Jilba. He says you've brought good luck to the ship since you have the Silver Dagger, He says you will have to work if you want to eat, (Stupid Captain). You are shown to your room, where Chris messes with Jurio a little. As the scene is about to end it shows some people boarding the boat among them are Shirla and Goose, the thieves who tried to steal the Silver Dagger. Not only that, (pause for dramatic effect) but they have the room right next to yours! They look in the room after you leave to see if you left it there but they couldn't find it so they return to their room to figure out how to get it from you. Then the scene ends and you are controlling Jurio and must clean all the cabins. Go around the ship cleaning all the rooms. when you've finished talk to the shiphand Bosray who is at the bow of the ship (bow means front). Then go down the nearby stairs and talk to Chris who is in the break area. A scene will begin where nothing of great importance happens, then when it ends head down to your room. Chris will catch Jurio examining some "interesting" reading material to say the least (I guess this is where that mild suggestive themes rating comes into play). Thus day 1 on the Hawk Talon ends. Jurio and Chris have an argument in the morning in which Chris is acting very motherly, afterwards Jurio goes to clean the deck, doing a little skating as he does so. Then Bulto tells him about Galga a sea monster bigger than a whale. Anyways once all the scenes end go to captain Jilbas quarters, he isn't there, so go down to the floor that you room is on and go towards the bow and talk to Bosray, he says you just missed him so now go to the deck of the ship and you will find him at the bow. He will let you watch out for other ships, as you do so, several scenes will occur. First Chris will come to get the laundry, then the couple who came on the boat will come ask you to take them to Captain Jilba, when you do the couple tell the captain that they think a thief is on board, for their coat and pocketwatch have dissapeared. Once the scene ends talk to the captain once more since he has a !, then go into the Galley (that means Kitchen) to start a scene, Chris and Jurio will change their clothes then go to the thieves door which has a ! over it, after that go to Mr. Hestons room, Mr. Heston is the rich man who offered Jurio his Gold Brooch as a tip. (The way he acts makes me think he might be one of the thieves too, guess we'll just have to wait and see.) Now go into your cabin to start a scene, Chris asked Jurio if they should leave the Silver Dagger there but Jurio decides to keep it with him (No one gives him enough credit). Now go past the thieves cabin and the empty one to the ships storage area and talk to Bosray who has a ! there. This starts a scene in which you'll find your Uncle Huck on board! Bosray will come up the stairs saying he found the fish with large bite marks on it. The Captain says he won't charge Huck for stowing away as long as they don't have any other problems with him while on board. After the scene go to the bookshelf The couple in the Roudo wanted notice must be Goose and Shirla and I believe the other thief may in fact be Mr. Heston. Now you, the Captain, and a sailor go to the thieves room to confront them, go to the Captains Quarters (room) and check the ! to see there are no more Motion Sickness Pills, then go back to the captain and tell him, he'll tell you to get some from the ships

hold. So talk to Bosray to make him move out of the way then go down the stairs. You'll face a new enemy down here it is called a Giant Rat although I think it looks like a beaver wearing a tree branch like a coat, there are a total of three. So once you've found the motion sickness pills go upstairs. When you come upstairs you will find Bosray unconscious, come to think of it, the whole crew is asleep! Go to the Bow of the ship and talk to Garton who has a ! over his head. This will start a scene in which you must choose different responses the first is "Stealing belongings" the second answer is "A coat and a watch" the third is "Drugged the tea" and the fourth answer is "Wealthy Mr. Heston". Now go down below deck and ran past the break area to the hallway that goes into Mr. Hestons room. You will spot him but then he will run off, so go up the other stairs to the deck and hed to the stern (the back of the boat). Just as Heston is about to make his escape Goose lassoes the bag he has and roped in the stuff he stole! Heston jumps overboard to swim to a boat he has waiting somewhere nearby while Goose and Shirla try to make off with the goods. Jurio chases Shirla then Chris gets in front of her and she becomes trapped, but the she throws the bag over Chris's head to Goose. The chase continues for a while until everyone remembers no one is steering the ship. So they go to get Uncle Huck who tells them what to do. Finally after a long night they see the coastline of Menarth. When Jurio and Chris awaken from their exhaustion induced sleep, they are congratulated by Captain Jilba and given 200 Piers as thanks.

-Neeri-

Move into the building and go to the woman at the table, this will start a short scene where she will ask if you have anything to declare (I think she means make some kind of an announcement), and she will realize you are pilgrims and therefore probably don't have anything to declare, and then she will mention that there is a famine. Anyways, after that go south to the Weapon and Armor shop thats next to the bridge that crosses the river. Buy a Wooden Sheild for Jurio and a Ruby staff for Chris. After that go south and buy some jerky then cross the bridge, a green haired boy name Kai will run into you thus knocking the Silver Dagger into the river. He will offer to help but Chris, being so kind says that he can run along. You spend a moment looking at the river then you must go east, and then south inbetween two houses to examine the river further down, move up next to it to have Jurio say something then go back to the bridge. A scene will start in which one of you mentions "trouble" and suddenly tons of people come running! Jurio says he is sure he dropped the dagger into the river and everyone splits up to find it, one man named Jean even jumps in! (I hope he can swim.) Kai finds it very close to the bridge, and then when everyone is gathered on the bridge again he says to stop by his house. Spend a night at the Inn if you want which is the house just north of the towns exit. After that go south to Kai's house to get a white stone from him, equip it to your characters along with the equipment you bought from the weapon and armor shop if you didn't equip it already. Once that's done exit the town to the east.

-Tide Path-

Follow the path South and then Eastward into the next area of Tide Path, and fight a few monsters along the way but if your level 4 by now I would say thats unnecessary. In the next area follow the path North to Arude.

-Arude-

Once here go North to the Arude Weapon and Armor shop to buy a Short Sword for Jurio and Silk Robes for both of them, after you equip these sell Jurios Insight Dagger and the two Lucky Vests before you exchange any Gores you have for Piers. Go to the house North of the Weapon and Armor shop, there talk to the ! person. He will say the Ice Drifts that came early and the Seals on the docks are stopping him from taking his boat out. There's nothing else to do here so head south.

-Tide Path-

Go South all the way then go East a screen.

-Pine Fields-

Follow the path here to find an old man with a !, talk to him to learn he sprained his ankle. So he asks you to fetch his son Tobai from Arude. Say "yes" and head back along the path.

-Tide Path-

You know which way to go from here.

-Arude-

Go behind the Weapon and Armor shop to find Tobai's house. Talk to him to start a scene in which the three of you hurry back to the landslide site.

-Pine Fields-

The scene continues with Tobai telling his father that he shouldn't have gone to the rockslide, and the oldman (Grandpa Miguel) says he doesn't want to be preached to by a coward who won't fish just because there are Seals. After that you wind up back at Arude.

-Arude-

Grandpa Miguel says that he told his son to get you to Negar Island at all costs, he should be waiting at the dock for you.

-Arude Docks-

Go to the end of the dock. Tobai will yell to you to come over to the boat without waking up the Seals, but the fool yells so loud they wake up. So head back to town.

-Arude-

Go to the inn and talk to the guy with the ! over his head. He will give you Seals Food, and then you can buy items from him. Buy Sapphie Vol. 1 if you want. Then go to the docks.

-Arude Docks-

Move right and Jurio will throw the Seals food and you'll "run" to the boat.

-Taratta Deck-

After the scene go below deck on the nearest stairs for a bite to eat.

-Taratta Interior-

Go into the rooms to the left and read the book at the bookcase. By the way your History should have 16% completion now. Now talk to Tobai and then go up to the deck.

-Taratta Deck-



Go to the bow of the boat to have Jurio say it's his favorite part of the boat, then go to the mast to have Chris say it's her favorite part of the boat. Then walk along the starboard side of the boat. Chris and Jurio will see something and Tobai will come up to see what all the commotions about. It appears its the sea monster Galga. A cutscene starts which signifies the end of the Prologue - Pilgrims.

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<03.2 Chapter 1 - The Gems of Tegura>

-Taratta Deck-

Everyone is on deck watching the huge monster Galga (Doesn't it seem weird that Captain Jilba needs a whole crew to run his ship and Tobai runs an equally large ship by himself?). Tobai says maybe Negar Island was attacked by Galga. Jurio spots someone running a small boat off the Port side but he sails away. So then the boat arrives on Negar Island.

-Tegura Docks-

Tobai asks how you'll get home, since Galga attacked he doesn't think you will be able to get a bot back, since you'll only take a day or two to go to the shrine and come back he says he'll wait for you. By the way you should have 18% completion on your History now.

-Negar Island-

Head right to start a scene after which go East.

-Tegura-

Go into the nearby building to buy Sapphie Vol. 2 from the woman on the left if you want it also buy any healing items you want or pet food if your running out. Then go East to where a man is standing in what was once a house, now its just three walls, go North from there to find two old people in their house. Talk to the old man with the notepad over his head to make your History have 20% completion. Now exit Tegura to the North.

-Negar Island-

You'll encounter new monsters in this area, stone apes and scout birds. Follow the path until it splits into two, then head East fighting the monsters along the way.

-Tegura Shrine-

Go into the shrine itself and enter the Southwestern most room and read from the ! bookshelf. After you finish reading the old man will ask if you'd seen the magic mirror, when you say no he will ask you to tell them what you saw once your done. Now go North a screen to find the Sage from Tegura, he will give you a short history lesson about the magic mirrors saying about 20 years ago the general public began visiting them, and until then only villagers on pilgrimage or witches on pilgrimage visited the shrines. A cutscene will begin where Seagulls are flying over, well, the Sea of course. So then Galga appears and makes huge waves crash onto the shore. Then a strange red light appears on the screen and then it ends. Talk to the Sage then go south. You will automatically talk to the old man, once your done head West.

-Negar Island-

Follow the path West then South to Tegura.

-Tegura-

Go to the Southeastern most building and talk to the ! old man. He says his grandson Lodi must have left alone to find Galga, he was the man Jurio spotted in the small one man boat. He was going to get revenge on Galga, because his father and him went fishing with Lodi once, and Galga attacked them and killed Lodi's father. Grandpa Kebin explains that Galga is normally a peaceful creature but occasionally becomes violent as if possessed. The devastation of Tegura was caused by another of Galgas violent episodes. Miraculously Lodi survived the attack that took his fathers life and he washed up on shore three days later. Ever since he's wanted revenge on Galga. As soon as he was able to use swords Lodi left his grandfather Kebin. Once the conversation switches away from Lodi, Kebin asks you to go to the peat swamp and bring back the jewels for him. He is a maker and salesman of Jewelry. Say "Yes" to help him and then he'll say the peat swamp is in the bottom of the mines, he says not to touch any overly large jewels though because they could explode. Go North now.

-Negar Island-

Go North, following the left side of the road will take you right to the mine entrance.

-Tegura Mines Level 1-

Follow the path that goes off to the right past a wheelbarrow and some sacks until it splits off into two paths, one going up and one going right. If you go right you will reach a dead end, going up it will initiate a scene where Chris says it's dark and she asks Jurio if he's scared, he says he isn't but Chris thinks he's lying. Now the path that was leading up splits into two more paths follow the left one and when this path splits again take the path that splits off to the North. Continue along here past some more wheelbarrows into a larger area, just walk to the East along the Northern wall and you will come to some stairs, once you find them descend them.

-Tegura Mines Level 2-

Go West from the stairs and follow the path, it's straightforward so there's no way for you to get lost. Once you've gone far enough a scene will begin where Jurio points out the swamp, there are three Crimson Fire jewels you need to find in the Peat swamp and they are all marked with a red !, if you find a grey ! its one of the exploding ones that have grown too big, but don't worry they won't explode if you find them, Jurio and Chris will realize it's too big and they'll leave it alone. So once you've found all three of the Crimson Fires you can start to leave. But \*gasp\*! An Earthquake hits, (you didn't really think it would be that easy did you?) the Earthquake causes a cave in, thus blocking the exit. Go to the land that sticks up out in the center of the Peat Swamp to start a scene, once it ends go back and examine the spot that's blocking the exit now to start another scene. At the end of the scene go get that large Crimson Fire in the peat swamp, now it has a red !. Once the scene ends and you can finally leave head along the path and, oh no! Yep, it's another landslide, better go tell the miners. Near the end of the scene they say that if that landslide was caused by the explosion there might be openings that were made by it. So once the scene ends go south to the edge of the Peat Swamp then West to where there's another path to the left of the one that leads to the blocked off exit. Jurio will notice sand dropping in from the ceiling, Jurio thinks it's interesting but Chris gets worried it means the ceiling could collapse again! Better go tell the nearby miner.

-Tegura Mines Level 1-

Once the scene ends head East, then South, then West to find the exit.

-Negar Island-

Phew, nice to finally be out of there. From here head South all the way back to Tegura.

-Tegura-

Now that your back in town go to the Southeast corner and talk to Grandpa Kebin who once again has a !. As thanks for retrieving the three gems for him he gives you 100 Piers and a Crimson Fire. Now you may finally head back to Tegura Docks, so exit the town through the West exit.

-Negar Island-

Head West and fight any monsters you spot on the path on your way.

-Tegura Docks-

Talk to the brown haired ! girl in the storage warehouse to start a scene. Emena and Inta will board the boat with Jurio and Chris after Inta says goodbye to his friend Rimu.

-Taratta Deck-

The scene continues and Tobai suggests you go inside due to cold Sea Breezes. But Chris and Jurio keep talking out on deck well Emena and Inta proceed inside. Jurio asks Chris if she had any idea what the Moonlight Witch was like, some people blame her for bad happenings while others praise her for their good crops. Chris says she tends to associate witches with mean old women, but she thinks the Moonlight Witch had a good heart. Anyway then the scene ends so I suggest you save your game and then head below deck.

-Taratta Interior-

Go into the room where everyone is gathered to find out that Inta is seasick luckily you still have the motion sickness pills that Captain Jilba gave you. Once he's had one Inta will be up and around in no time. You can head up onto the deck now.

-Taratta Deck-

Talk to Inta who has a ! over his head, to learn that he's playing Captain Thomas. Anyways then check the spot where a new ! has appeared to start a scene.

-Wedge Peninsula-

Once the scene ends go West.

-Pine Fields-

Go West to the road then go South a screen. Follow the path on this screen South and then East to start a scene. Once it's over go North to Tituta.

-Tituta-

Go to the Weapon and Armor shop and buy a Flame Dagger for Jurio and sell his Short Sword. Then go East all the way so your walking along the edge of the seaside cliff, from here walk North and talk to that man from the scene you saw outside of Tituta (his name's Alf) who has a ! over his head. Once the scene has finished

you should exit the town.

-Pine Fields-

Go South and talk to the two ! guards. Try to walk inbetween them, they will stop you and say you should go back to Tituta so you might as well, head North.

-Tituta-

Go back to where Alf is standing and talk to him, because once again he has a !, this will start a scene. (Man, Chris is rude).

-Pine Fields-

Once the scene ends go East a screen.

-Jewel Road-

You'll face a new enemy in this area called a Biter Wolf. If Jurio and Chris aren't level 6 yet fight the monsters in this area until they are then continue East a screen. Read the sign here to initiate a short scene, afterwards have three fights in this area then head South all the way and then go East un til you can't anymore, then follow the path North. When you see an old man talk to him to initiate a scene, once it's over continue along the path and enter Nelva.

-Nelva-

The building to the South of the road is sort of segmented into to parts, enter the right part and talk to the old lady to add to your history, Now you should have 25% completion. Now the building to the right of this one is also segmented enter the right part, thats the Weapon and Armor shop, this is going to be expensive so you might need to fight some more battles but buy 1 Iron Sword, 2 Moonlight Robes, and a Steel Spear. Equip the Iron Sword and one of the Moonlight Robes on Jurio, then put the other Moonlight Robe on Chris, and of course equip the Steel Spear on Alf. Then sell all your old equipment to the Arms dealer. Now go East a screen and enter the house with all the Soldiers in it to start a scene. After that go west a screen and go into the Goods Store and talk to the soldier standing in front of the desk. After the scene buy Sapphie Vol. 3 from the store owner. Now go East a screen again and go as far East through here as you can to trigger a scene in which, you will see Lodi but he takes off in his boat again. So keep going East to see an old man with a ! talk to him. After your finished try to exit the town through the South exit but a ! soldier is in the way, talk to him to be able to pass him.

-Jade Road-

In this area you will face new monsters called Poison Squirrels, so level Chris in this area so she learns cure poison because the poison squirrels are of course, poisonous. Now take the path on the right thats leading South. Eventually you will wind up on another screen, follow the path, fighting a few monsters along the way and eventually you will see a man walking along the path talk to him to find out he's a trader so if you need anything you can buy it from him. Continue on and read the sign, Congratulations your halfway there! Continue along the path to the next area.

-Topaz Beach-

Continue West through here to initiate a scene in which you will finally

meet Lodi, in fact he'll join your party. Now head South a screen into another section of Topaz Beach. In this area you will meet new enemies, Horned Squirrels, and Land Penguins (Penguins are so cool!). Head South, fight a few monsters and go South a screen.

-Lapis Road-

Go South until you see a sign, if you read it you will find out that Tyuyell is just South of you (This calls for a parade! But I don't either of us have that kind of money so instead go buy a party hat).

-Tyuyell-

Once the scene ends go to the Weapon and Armor shop just South of you. Buy 1 Iron Sword, 1 Silver Staff, 2 Small Shields, and 2 Moonlight Robes. Then equip the Small Shield on Jurio, the Silver Staff on Chris, a Moonlight Robe on Alf, the Iron Sword the Small Shield and the Moonlight Robes on Lodi. Go West to the Southwestern most building and talk to the ! old man and then save. Go to the building in the Northeastern most part of town and go inside, you will find a hallway in the building that leads North a screen.

-Tyuyell Shelter-

Go right all the way past the woman at the desk and talk to the man with the notepad over his head and then go back to the girl at the desk and go North a screen.

-Tyuyell Docks-

Go North past the goods stacked in crates and barrels and talk to the man with the !. Then Go South a screen.

-Tyuyell Shelter-

From here go South another screen.

-Tyuyell-

Go to the house of that old man you talked to before, talk to the ! old woman. Then try to enter the house that's just North of you to start a scene. Then leave through the town's West Exit.

-Twin Dragon Valley-

Go West and then North a screen. Follow this path North and then West a screen. Once the scene ends continue along the path to start another scene after which Chapter 1 - The Gems of Tegura ends.

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<03.3 Chapter 2 - Battle of Bolt >

-Tolz Road-

In this area you will face new enemies including Rock Apes and Needle Dresses. Fight the enemies you see along the path as you go South a screen. Follow the path South, then East, then South again. Anyways just keep following the path it's all straightforward, eventually a scene will start.

-Dice-

After the scene go behind the building to the North of you and talk to the brown haired boy to receive a free copy of Sapphie Vol. 4. Go to the building South of you and talk to the man that lives there he will ask you what game he should play at the casino, tell him he shouldn't play at all. Go East along the path, when you see a blue haired boy talk to him to start a short scene. After that go to the Weapon and Armor shop which is further East from here, and

then buy two Hemp Capes. one for Jurio and one for Lodi, don't forget to equip them. Then, from the Weapon and Armor shop go to the building North of you, talk to the old lady and rest at the inn. Then go North to the casino. Go upstairs and talk to Roule who is playing roulette and has a !. Afterwards leave the casino and follow the path East and then follow it North a screen. Go around to the back of the house to find two kids and start a scene. Go follow them to start another scene in which the kids say they snuck around back to see the big house, and that one of the soldiers out front gave them a dirty look as if they were thieves. So Chris yells at the guard who then starts crying (hehe, what a wimp of a soldier). Now go to the second floor of the casino and talk to the blue haired man at the head of the roulette table who has a !. Whether you pick red or black it doesn't matter, same goes for the second time you have to choose. A horrific scene of deplorable gambling ensues thats so horrific and deplorable I won't go into the details suffice to say the guy cheats and you lose all your money and the Silver Dagger. The scene continues for awhile then when it ends your at that inn I told you to rest at earlier. Go talk to the brown haired guy. After the scene find the stairs and go left to take another set of stairs to the third floor. Move over to the white haired dude at the table. Grab a bag of lentil seeds from any of the boxes and go South back to the town itself. Now go to where the Weapon and Armor shop is. Now head west, inbetween the building to the left of the Weapon and Armor shop and the building to the left of that, is a path leading South out of town, take it.

-Poison Swamp Area-

In this area you will face new enemies including Blue Horn Frogs, Power Moles and Crusher Beetles. Go South through here to see a monster go over to it to start a fight. Once thats over a scene starts, once it's over continue going South until you see a river to your left, go over to the wooden board that looks like it used to be part of a bridge. Walk over the board and you will be able to get into the river and avoid any more battles on your way. The river is very straight forward just continue along it until you reach Dartu.

-Dartu-

Continue following the river, until you see a little wooden dock, you can walk onto it to get out of the river. From the dock go directly North to the building with the old man wearing the red hat to start a scene. Afterwards go East a screen and enter the first building you see to the South. Talk to the white haired old blacksmith and buy two steel swords and equip them on Jurio and Lodi, then sell their old swords. Now go West a screen and then North a screen.

-Poison Swamp Area-

A scene starts once your here when it ends poke around the water to find and check the ! to find the Kitara.

-Dartu-

After the ominous and depressing scene talk to Torova and then talk to the Mayor to find out Grandma Crowa lives upstream, off to the right at the point where two rivers merge. So leave Dartu to the North.

-Poison Swamp Area-

Go over the bridge and then go East a screen. Follow the path over another bridge, then go right and go over yet another bridge. Go

North from this bridge to come to the last bridge which leads to her house. Talk to the green haired ! boy who is fishing. Then go inside and talk to ! Grandma Crowa, twice. Then go outside and talk to the boy again to start a scene that will take you back to Dartu.

-Dartu-

You should turn up the volume on you PSP if it's not at maximum because the Kitara can be hard to hear, but it does sound pretty energetic and fun. So now you can leave the village through the North exit.

-Poison Swamp Area-

Go back to Grandma Crowa's house again and talk to her to add to your history. Check your History to see that you have 32% complete. Now walk back to Dice through the Swamp.

-Dice-

A scene will start in which the silver haired man calls Roule Ramone and Roule calls him Thomas, remember the book you read onboard the Taratta called Captain Thomas? Haha, thats kind of a cool twist, anyway go to the inn and rest, then buy any items you need and exit Dice to the West

-Road of Dreams-

Go South a screen. In this area you will fight new monsters including Flaming Sybils, and Lancerta Dragons. Continue going South to start a scene. Anyways after the scene go South again until the path starts to turn East, then just keep following it that way.

-Three City Bridge-

\*NOTE: I've been informed (by Chi21) that if you hurry on the bridge you can be the 10,000th person to cross and win a small prize\*

Follow the path to the entrance to the Three City Bridge, thus starting a scene. Talk to the guard and say your going to Ambisch. Just follow the bridge it is very straightforward. Eventually a scene will start, when its finished continue on your way. Eventually another scene will start congratulations you are the 10,001st person to cross the bridge, for doing so you get, absolutely nothing! The guy who was ahead of you got a prize. Anyways go East a screen.

-Dotta Fortress-

Go talk to the blondish haired woman to buy Sapphie Vol. 5 from her. Then try to go east but the ! gaurd won't let you through, make sure you talk to him twice then start to walk North to start a scene (dirty Jurio lol). Afterwards go to the Southeast corner of the fortress

and talk to Passin the guy who got the 10,000th person prize. He says the guard at the East gate is short tempered and if you make him angry enough to chase you you could lead him away from the door. So go over to the guard and talk to him then run around the guard tower that Chris had climbed up before, and get to the unguarded gate.

-Elza Beach-

You will encounter a new enemy in this area called a Beach Kargess. Try to level to 14 here. Once you've done that head East a screen. Follow the path to start a scene.

-Bolt-

After the scene go East a screen and go into the soldiers mess hall to talk to the ! green haired kand master Magisa. Then go talk to King Alfred in his tent. When you leave the tent a short scene occurs, afterwards go all the way North to the beach and then go East a screen. Continue going East past the guard on the outpost, then Southeast to talk to the ! guard. Then go back to town and walk up to Alf to start a scene. Afterwards heal your characters, refill their magic, and save your game. Then head Southeast to where Alf is to start a scene during which, I realized Chris is insane. Anyways after all the scenes have ended go to your menu, save and then you can start the battle!

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Boss: Bazera and 2x Bazeminions

Bazera has around 1500-2000 HP while the Bazeminions have roughly 300 HP each. Use everyones finishing moves on Bazera first. Then while your waiting for your power gauges to fill up, attack the Bazeminions. Have Chris be your primary healer with her spells.

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Once you've defeated Bazera, Chapter 2 - Battle of Bolt will end. Congratulations you've taken another step closer to beating the game!

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<03.4 Chapter 3 - Shadow>

-Bolt-

After the scene equip the Magic Ring +2 on Jurio so his spells will be stronger. Then you should buy anything you need around town, cure potions, mind potions, and petfood if you need any of it. Then leave the town through the South exit.

-Serpent's Backbone-

Here you will face a new enemy called the Fanged Wolf. Fight all the enemies you see on your way South, or at least fight enough to reach level 15. Anyways just keep following the path and eventually you shall reach Igunis Shrine.

-Igunis Shrine-

Follow the path to the building itself. Go into the room on the left and examine the ! notepad bookshelf. Read the other ones two for interesting occurences. Also the blond haired girl has Sapphie Vol. 6 buy a copy. Then go to the shrine itself to watch the scene in the magic mirror. You'll see beautiful stars but then you see a shadow (of a man?). Anyways once all the scenes are done go talk to everyone then check your history to see you have 37% completion. Exit the area through the Southwest exit.

-Serpent's Backbone-

Head South go West a screen.

-Serpent Fields-

Follow the path, fighting until you reach level 16, then go West a screen. Continue West another screen.

-Amdera Castle Town-

Go West to the Weapon and Armor shop and buy a Master's Knife for Jurio and a Staff of Light for Chris. Equip them on your characters



and then sell Jurios Steel Sword and Chris's Silver Staff. Now go to the building South of the Weapon shop and talk to the white haired old man inside. Then go around past the tool shop and talk to the brown haired man at the corner of the building to start another comedic scene. Then go North of the Weapon and Armor shop and enter the building to the left of the chapel dogfood store and talk to the girl inside. Once that short scene ends talk to the blue haired girl in front of the building. Then go find the bar and talk to the ! bartender then talk to the old man at the table (poor comedically senile old man). Go to the river just South of the tool shop and talk to the green haired boy, it's Rio (weird kid). Now follow the path West to see Rio outside of his grandmothers house talk to him for a laugh or two and then go North to talk to the two guards who are guarding the North exit. Then head North a screen.

-Castle Amdera 1st Floor-

Go North the guards will give you directions as you pass them and a scene will start.

-Castle Amdera 2nd Floor-

Once the scene ends look around if you want and enter the audience room. Another scene will start (I won't spoil it for you) once it has ended go down to the first floor.

-Castle Amdera 1st Floor-

Visit Lodi. Now talk to the ! guard in the room North of Lodi's. Now go upstairs again.

-Castle Amdera 2nd Floor-

Go to your room and talk to the ! maid. Then go West onto the balcony and talk to ! Queen Jorina. Then follow the balcony as far South as it will go then go East into the castles library. Read all the books and talk to the ! old man. Now go down a floor (again).

-Castle Amdera 1st Floor-

Go into the kitchen and talk to the ! chef. Now go upstairs again.

-Castle Amdera 2nd Floor-

Go into your room to take a rest. Once the scene ends go downstairs.

-Castle Amdera 1st Floor-

Exit the castle and go to the town.

-Amdera Castle Town-

Go to the bar and talk to the bartender Domingo. Then go to the beds to rest (finally). A scene will start with the shy guard and maid, (as soon as it started I realized what was about to happen). After the scene talk to the old man. As you leave the bar the Castle chef will show up and a scene will start.

-Castle Amdera 1st Floor-

Talk to Lodi and then after the other scenes are done go to the second floor.

-Castle Amdera 2nd Floor-

Talk to the librarian to get a cookbook, the ingredients listed to make tomato stew are Tomato puree, onions, carrots, celery, potatoes, red sauce, garlic, olive oil, spices, and rock salt. Then talk

to the queen who is still on the balcony, go into the room across the hall from the throne room and talk to the maid to get the curry spice. Talk to Magisa in the room across from the balcony. Now go down a floor.

-Castle Amdera 1st Floor-

Go talk to Chris to find out that you have Olive Oil, Rock Salt, Cabbages, and Curry Spice. So go South to town.

-Amdera Castle Town-

Talk to the girl in the house to the East of you. Then talk to the blue haired boy in the house East of that one. Now follow the path South past the Weapon and Armor shop and talk to the brown haired girl and then talk to the blue haired boy in the building South of you, then talk to the brown haired man in front of this building. Then enter the building with the brown and white haired men inside, talk to both of them. Then talk to the blond girl in the building West of this one to get several items. Now enter the building West of you to get Sour Cream. Go into the house West of that and then the building North of that one. Then talk to Domingo the bar owner. Then go into the Northwestern most house and talk to the blue haired boy inside. Go North to the castle.

-Castle Amdera 1st Floor-

Give everything to Chris. The ingredients you should have now are tomato puree, onions, carrots, celery, potatoes, red sauce, garlic, olive oil, spices, rock salt, beef, fish and shellfish, cabbages, demiglace, beets, sour cream, saffron, curry spice, coconut milk, and yogurt. She will ask you what you think she should cook, pick one at random. After the scene talk to Alf then go into the room where the stairs to the second floor are and look under the table. Afterwards go into the kitchen and talk to Alf. Then go talk to Lodi. Then examine the bottom left bed. This will start a very long series of scenes. Afterwards exit the castle to the South.

-Amdera Castle Town-

Go to the Weapon and Armor shop and buy the Staff of Light for Morrison and sell any of the extra items you have leftover from old characters but keep your accessories. Equip the Thomas' Medal and Magic Ring+2 on Jurio, a Hemp Cape and the Power Ring +1 on Chris, and the Veteran's Cape and a Hemp Cape on Morrison along with the Staff of Light you just bought. Go buy some petfood if you need it, along with some curing items, then go sleep for free at the inn. Then exit town through the West exit.

-Amdera Road-

Follow the path West and then North a screen. Continue to follow it North to trigger a short scene and then follow it West a screen.

-Dotta Fortress-

Enter the fortress itself to trigger a short scene with that guard you got past earlier. Then enter the little building to see Shinon, the woman you met who was entering Ragpick village to see Lap when you left. Head West onto the bridge.

-Three City Bridge-

Just walk along the bridge eventually a scene will occur. Afterwards continue on. Ignore the disappearing man and continue on to the guard for another scene (Hmm, that's most likely not good). Anyways continue to the next area.

-Road of Dreams-

Follow this path until you reach a sign, go West from here.

-Wind Valley Checkpoint-

Congratulations! To enter Oldos you get to... fill out paperwork!  
Nah just kidding, show the only free worker your Silver Dagger.  
Then go wait in the waiting room its the Southwest room of the  
building. After the scene go West.

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<03.5 Chapter 4 - The Forest>

-Forest of Tranquility-

In this area you will face new enemies including Helper Bee's and  
Commando Bird's. After the scene equip any accessories you might  
have onto Goose, I gave him a Hemp Cape and a White Stone. As  
long as your here you might as well level up so fight any monsters  
you see. Head West a screen once you've beaten all the monsters  
here. Kill all the monsters in this area and then follow the path West  
and then North a screen, ignore the path that splits off West. Just  
follow the path North through here.

-Tonerico-

Go into the Weapon and Armor shop here to buy 3 Fleeting Robes,  
Morrison already has some so equip them on Jurio, Chris, and  
Goose. If you don't have enough money try unequipping your  
characters current armor and see if you will have enough once you  
sell it. If you still don't have enough re-equip their armor and go  
fight some more monsters. Then go to the Northwest building in  
town and talk to the blue haired man. Then talk to the Mayor. Now  
go just North of the Northwestern most building to see someone  
looking at the view from up on the lookout. Go talk to him, it's Joy  
from Raguna. He says Pad is on the lookout on the opposite side of  
town. If you have any characters that aren't level 18 yet you can use  
the inn here for free then go fight monsters to level. Also I noticed  
this while I was looking around in town, if you open your map in  
town the only thing it will show is Tonerico and the Forest of  
Deception North of it. Also, if you open it outside of town the town  
will no longer be on the map, nor will the Forest of Deception.  
Anyways it does not seem there is anything else to do here now so  
leave through the South exit.

-Forest of Tranquility-

Follow the path South through here. Follow this path South until it  
branches off West. Continue West into Shifool.

-Shifool-

Go into the nearby tool shop and buy Sapphie Vol. 7 if you don't  
have it already. Go into the tavern and talk to the bartender and the  
old man. Go into the house West of the bar and talk to the brown  
haired girl and the blue haired boy, rest here. Now go to the West  
exit of town and talk to ! Pebra, the man who is blocking the exit.  
Now go through the North exit.

-Castle Shifool-

Talk to the two ! guards and head North into the castle itself. Go  
West at this intersection of hallways ang go into the far room to talk  
to the queen, then talk to the chef in the near room to learn the  
Sages taste in food has changed recently. Hmm, sounds to me like

some things fishy here, and I don't mean the Sages dinner. Now go North from the intersection of hallways and talk to the ! king. Now save your game and heal then go outside of the castle and go to the West corner of the castle to see the sage. Talk to him to start a scene.

-Shifool-

Go West through here sticking to the path so you don't get lost. Eventually it will split into two, one going North one going East, take the one going East. Continue to follow the path and you will reach the Sage. A scene will start and his true identity will be revealed, it's the man who disappeared on the three city bridge! Wizard Kajim!

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Miniboss: 2x Gilbazera's

The Gilbazera's have around 300 Hp each so don't waste a Finishing Move on them, just use regular attacks and they will be dead in 3-4 turns.

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-Shifool-

You will have to fight Kajim next but it doesn't matter what you do you will lose no matter what so don't waste your finishing moves. After the fight a scene starts, once it ends go North to the castle.

-Castle Shifool-

Go to the intersection of hallways and go East into the empty room there. to start yet another scene.

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Boss: Wizard Kajim and 2x Gilbazera's

Wizard Kajim has roughly 800-900 Hp and the Gilbazera's have about 300 Hp each. Use regular attacks on the Gilbazera's until they are dead. Then use everyone's finishing moves on Kajim, you may need to use Chris's La Cure spell once or twice in the battle.

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A scene starts where they look in the magic mirror and see a beautiful scene with trees by a lake and some kind of glowing butterfly disappearing and reappearing as it flew over the lake, then an animal appeared like a buffalo or a buck and the moonlight witch appeared beside it and then they both disappeared.

-Shifool-

After the scene, rest at that woman's house in town. Save your game, stock up on items, and exit town to the South.

-Grace Mountains-

In this area you will face new enemies called Red Fin Frog's, Compee's, and Mirage Karimeg's. Head South fighting all the monsters you see along the way. Eventually a short scene will start where Jurio notices Chris is pale, continue on fighting all the monsters you see as you continue South a screen. From here take the path South and then East a screen, you can avoid the battles in this area.

-Angora Road-

In this area you will face new enemies including Poisoned Rats and Killer Bears. Fight battles here until all of your characters are at

least level 20. Then go East a screen.

-Sacred Gate-

Here buy two Broad Swords from the trader, equip them on Jurio and Goose. Don't forget to sell their old swords. Then go talk to the guard at the gate.

-Oldos Town Area-

Exit the building go South and then go West a screen. Go South over a bridge then head East around the houses to the windmills, the doctor is there. After the scene go back to the screen you found the doctor on. Once again, go West a screen from the building Chris and Goose are in. The person your looking for is in the Northwestern most part of this screen. Talk to the woman in her house and then go give the book to the doctor. Afterwards talk to the man at the desk downstairs to rest, then exit town to the West.

-Sacred Gate-

Exit to the West.

-Angora Road-

Go South from here into Torif.

-Torif Checkpoint-

Go through here, talk to the ! guard and continue on.

-North Heats Road-

In this area you will encounter new enemies such as Blue Mantis's and Copper Crabs. Start walking South you will start a scene in which Jurio spots Shirila, during the scene she joins you to help Goose. Equip Flleting Robes on her. Now go South a screen. From here go South and when you see the sign go West a screen. Now follow the path through here to reach Haizen.

-Haizen, Castle Town-

Your just passing through here on you way to Riz's. Use the South exit.

-North Heats Road-

Just follow the path South through this area.

-Riz's House-

Go inside and examine her pet bear named bang bang, and then talk to Riz. There was a small joke in this scene, in the first Legend of Heroes game A Tear of Vermillion, a girl dropped her stuffed animal, which was a bear named bang bang, into a river and Avin and Mile (the Heroes from the first game) had to go find it. Anyways after the scene equip Chris's Staff of Light on Filly then use the Northern exit.

-North Heats Road-

Fight three battles in this area as you head North.

-Haizen, Castle Town-

Go into the Northeastern most building in town and talk to the ! old woman inside. As you leave the house a scene will start. Afterwards exit to the East.

-North Heats Road-

Head East a screen. Now start to go East to commence a scene.

Afterwards go East and then head North.

-Torif Checkpoint-

Go straight North through here.

-Angora Road-

Head North to start a scene. Afterwards head North until the path splits, go West.

-Grace Mountain-

Go West and then North a screen. Head North straight through this area.

-Shifool-

Now exit town to the East.

-Forest of Tranquility-

Go East until the path splits, then head North. Follow the path North through here.

-Tonerico-

Aha! Now we return to Tonerico and the Forest of Deception. Go to the lookout in the Northeastern corner of town to start a scene with Pad. Then go talk to the mayor.

-Forest of Deception-

Follow the path until it splits then go East, then when it comes to a large open area go North. In this area follow the path when it splits go West. Go DIRECTLY North after you go West, I mean it right after you go West there is a very small path going North that you will miss if you keep going. Then as you follow this path it will make a n shape, as you head South on the Eastern side of the n, you will reach a part of the path that has a Y shape with you being on the left fork of the y, when you get here go up the right fork of the Y. You will see the butterfly at a monument. Examine the ! monument. Now go back to the first area of the forest and Head West a screen from here but be aware that near the exit is another monument do not examine it or you will have to start over. Now look around in this area to see the butterfly once again. Follow it to find the Algres.

After the scene go East a screen. Now exit the forest to the South.

-Tonerico-

Talk to the mayor to start another scene.

-Oldos Town Area-

In it Jurio and friends return to the inn. Where Filly mixes the potion and Shirla and Jurio gives the potion to their friends. After Shirla and Goose leave, reunited with eachother, Morrison says that now Jurio and Chris must visit the Grand Cathedral to see the final Magic Mirror. Talk to the priest at the bridge, he will ask you 5 questions the answers are Water, Earth, Fire, Wind, and No. Now continue past the Priest, across the bridge, to the Religous District.

-Religous District-

Follow the path through this area, through a few houses, past a windmill, over a bridge, and North a screen to the Grand Cathedral.

-Grand Cathedral-

Go directly North to the very large room of the cathedral, after the

scene talk to the ! Head Oracle at the back of the room. Afterwards go upstairs. From here go up more stairs to start a scene where an organist plays the "Hymn of Calling" to celebrate your arrival. Then go up[stairs again to the roof. Where the Great Oracle Denken is waiting for you. He explains that lately the Magic Mirror has been showing him ominous signs and that it showed him that two people would come who could help. When Jurio and Chris look to the Magic Mirror they see Ominous dark clouds over the land, and many soldiers that gathered in Castle Roudo in Pholthia. A sorcerer rose a glowing ball to the ceiling, and Chris and Jurio hear "Raua". When they talk to the Great Oracle again he says that Raua is the end of the world. After the scene is done you may leave the Grand Cathedral.

-Religious District-

Just head right through here.

-Oldos Town Area-

A scene begins as you enter this area, afterwards Chapter 4 ends.

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<03.6 Chapter 5 - A Lake Divided>

-Sacred Gate-

Exit to the West.

-Angora Road-

In this area you will face new enemies called Healer Hermits. Head South a screen.

-Torif Checkpoint-

Head South into the building and talk to the guard who is on the Eastern side and then head South.

-South Heats Road-

In this area you will encounter Rapoopils and Wild Boars. Just continue South until you reach the Luiz Checkpoint, fighting any monsters you see on your way.

-Luiz Checkpoint-

Go past the guard, talk to the ! old man to show him your Silver Dagger, then exit to the West past another guard.

-South Heats Road-

In this area you will encounter Shocker Sybils. Head North a screen from here. Now head North until the path turns, when it does, follow it West to Horuku.

-Horuku-

Welcome to Horuku. As long as we're here lets take a look at our equipment. Jurio has a Sundering Sword, Fleeting Robes, a Large Shield, and for accessories he has a Thomas' Medal and a Magic Ring +2. Chris and Filly both have a Staff of Light, and Fleeting Robes. Chris has a Hemp Cape and a Power Ring +1. Filly has a Hemp Cape and a Veteran's Cape. Try to keep them close to this equipment setup. Now go to the tool shop which is the building just South of you. Buy cure, recure, mind, and remind potions so your maxed out on all. Then buy Sapphie Vol. 8 and then sell your extra weapons and armor but keep your extra accessories. Then go into the other section of this building and talk to the Arms Dealer

from across the table. Buy a Sundering Sword and a Large Shield and equip them both on Jurio before you sell his Broadsword and Small Shield. Now go talk to the ! Guard at the West exit of town. Now go into the building North of the shops and talk to the blue haired boy at the desk to get some rest. Now enter the building North of that one to talk to an old man with a notepad over his head. Now you have done everything that you have to but if you want to you can talk to the townspeople to learn more about whats going on. When your done head North a screen.

-Horuku, Calak Mansion-

Talk to the guard that is closest to you, and then go talk to the two door guards. This will start a scene in which you show one of the door guards Alf's ring and then they take you inside for questioning. After the questioning he'll take you to see King Calak. The King says that a traveler namede Belart told Calak that his brother, the King of Haizen was preparing for war. So Calak began to build a fortress. Eventually he halted construction but Belart took control by taking the queen prisoner to the fortress to make sure construction continued. So now Jurio and friends need to go to Haizen to confirm that the King is not planning on attacking Horuku. So Calak gives you a letter to present to his brother in Haizen and makes arrangements for you to travel there. So now you can exit the castle, don't forget to talk to that guard I had you talkto when you first entered this area. Then you can take the South exit.

-Horuku-

Well there doesn't seem to be anything that you have to do here so if you need it get some rest at the inn, buy some petfood, and head West.

-Hedz Road-

In this area you will face new enemies such as Karimegs and Vadartha Dragons. Head West and a scene will start and Filly will mention the rough path that leads to her house, you can use it to get to Haizen. So when the path turns go North.

-Wild Path-

Just head straight North through here there are no enemies here.

-Riz's House-

Go inside her house and talk to Bang Bang and Riz and then go North.

-North Heats Road-

In this area you will encounter Copper Crabs. If not all your characters are level 23 yet fight monsters in this area. When your done head North a screen to Haizen.

-Haizen, Castle Town-

There's nothing you have to do here so go North.

-Castle Haizen, 1st Floor-

Go into the Castle and keep heading forward until you reach the stairs, take them up.

-Castle Haizen, 2nd Floor-

The room to the right of the stairs is the throne room, go in there to



see the king. Once the scene is over go to the first floor.

-Castle Haizen, 1st Floor-

Go back to the town.

-Haizen, Castle Town-

Exit town to the South.

-North Heats Road-

Head South through this area.

-Riz's House-

Save your game and head East.

-North Heats Road-

Head East until you can go South, then continue South until you see two ! guards. Talk to them both, then try to go right by them, then talk them both again. This will start a scene in which you will get by the guards.

-North-South Road-

In this area you will encounter Wildfire Wolfs. Continue going South until you reach Horuku Fortress.

-Horuku Fortress-

Talk to each of the ! guards and then try to enter the Fortress, talk to them again to start a scene. Once inside go to the Southwest building which is the armory. Once thats done go to the North exit and try to go outside to start another scene. After the scene go into the Southeast building and examine the locked door to initiate yet another scene. Afterwards go into the building north of the Armor and examine the ! cabinet to find the key. Take the key to the locked door to find the Queen, as your leaving Belart catches you and throws you all in the room with the Queen. Goose, Shirla, and the bandits that attacked you earlier, show up to steal the day! Err, I mean save it. When you regain control examine the door. Then go check the North exit, the South exit, the armory, and Belarts room. Once you've done that go ontop of the lookout, that will start yet another scene.

-Horuku, Calak Mansion-

Once the scene ends you can go back to town.

-Horuku-

Buy petfood and any healing items you need before exiting town to the West.

-Hedz Road-

Head West in this area until a scene starts and you part ways with Filly. Afterwards head South to start another scene with Ryunel, the guard from the checkpoint in Oldos. He says the source of Pholthias troubles are coming from Castle Roudo. Lodi's swordmaster, Master Durzel is being incarcerated in Dorufes but apparently he has made contact with the Moonlight Witch. Continue South a screen. Follow the path here South until it turns West, follow it a screen over.

-Desert Checkpoint-

Talk to the Immigration Officer to show him your Silver Dagger. Contine on to show it to another Immigration Officer who says there are rumors that King Rudolf of Pholthia is trying to force

Tirasweel to join with him. Anyways exit to the West to end Chapter 5.

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<03.7 Chapter 6 - The Prophecy>

-Desert of Thirst-

In this area you will encounter Shell Squirass and Jabawoo's. This area is a great place to level up. So try to reach level 25 before leaving the area. Once you reach level 25 you can head North a screen. Walk along this screen until you see the North exit, when you can see it fight nearby monsters until you reach level 27. Once your done you can head North a screen.

-Baraka-

As you enter town a man will run from the nearby building out of town, then the building will explode! Jurio and Chris wake up in cells. Some guards come in and take Chris. Anyways once the lengthy scene is done talk to Naje and exit her house. Go into the building just East of her house and talk to the ! girl. Now go to Kandata's house which is just East of the building your in now. Talk to the blue haired boy and examine the note on the wall inside (I have my own supicions of who the Desert Panther is but we'll see if I'm right later). Now go to the house North of this one to talk to the ! old man inside. Go into the Weapon and Armor store West of this house to exchange any Gores you have for Piers. Equip a Hemp Cape and a Power Ring +1 on Badatt. Now head North a screen. Talk to the ! guard at the North exit then try to use the exit. Now go to the East side of the colliseum and talk to the ! green haired boy there. Now talk to the guard guarding the exit you used to escape the colliseum for a laugh and then exit to the South. Go to Naje's house and talk to ! her inside.

-Desert of Thirst-

Thanks to Naje you've now gotten out of town. I had you do all that leveling before so you wouldn't have to do it now. So head West and then North to start a scene. Afterwards continue North.

-Ruins-

Walk along the ruins until you come to a staircase, descend it.

-Ruins, Level 1-

Take the left hallway North. Examine the mosaic on the wall. It depicts to serpents, one light, one dark, representing Bardus and Octum, good and evil entwined in a neverending battle. Now there are two more hallways take the one leading East first to start a scene once it ends go back and take the other hallway. Once you've entered the large chamber take the East path from here to examine a treasure chest, open it to find an ancient sword. As long as your finding ancient swords here's a history lesson on the game. Kabessa was a sword from The Legend of Heroes: A Tear of Vermillion, supposedly Bardus (the good god) split his body into five pieces that when combined made Kabessa. Now from the chest head South. Open another chest in the corner, it contains Mirage Armor, equip it on Badatt. From the chest go west to a raised platform and then go South. Examine the corpse and the chest and head East. When you come to the dragon statue go North and examine the chest for a Spider Knife. Now go West and follow the path back around to the dragon statue and take the path South. Examine the skeletons and go North to find the exit stairs, ascend them.

-Ruins-

Follow the path out of here.

-Desert of Thirst-

In this area you will face enemies such as Salamanders and Goat Compees. Avoid fights in this area. Head North until a scene starts. Then continue North a screen.

-Ghidonel-

For a laugh once you've entered the town go West all the way to the West wall and talk to the trader at the stall there. Then go find the tool shop and buy Sapphie Vol. 9 and any curative items you need. Now go to the Northeast corner of town and talk to the ! guard. Then talk to the ! old man at the desk in the inn (in the inn, lol). After the scene go to the stand nearest the entrance to the town and talk to the ! trader. Then heading West, talk to all the merchants along the way. After the scene go past the guard that stopped you before.

-Ghidonel, Woolght's Mansion-

Go talk to the girl in the Northeast room. Then go to the throne room in which Woolghit is residing. After the scene talk to Badatt, check the door, talk to Badatt again, and examine the right window. during the scene my prior assumptions of the Desert Panther are confirmed to reveal that she is Naje. The scene continues until a battle is started, but you don't actually fight they fight on screen. During the scene they mention Revas, an astrologer in Pholthia. So once the scene is done, equip a Magic Ring +2 on Stella and leave the mansion.

-Ghidonel-

(Does Jurio's hair look longer? I couldn't help but notice that on the cover his hair is silver as well, perhaps something amazing will happen... or not, we'll just have to wait and see). Save your game go to the Weapon and Armor shop, I am going to tell you to buy a lot of stuff but it will cost a ton of money so in order to afford it unequip Jurios sword and shield, Chris's staff, Badatt's knuckles, and Stella's staff. Then sell all weapons, armors, shields, and marbles you have in your inventory to the shop owner (when I say ALL I mean all the ones that your characters do not have equipped, however don't sell any accessories you have). Buy 2 Sorcerer Staves, Victor's Fist, and a Robust Shield. If you didn't have enough money load your game to get back all the stuff you sold and then go fight monsters until you have enough money. Equip the Robust Shield on Jurio, equip the Sorcerer Staves on Chris and Stella, and equip the Victor's Fist on Badatt. Now I realize that now Jurio does not have a sword don't worry you'll get one on Guil Road. Man, that took awhile you'll have to fight a lot of monsters on the way to Dorufes to gain back all those piers you spent. So rest at the inn and then take the Northwest exit.

-Guil Road-

To get that sword I was talking about go directly North from where you entered this area to see a desert merchant, talk to him to give him all 9 versions of Swordsman Sapphie, then he will ask you who you like in the story more Brad or Sapphie, if you say Sapphie he will give you her sword, Silfing which will add 100 to your base attack and 20 to your base speed, If you choose Brad he will give you his sword, the King's Cutlass it will add 100 to Jurio's base

attack power and 10 to his base magic attack. Personally I think Silfing is a better choice. After that continue along the road keeping in mind that by the time your at Dorufes I expect you to be at level 30 with Jurio and Chris. So fight to level 29 in this area, heal your characters and save your game before you continue to the next area. Follow the path here to start a scene and a battle.

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Miniboss: Belart, 2X Salamanders, and 2X Goat Compee's.  
Well to handle Belarts minions cast Jurio's Water Spirit and Stella's Freeze Lance. Use everyone's Finishing Move on him. Use Chris's La Recure whenever your characters need healing.

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-Guil Road-

Equip the Guard Ring +3 that Belart dropped on Jurio in place of his Guard Ring +1. Save your game and continue North.

-Dilt Checkpoint-

Go North into the office. After the scene go East and talk to the two ! imprisoned men. Then go into the Southeastern room with the ! guard standing inside. Now go into the room next to it and talk to the guard in there. Once you have done that head head to the West side of this building. When you regain control read all of Huck's Notes before you head North a screen. Here go talk to the soldier at the desk inside. Then begin to leave. Examine the windows facing the soldiers inside. Then leave to the North. This will end Chapter 6.

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<03.8 Chapter 7 - Journey's>

-Witch's Coast-

In this area you will face Shoddy Squids, Pick Penguins, and Poison Beetle's. Now you must go North to Aroza.

-Aroza-

Go into the building Northwest of you and talk to the girl. Then go into the house North of hers. Now go to the inn which is in the Southeast corner of the village. Talk to the ! girl and choose "Rest.".

-Ragpick Village-

The village appears to be completely empty. Go inside each of the houses and then go East of Jurio's house to find ! Rog. Examine him to wake up.

-Aroza-

Once Jurio awakens from his horrible incident of terror go to Joanna's house in the Northwest area of town. Talk to ! Joanna. Now equip the Mirage Armor on her along with a White Stone and a Speed Ring +2. Now exit to the South.

-Witch's Coast-

Remember to reach level 30 before you reach Dorufes, at level 30 Jurio will learn a new Finishing Move called Brave Rush, and at level 30 Chris will learn the spell Full Cure and the Finishing Move Sacred Fall. So now you can just follow the path straight through here. In this area level Chris and Jurio to 30 before heading South to Dorufes.

-Dorufes-

Head South into the Weapon and Armor/Tool Shop. Stock up on healing items. The Arm's Dealer doesn't have anything worth buying though so leave the shop and go into the Southeastern most building. Talk to the ! couple. Then go to the center of town and talk to the ! little girl. Then go South.

-Dorufes Tower-

In this area you will face Wind Mantis's. Follow the West coast South. Now go East to find a doorway into the tower. Ascend the nearby staircase. Now go East and descend a different staircase. Head South, West, and North. Use the wooden door and talk to the soldier inside the room. I assume he's talking about Huck and Badatt. Now return to the staircase and ascend it. From the staircase go South all the way and then West until you see another wooden door. After the scene go North and climb another set of stairs. From here go South and East until you see two staircases. Go up the left staircase. Go North into another room with a wooden door to find Huck and Badatt. Now go back down the stairs and take the East stairs up. Go North and take another staircase up. Talk to Badatt and then ! Huck. Now go into the room to start a scene with Durzel. Go through the secret passage and down the stairs, all of them. Then go into the water and out the passage it's exiting through. Follow the waterways until you reach the end. Step off of the end and exit to the North.

-Dorufes-

Go to the Arms Dealer and buy a Robust Shield for Durzel, Equip the Robust Shield, Mirage Armor, Hemp Cape, and a Speed Ring +2 on Durzel, and then sell his Large Shield and Chain Mails. Now exit town to the North.

-Witch's Coast-

Now I realize there were a lot of enemies in the Tower and you probably got into a few fights so If your at Level 32 or above, avoid any more fights for now, if your not at level 32 yet fight a few enemies. Anyways continue through this area to the next screen. Continue through here to the three way intersection and go North to Aroza.

-Aroza-

Talk to everyone in town, rest at the inn, and head North.

-Winter Solstice Path-

Head North and then West a screen. Follow the path here West, North, West, and then North again to the next screen.

-Road of Remembrance-

In this area you will encounter Krakens and Minervas. Go North to start a scene.

-Hill of Gueld-

Go East to the grave. Talk to Huck, Badatt, Joanna, and then Durzel. Then examine the ! sword to start a scene in which Chapter 7 ends.

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<03.9 Epilogue - Gueld>

-Hill of Gueld-

Equip the Esperancer on Jurio and Gueld's Staff on Chris. Now

leave the Hill of Gueuld.

-Road of Remembrance-

Well now you know the end is drawing near so fight any monsters you see between here and Castle Roudo, maybe you can reach level 40 before the final boss battle of the game. You probably shouldn't reach level 50 though because then it would be too easy. So reach level 35 in this area and then head North. You can head straight through this area to Castle Roudo.

-Roudo, Castle Town-

Here go to the Weapon and Armor Shop and buy a Meteor Spear, a Heavenly Rod, and 2 Master's Shields. Equip the Master's Shields on Jurio and Durzel, the Meteor Spear on Durzel, and the Heavenly Rod on Stella. Go to the inn, and talk to the owner, after the scene go down and talk to him again to get some rest. Go North a screen and stock up on cures, minds, and elixirs at the tool shop. Now go into the building East of the tool sho and go upstairs. Go into the Southeast room. After the scene save your game and go to the castle. Talk to the ! guard.

-Castle Roudo, Courtyard-

Head North past all the guards into Castle Roudo itself.

-Castle Roudo, Audience Room-

Go North and take the East staircase up a floor.

-Castle Roudo, Second Floor-

Go North and talk to the grey haired man now you can go downstairs.

-Castle Roudo, Audience Room-

Go North to start a scene. Now take the right archway North.

-Castle Roudo, Inner Chambers-

In this area you will encounter Clay Golems. Go take the staircase upstairs. Now go North.

-Castle Roudo, Courtyard-

Go down the stairs and go North. Continue going North and examine the door at the end. Good thing Goose and Shirla showed up (I was wondering when we'd run into them again). Now go South back to the Inner Chambers.

-Castle Roudo, Inner Chambers-

Go back through this area.

-Castle Roudo, Audience Room-

Now go West to use the other archway exiting from this area.

-Castle Roudo, Inner Chambers-

Take the left hallway North then take the third hallway down North and descend the staircase there.

-Castle Roudo, Dungeons-

Go South and then East to three doorways the two on the outside edge have bars on them but the middle one does not go through it and open the left chest inside to find a Frost Spear, the right chest is empty. Now go West past the wooden door and the archway, then go North through two archways to find a room of chests. Open the !

one and the one to the right of it to get an Iron Key and a Shield of Law. Now go use the wooden door I had you pass just a moment ago. You can open it now with the Iron Key. So go up there and open the ! chest and the one to the right of it for a Steel Key and a Judgement Spear. Now go East past the three archways and go North up the hallway to find a wooden door you can open with the Steel Key. Go North, then East past the archway up into the room with the treasure chest containing Shielding Robes. Now go through the archway open the chest there and go downstairs. Now from here go North to find a wooden door with a copper lock so now you can use that copper key you found. Now go North through the archway.

#### -Castle Roudo, Underground Passage-

In this area you will face new enemies such as Avatars and Hazaman. Head North to start a scene in which Kajim and Lodi appear! Lodi says he decided against taking his revenge on Galga but that doesn't mean he will ever forgive Kajim. Head North and turn East, take the stairs and follow the path around and through a door. Talk to the Soldier and go through the other doorway. Now walk past the staircase and turn East at the intersection. Follow the path South until the path splits off into a room with a staircase leading down in it. Go into that room and take the hallway in the room that is leading South to another staircase. Descend it and head West to be ambushed by monsters, but saved by Alf! Continue following this path until there are three other paths you can choose from, take the Eastern most one North to see Goose, Shirla, and those bandits. Now continue North to find a room with two staircases in it. Take the West one up. Now head West from this staircase until you can go South down a hallway to a staircase. Ascend it and head South all the way down the hallway. Turn West, pass the staircase and turn North, keep going North until you can't anymore, ascend the staircase there. Now go South to start a scene in which Mr. Morrison appears to help you. Now keep following the path until you go through an archway. In this area follow the path around the corner and go North past the staircase, around two more corners, until you see two staircases. (Man this place is huge) Go down the right one and head South all the way to ascend another staircase. From here go use the only other staircase available to you. Now follow this path around to reach the entrance to the Tower of Isabelle. So go through the door save your game, and ascend the East staircase.

#### -Isabelle's Tower-

Now from here go directly South to examine the wall down there and find a latch you can't see, Jurio will raise the latch on a door that's hidden by the wall. If you want you can then use the door you will find yourself in the courtyard again. Anyways go descend the staircase.

#### -Castle Roudo, Underground Passage-

Ascend the West staircase now.

#### -Isabelle's Tower-

Go around the corner to the staircase leading to the next floor. Now follow the hallway around to a room with many wooden doors leading to other rooms, most of which are empty. But walk West through the room to see a door with candleholders to the left and right of it, enter this room and walk to the end to find a chest containing a Resist Ring +3. Now go back out to the main room and

take the wooden door leading South from here. Follow this hallway around to another room with a wooden door connecting it with a library. Check the Southeastern most bookcase to find a book about summoning the Wave of Raul. No head North through two wooden doors and ascend the staircase. In this room go use the other staircase leading up. Do the same on this floor. Go through a wooden door, here then out of that room through a different wooden door and go up the stairs. Go North from this staircase to another one leading to the next floor. From the staircase go directly South out onto the roof (you might not realize the door is there but it is, if you look at the south wall it should have a section of wall that's farther away from the rest of the walls).

-Isabelle's Tower, Roof-

Go West, up the small staircase to the next level and then South.

-Isabelle's Tower-

Go directly South through here to start a scene in which the Wildcat Bandits, Filly, and Riz show up. When you regain control of your characters go South. Talk to Riz to buy curing items, stock up on everything, then talk to Filly to be healed completely. Now I suggest you save your game, but in a different slot than the one you saved in at the base of the tower, that way if your not strong enough to win the final boss battle you don't wind up stuck here with no way to level up or anything. Now climb the staircase and head North.

-Isabelle's Tower, Observatory-

Approach the altar where Revas and the Globe are to learn why he did this, and when seeing this, it makes it seem as if he is not entirely evil, so much as he is desperate to save his own world. It's called self preservation and it is part of the human condition. Now let the battle commence!

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Boss: Revas and 4X Vandons

I fought this battle with all my characters at around level 38 and this battle was still tough, so what your going to want to remember is if anyone dies use an Elixir on them, and don't be afraid to use full cures. When you use Jurio's Finishing Moves use Brave Rush, and use Chris's Light Cactus. If there are Vandons still alive after the first turn but you used all of your Finishing Moves, the remaining ones should each die after one normal attack, however they can use La Cure so it might take longer if they healed. Once all the Vandon's are dead you can focus on Revas, he should only take a few more regular hits before dying.

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When the battle is won Revas turns to stone and then crumbles into little pieces as he dies. Stella uses her bombs in an attempt to remove the stuff surrounding the globe but to no avail. Then Lodi, Alf, and Mr. Morrison appear. Mr. Morrison says they need something that does psychic damage as well as physical, like Crimson Fires. Luckily, Jurio still has his. They say it's not big enough but they can make it grow with the magical assistance of Mr. Morrison, Stella, and of course, Chris. So they make it grow and Goose throws it at the globe, thus destroying the thin film covering the outside of it. Then Jurio throws the Silver Dagger at the globe thus, destroying it and releasing the souls of the soldiers and the Will of Despair. Talk to everyone then go South a screen.



-Isabelle Tower-

talk to Shirla. As your doing that a cave in will occur and you will be seperated from everyone else. Shirla will get the bandits to start clearing out the rocks while you go and look for Queen Isabelle. Go get healed by Filly and buy some healing items from Riz. Now save your game and go North two screens to the roof.

-Isabelle Tower, Roof-

After the scene go forward. To learn that supposedly this world had a sin that warranted the destruction of it in place of the other world. Then the battle begins.

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Boss: Queen Isabelle and 4X Deathbits.

The Deathbits can do some serious damage so taking them out is not going to be easy. Have Chris cast La Recure every turn until they're dead. You might have to use your Finishing Moves in order to kill them they're pretty tough but once they're dead you can focus on the queen more. If any of your characters become confused use a Fururu Potion. Jurio's Brave Rush is a real need to get rid of the Deathbits. Also use Stella's Time Stop, then use her Attack Up spell on Jurio and Durzel to use in conjunction with their Finishing Moves. Once all the Deathbits are dead you can begin to fight Queen Isabelle some physical attacks will not hurt her or will do very little damage. Even some Finishing Moves don't work, but you can use Brave Rush, and Comet Thrust. But just so you know Isabelle has a very strong move called Conjure that can wipe out your entire party in two hits. (This move actually made me have to start the fight all over when she was almost dead.) Well, eventually you should defeat her and shafts of light will break out from her body.

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-The End-

Well Congratulations! You have succesfully completed "The Legend of Heroes II: Prophecy of the Moonlight Witch", I suggest you go back to the beginning and listen to what Shirla sings about when she's disguised as a bard, it's all about your journey and Gued. Enjoy the ending movie, I won't spoil it for you. Well, I hope you found my FAQ/Walkthrough helpful and if you want you can help me too, I'm missing a few facts from the History. Anyways I guess they never explained why Jurio's hair was silver on the cover huh? Oh well, I hope you enjoyed the game and my guide, I enjoyed writing it for you. Well this is the end of the Walkthrough, refer to the Table of Contents at the beginning of the FAQ/Walkthrough to see what else is in here for your use. Well, I hope this was all very helpful if you want to ask me anything my E-mail address is at the top of the guide near the title.

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<04. Level Guide>

#### Jurio

Level 1

HP:47      MP:33  
ATT:31     DEF:18  
MAT:10     MDE:13  
HIT:75     AVO:15  
SPD:21

Level 2

HP:50 MP:34  
ATT:32 DEF:19  
MAT:11 MDE:14  
HIT:75 AVO:15  
SPD:21

Level 3

HP:54 MP:36  
ATT:33 DEF:20  
MAT:11 MDE:15  
HIT:76 AVO:15  
SPD:

Level 4

HP:58 MP:37  
ATT:35 DEF:21  
MAT:12 MDE:16  
HIT:76 AVO:15  
SPD:21

Level 5

HP:63 MP:39  
ATT:36 DEF:22  
MAT:13 MDE:17  
HIT:77 AVO:15  
SPD:22

Level 6

HP:67 MP:40  
ATT:38 DEF:23  
MAT:15 MDE:19  
HIT:78 AVO:16  
SPD:22

Level 7

HP:72 MP:42  
ATT:40 DEF:25  
MAT:16 MDE:21  
HIT:79 AVO:16  
SPD:22

Level 8

HP:77 MP:44  
ATT:43 DEF:26  
MAT:17 MDE:22  
HIT:80 AVO:16  
SPD:22

Level 9

HP:83 MP:46  
ATT:45 DEF:28  
MAT:19 MDE:24  
HIT:81 AVO:16  
SPD:22

Level 10

HP:88 MP:48  
ATT:48 DEF:30  
MAT:21 MDE:27

HIT:82 AVO:16  
SPD:23

Level 11

HP:94 MP:50  
ATT:51 DEF:32  
MAT:22 MDE:29  
HIT:83 AVO:17  
SPD:23

Level 12

HP:100 MP:53  
ATT:54 DEF:34  
MAT:24 MDE:31  
HIT:84 AVO:17  
SPD:24

Level 13

HP:107 MP:55  
ATT:57 DEF:37  
MAT:26 MDE:34  
HIT:85 AVO:17  
SPD:24

Level 14

HP:113 MP:58  
ATT:60 DEF:39  
MAT:29 MDE:37  
HIT:87 AVO:17  
SPD:25

Level 15

HP:120 MP:60  
ATT:64 DEF:42  
MAT:31 MDE:40  
HIT:88 AVO:18  
SPD:25

Level 16

HP:128 MP:63  
ATT:68 DEF:45  
MAT:33 MDE:43  
HIT:90 AVO:18  
SPD:25

Level 17

HP:135 MP:66  
ATT:72 DEF:48  
MAT:36 MDE:46  
HIT:91 AVO:18  
SPD:26

Level 18

HP:143 MP:68  
ATT:76 DEF:51  
MAT:39 MDE:50  
HIT:93 AVO:19  
SPD:26

Level 19

HP:151 MP:71  
ATT:81 DEF:54  
MAT:42 MDE:54  
HIT:95 AVO:19  
SPD:26

Level 20

HP:159 MP:75  
ATT:86 DEF:57  
MAT:45 MDE:57  
HIT:96 AVO:19  
SPD:26

Level 21

HP:168 MP:78  
ATT:91 DEF:61  
MAT:48 MDE:61  
HIT:98 AVO:20  
SPD:26

Level 22

HP:177 MP:81  
ATT:96 DEF:64  
MAT:51 MDE:65  
HIT:100 AVO:20  
SPD:26

Level 23

HP:186 MP:84  
ATT:101 DEF:68  
MAT:54 MDE:70  
HIT:102 AVO:20  
SPD:26

Level 24

HP:196 MP:88  
ATT:106 DEF:72  
MAT:58 MDE:74  
HIT:105 AVO:21  
SPD:30

Level 25

HP:205 MP:91  
ATT:112 DEF:76  
MAT:71 MDE:79  
HIT:107 AVO:21  
SPD:30

Level 26

HP:215 MP:95  
ATT:118 DEF:80  
MAT:75 MDE:64  
HIT:109 AVO:22  
SPD:30

Level 27

HP:225 MP:99  
ATT:124 DEF:85  
MAT:69 MDE:89  
HIT:112 AVO:22

SPD:32

Level 28

HP:236 MP:103  
ATT:130 DEF:89  
MAT:73 MDE:94  
HIT:114 AVO:23  
SPD:33

Level 29

HP:247 MP:107  
ATT:137 DEF:94  
MAT:77 MDE:99  
HIT:117 AVO:23  
SPD:34

Level 30

HP:258 MP:111  
ATT:144 DEF:99  
MAT:81 MDE:104  
HIT:119 AVO:24  
SPD:35

Level 31

HP:269 MP:115  
ATT:151 DEF:104  
MAT:86 MDE:110  
HIT:122 AVO:24  
SPD:35

Level 32

HP:281 MP:119  
ATT:158 DEF:109  
MAT:90 MDE:116  
HIT:125 AVO:25  
SPD:36

Level 33

HP:293 MP:124  
ATT:165 DEF:114  
MAT:95 MDE:122  
HIT:128 AVO:26  
SPD:37

Level 34

HP:305 MP:128  
ATT:173 DEF:120  
MAT:100 MDE:128  
HIT:131 AVO:26  
SPD:38

Level 35

HP:317 MP:133  
ATT:180 DEF:125  
MAT:105 MDE:134  
HIT:134 AVO:27  
SPD:39

Level 36

HP:330 MP:137

ATT:188 DEF:131  
MAT:110 MDE:141  
HIT:137 AVO:27  
SPD:40

Level 37

HP:343 MP:142  
ATT:196 DEF:137  
MAT:115 MDE:147  
HIT:140 AVO:28  
SPD:41

Level 38

HP:356 MP:147  
ATT:205 DEF:143  
MAT:120 MDE:154  
HIT:143 AVO:29  
SPD:42

Level 39

HP:369 MP:152  
ATT:213 DEF:149  
MAT:125 MDE:161  
HIT:147 AVO:29  
SPD:43

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Chris

Level 1

HP:39 MP:42  
ATT:22 DEF:16  
MAT:18 MDE:17  
HIT:50 AVO:10  
SPD:17

Level 2

HP:42 MP:43  
ATT:23 DEF:17  
MAT:19 MDE:18  
HIT:50 AVO:10  
SPD:17

Level 3

HP:45 MP:45  
ATT:24 DEF:18  
MAT:20 MDE:19  
HIT:51 AVO:10  
SPD:17

Level 4

HP:49 MP:47  
ATT:25 DEF:18  
MAT:21 MDE:21  
HIT:51 AVO:10  
SPD:17

Level 5

HP:52 MP:48  
ATT:26 DEF:20  
MAT:22 MDE:22

HIT:51 AVO:10  
SPD:18

Level 6

HP:56 MP:50  
ATT:27 DEF:21  
MAT:24 MDE:24  
HIT:51 AVO:10  
SPD:18

Level 7

HP:60 MP:52  
ATT:29 DEF:22  
MAT:26 MDE:26  
HIT:51 AVO:10  
SPD:18

Level 8

HP:65 MP:54  
ATT:30 DEF:24  
MAT:27 MDE:28  
HIT:52 AVO:11  
SPD:18

Level 9

HP:69 MP:57  
ATT:32 DEF:25  
MAT:29 MDE:31  
HIT:53 AVO:11  
SPD:18

Level 10

HP:74 MP:59  
ATT:34 DEF:27  
MAT:32 MDE:33  
HIT:54 AVO:11  
SPD:19

Level 11

HP:79 MP:61  
ATT:36 DEF:29  
MAT:34 MDE:36  
HIT:55 AVO:11  
SPD:19

Level 12

HP:85 MP:64  
ATT:38 DEF:31  
MAT:36 MDE:39  
HIT:56 AVO:11  
SPD:19

Level 13

HP:90 MP:67  
ATT:41 DEF:33  
MAT:39 MDE:42  
HIT:57 AVO:11  
SPD:20

Level 14

HP:96 MP:69  
ATT:43 DEF:35  
MAT:42 MDE:46  
HIT:58 AVO:12  
SPD:20

Level 15

HP:102 MP:72  
ATT:46 DEF:38  
MAT:45 MDE:49  
HIT:59 AVO:12  
SPD:20

Level 16

HP:108 MP:75  
ATT:49 DEF:40  
MAT:48 MDE:53  
HIT:60 AVO:12  
SPD:21

Level 17

HP:115 MP:79  
ATT:52 DEF:43  
MAT:51 MDE:57  
HIT:61 AVO:12  
SPD:21

Level 18

HP:121 MP:82  
ATT:55 DEF:46  
MAT:55 MDE:61  
HIT:62 AVO:12  
SPD:21

Level 19

HP:128 MP:85  
ATT:58 DEF:49  
MAT:59 MDE:66  
HIT:63 AVO:13  
SPD:21

Level 20

HP:135 MP:89  
ATT:61 DEF:52  
MAT:62 MDE:70  
HIT:64 AVO:13  
SPD:21

Level 21

HP:143 MP:92  
ATT:65 DEF:55  
MAT:66 MDE:75  
HIT:66 AVO:13  
SPD:21

Level 22

HP:150 MP:96  
ATT:68 DEF:59  
MAT:70 MDE:80



HIT:67 AVO:13  
SPD:21

Level 23

HP:158 MP:100  
ATT:72 DEF:62  
MAT:75 MDE:85  
HIT:68 AVO:14  
SPD:21

Level 24

HP:166 MP:103  
ATT:76 DEF:66  
MAT:79 MDE:91  
HIT:70 AVO:14  
SPD:25

Level 25

HP:175 MP:107  
ATT:80 DEF:70  
MAT:84 MDE:96  
HIT:71 AVO:14  
SPD:25

Level 26

HP:183 MP:112  
ATT:84 DEF:73  
MAT:89 MDE:102  
HIT:73 AVO:15  
SPD:26

Level 27

HP:192 MP:116  
ATT:89 DEF:77  
MAT:94 MDE:108  
HIT:74 AVO:15  
SPD:27

Level 28

HP:201 MP:120  
ATT:93 DEF:82  
MAT:99 MDE:114  
HIT:76 AVO:15  
SPD:27

Level 29

HP:210 MP:111  
ATT:98 DEF:86  
MAT:104 MDE:121  
HIT:78 AVO:16  
SPD:28

Level 30

HP:220 MP:129  
ATT:103 DEF:90  
MAT:109 MDE:120  
HIT:80 AVO:16  
SPD:29

Level 31

HP:229 MP:134  
ATT:108 DEF:95  
MAT:115 MDE:134  
HIT:81 AVO:16  
SPD:30

Level 32

HP:239 MP:139  
ATT:113 DEF:100  
MAT:121 MDE:141  
HIT:83 AVO:17  
SPD:30

Level 33

HP:249 MP:144  
ATT:118 DEF:104  
MAT:127 MDE:148  
HIT:85 AVO:17  
SPD:31

Level 34

HP:260 MP:149  
ATT:124 DEF:109  
MAT:133 MDE:156  
HIT:87 AVO:17  
SPD:32

Level 35

HP:270 MP:154  
ATT:129 DEF:115  
MAT:139 MDE:163  
HIT:89 AVO:18  
SPD:33

Level 36

HP:281 MP:159  
ATT:135 DEF:120  
MAT:146 MDE:171  
HIT:91 AVO:18  
SPD:33

Level 37

HP:292 MP:164  
ATT:141 DEF:125  
MAT:152 MDE:179  
HIT:93 AVO:19  
SPD:34

Level 38

HP:304 MP:170  
ATT:147 DEF:131  
MAT:159 MDE:187  
HIT:95 AVO:19  
SPD:35

Level 39

HP:315 MP:175  
ATT:153 DEF:136  
MAT:166 MDE:195  
HIT:98 AVO:20

SPD:35

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Alf

Level 6

HP:64 MP:25  
ATT:35 DEF:27  
MAT:14 MDE:24  
HIT:78 AVO:10  
SPD:21

Level 7

HP:69 MP:26  
ATT:36 DEF:28  
MAT:16 MDE:24  
HIT:79 AVO:10  
SPD:21

Level 8

HP:74 MP:28  
ATT:38 DEF:30  
MAT:17 MDE:28  
HIT:80 AVO:11  
SPD:21

Level 9

HP:79 MP:29  
ATT:41 DEF:32  
MAT:19 MDE:31  
HIT:81 AVO:11  
SPD:21

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Lodi

Level 8

HP:78 MP:30  
ATT:41 DEF:27  
MAT:12 MDE:23  
HIT:106 AVO:16  
SPD:19

Level 9

HP:84 MP:31  
ATT:43 DEF:28  
MAT:13 MDE:25  
HIT:107 AVO:16  
SPD:19

Level 10

HP:90 MP:33  
ATT:46 DEF:30  
MAT:14 MDE:27  
HIT:109 AVO:16  
SPD:19

Level 11

HP:95 MP:35  
ATT:49 DEF:33  
MAT:15 MDE:29  
HIT:110 AVO:17

SPD:19

Level 12

HP:102 MP:37  
ATT:52 DEF:35  
MAT:17 MDE:32  
HIT:112 AVO:17  
SPD:19

Level 13

HP:108 MP:39  
ATT:55 DEF:37  
MAT:19 MDE:34  
HIT:114 AVO:17  
SPD:21

Level 14

HP:115 MP:41  
ATT:58 DEF:40  
MAT:20 MDE:37  
HIT:115 AVO:17  
SPD:21

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Roule

Level 10

HP:69 MP:65  
ATT:65 DEF:26  
MAT:32 MDE:41  
HIT:40 AVO:11  
SPD:16

Level 11

HP:74 MP:68  
ATT:67 DEF:27  
MAT:34 MDE:44  
HIT:41 AVO:11  
SPD:16

Level 12

HP:79 MP:71  
ATT:70 DEF:29  
MAT:37 MDE:48  
HIT:42 AVO:11  
SPD:16

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Morrison

Level 18

HP:118 MP:81  
ATT:55 DEF:43  
MAT:69 MDE:64  
HIT:62 AVO:19  
SPD:22

Level 19

HP:125 MP:84  
ATT:59 DEF:46  
MAT:74 MDE:68  
HIT:63 AVO:19

SPD:22

Level 20

HP:132 MP:88  
ATT:62 DEF:48  
MAT:78 MDE:73  
HIT:64 AVO:19  
SPD:22

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Goose

Level 19

HP:130 MP:50  
ATT:57 DEF:56  
MAT:41 MDE:54  
HIT:63 AVO:19  
SPD:40

Level 20

HP:137 MP:53  
ATT:61 DEF:60  
MAT:44 MDE:58  
HIT:64 AVO:19  
SPD:40

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Shirla

Level 22

HP:152 MP:57  
ATT:71 DEF:58  
MAT:48 MDE:71  
HIT:50 AVO:27  
SPD:39

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Filly

Level 21

HP:140 MP:92  
ATT:68 DEF:51  
MAT:60 MDE:92  
HIT:66 AVO:20  
SPD:25

Level 22

HP:147 MP:96  
ATT:72 DEF:55  
MAT:64 MDE:98  
HIT:70 AVO:20  
SPD:25

Level 23

HP:155 MP:100  
ATT:76 DEF:58  
MAT:68 MDE:104  
HIT:71 AVO:20  
SPD:25

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Badatt

Level 32

HP:298 MP:93  
ATT:151 DEF:116  
MAT:71 MDE:107  
HIT:125 AVO:42  
SPD:50

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Stella

Level 34

HP:245 MP:141  
ATT:132 DEF:111  
MAT:146 MDE:153  
HIT:87 AVO:26  
SPD:38

Level 35

HP:255 MP:146  
ATT:138 DEF:116  
MAT:153 MDE:160  
HIT:89 AVO:27  
SPD:39

Level 36

HP:266 MP:151  
ATT:144 DEF:121  
MAT:160 MDE:168  
HIT:91 AVO:27  
SPD:40

Level 37

HP:276 MP:156  
ATT:150 DEF:127  
MAT:167 MDE:175  
HIT:93 AVO:28  
SPD:41

Level 38

HP:287 MP:161  
ATT:157 DEF:132  
MAT:175 MDE:183  
HIT:95 AVO:29  
SPD:42

Level 39

HP:298 MP:167  
ATT:163 DEF:138  
MAT:182 MDE:192  
HIT:98 AVO:29  
SPD:43

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Joanna

Level 34

HP:255 MP:101  
ATT:156 DEF:129  
MAT:95 MDE:135  
HIT:131 AVO:26  
SPD:36

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Durzel

Level 36

HP:327 MP:110  
ATT:196 DEF:150  
MAT:107 MDE:143  
HIT:182 AVO:18  
SPD:35

Level 37

HP:340 MP:114  
ATT:204 DEF:157  
MAT:112 MDE:150  
HIT:187 AVO:19  
SPD:36

Level 38

HP:353 MP:118  
ATT:213 DEF:164  
MAT:117 MDE:157  
HIT:191 AVO:19  
SPD:37

Level 39

HP:366 MP:123  
ATT:222 DEF:171  
MAT:123 MDE:164  
HIT:195 AVO:20  
SPD:38

Level 40

HP:380 MP:127  
ATT:231 DEF:178  
MAT:128 MDE:171  
HIT:200 AVO:20  
SPD:39

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<05. Frequently Asked Questions>

How do I equip items on my characters besides Jurio?

Use the L and R buttons to switch between your characters on the Equipment screen.

How do I save?

Open your menu and then select data, to open another menu that gives you the options of saving, loading, or deleting a Legend of Heroes II: Prophecy of the Moonlight Witch file.

How do I interact with my pet?

Press 0 to open a menu that will let you feed, praise, scold, or observe your pet.

How do I make my pet happy?

Observing it can give you an idea of what it wants and when it finds something for you try praising it or feeding it.

How do I get items from my pet when he finds them?

Just move over to your pet and press X when yellow symbols appear above his head to indicate its found something.

Why can't I buy anything even though I have plenty of gores?  
You need to choose Exchange to transfer your gore for pier which is  
the only currency accepted at shops.

What does B.G. mean in the History?

B.G. means Before Gagharv. (Thanks to Adrian Garcia for  
correcting me!)

Why isn't my History as full as yours even though I did everything  
your guide said?

I loaded a "Legend of Heroes: A Tear of Vermillion" save file from  
the system menu. To do this you need to have a save file from "A  
Tear of Vermillion". Load your "Prophecy of the Moonlight Witch"  
game file, open the menu, select System, then select Load Vol. 1  
Data, then choose a "A Tear of Vermillion" save file from your  
memory stick to load.

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<06. In-Game History>

Genesis Much of the land is said to have been formed in an epic  
battle between a giant and a monstrous snake.

Pre-BG Bardus and Octum have a battle, resulting in Octum  
being locked up in the Sealed Land.

Pre-BG After Bardus and Octum fall into sleep, the "Blue Tribe"  
develops their own magic civilization and conquers the  
land.

YR 149 Visits by beings arriving through the Rift become  
commonplace. The Shrines are built, and the Witches  
begin their pilgrimage.

YR 200 Around this time, Tempest the Warlock plots to fuel  
unrest within the Red Tribe.  
War Rages throughout El Phildin.

?

YR 251 Tempest is defeated by the combined efforts of Miligan  
and the giant dragon Albrecht.

YR 258 The warrior Miligan unites the Red Tribe as a kingdom,  
supported by the Church, and is crowned king.  
He later comes to be known as the "Flame King".

YR 417 The Durga Temple is discovered in northern Boreas,  
encased in ice.

YR 502 The Grand Cathedral in Valkd is completed, becoming  
the headquarters of the Church of Bardus.  
The Cathedral is used as holy grounds for training priests.

YR 703 Captain Bale discovers the Southern Route, as well as  
Gagharv itself. Many sailors attempt to navigate around  
Gagharv, but none succeed.

YR 802 The School of Sorcery is founded with the Royal Family's  
support, contributing to numerous advances in magic  
in El Phildin.

YR 898 The sage Lemuras grants the role of Advisor to the  
Church to Dinerken. He builds the Lookout Cottage in  
the Notos Mountains and retires there.

YR 913 Miligan the Sixteenth ascends to the throne after seven  
years of traveling.

YR 915 Gawaine, the Hero of the Sea, is granted the title of Sage  
by the royal family and the Church. He succeeds  
Dinerken as Advisor in the same year.

YR 916 The Oracle Bellias receives a revelation at the Isle of



Truth and leaves the Church of Bardus.

YR 921 Kanaphia Island is attacked by Octum's Apostles.

YR 924 Avin and Eimelle are orphaned. The High Priest Esperius takes them in and they start to live in the cathedral.

YR 929 The Cathedral is attacked by Octum's Apostles. A dark barrier blocks entry to the Cathedral, rendering the Holy Grounds inaccessible.

YR 936 Avin embarks on a quest to find Eimelle with Mile.

YR 936 Faced Bellias at the Sealed Land underneath the Cathedral.

YR 943 Mitchell Lap Haven travels to the Witch's Island.

YR 945 Mitchell Lap Haven visits the Shrines.

YR 955 The Warlock Geppeus is defeated by the Sorcerer Ortega in a Wizardry duel.

YR 955 The Sorcerer Ortega slays a horde of dragons.

YR 955 The Sorcerer Ortega joins forces with the Warlock Geppeus to defeat a demon.

YR 958 The Sorcerer Ortega founds Oldos, City of Sages.

YR 969 Queen Isabelle is washed up on the Witch's Coast.

YR 971 The Moonlight Witch visits the Shrine in Deane.

YR 971 Durzel and Alfred travel together briefly.

YR 972 The Moonlight Witch leaves a prophecy in Nelva.

YR 972 The Moonlight Witch visits the village of Dartu.

YR 972 Magisa the Kand Master, then 5 years of age, receives instruction from the Moonlight Witch.

YR 972 The Moonlight Witch visits Menarth.

YR 972 The Moonlight Witch visits the Shrine in Tegura.

YR 972 The Moonlight Witch visits the Shrine in Shifool and the Forest of Deception.

YR 972 The sacred beasts known as "Algres" are believed to be practically extinct.

YR 972 The Moonlight Witch requests the village of Tonerico be built in the forests of Uldor.

YR 972 The Moonlight Witch visits Horuku.

YR 972 The Moonlight Witch visits Ghidonel.

YR 972 The Moonlight Witch passes away at the young age of 18.

YR 977 Revas and Kajim attempt to control the sea monster Galga, near Negar Island.

YR 982 Lap rescues Shinon's family from a pack of Wolves

YR 988 Jurio loses his way in the town of Raguna.

YR 989 Durzel is imprisoned in the Tower of Dorufes.

YR 991 Christina catches a cold and postpones her pilgrimage for a year.

YR 992 Jurio and Chris encounter Goose and Shirla in Ragpick Village.

YR 992 Jurio and Chris leave Ragpick Village for their pilgrimage.

YR 992 Jurio and Chris see the Magic Mirror at the Shrine in Deane.

YR 992 Jurio and Chris meet Huck in the town of Raguna.

YR 992 Jurio and Chris embark on the Hawk Talon, a passenger ship.

YR 992 A serial theft case takes place onboard the Hawk Talon.

YR 992 Jurio and Chris embark on the Taratta.

YR 992 Jurio and Chris encounter the sea monster Galga while on the Taratta.

YR 992 Jurio and Chris see the Magic Mirror at the Shrine in Tegura.

YR 992 Jurio and Chris become trapped in the mines of Tegura.  
YR 992 Jurio and Chris encounter a man at sea on a small boat.  
YR 992 Jurio and Chris meet Alf in Tituta.  
YR 992 Jurio and Chris meet Lodi on a beach.  
YR 992 Alf parts ways with Jurio and Chris, leaving them his ring.  
YR 992 Jurio and Chris meet Roule and Baron in Chanom.  
YR 992 The concert in the village of Dartu ends in disaster.  
YR 992 The concert in the village of Dartu is a tremendous success.  
YR 992 Jurio and Chris cross the Three City Bridge.  
YR 992 Jurio and Chris participate in a plan to defeat Galga, Jurio serving as bait.  
YR 992 Jurio and Chris see the Magic Mirror at the Shrine in Igunis.  
YR 992 Chris participates in a cooking contest held at Castle Amdera.  
YR 992 Jurio and Chris are defeated by Kajim at the Shrine in Shifool.  
YR 992 Jurio and Chris barely defeat Kajim, but the latter casts a curse on Chris and Goose.  
YR 992 Jurio and Chris see the Magic Mirror at the Shrine in Shifool.  
YR 992 Jurio visits Riz in Phenthe to find a cure for Chris and Goose.  
YR 992 Jurio meets Filly at Riz's house.  
YR 992 Jurio enters the Forest of Deception to obtain a horn from the sacred beast "Algres".  
YR 992 A visit to Tonerico, a previously unknown village.  
YR 992 Successfully obtained a horn from the sacred beast "Algres".  
YR 992 Jurio and Chris see the Magic Mirror at the Shrine in Oldos.  
YR 992 Jurio and Chris learn about the Wave of Raul.  
YR 992 Jurio and Chris meet King Calak in Horuku and are entrusted with his letter to King Eneton.  
YR 992 Jurio and Chris meet King Eneton in Haizen.  
YR 992 Jurio and Chris rescue Queen Kari at Horuku Fortress.  
YR 992 The Wildcat Bandits are formed.  
YR 992 Jurio and Chris are mistaken for the Desert Panther and captured.  
YR 992 The Desert Panther blows up Kandata's house.  
YR 992 Jurio and Badatt face each other at the coliseum  
YR 992 A fight with Belart, empowered by Revas' magic.  
YR 992 Jurio and Chris visit the Tower of Dorufes to meet the imprisoned Durzel.  
YR 992 Jurio and Chris meet Joanne in Aroza.  
YR 992 Durzel is rescued from the Tower of Dorufes.  
YR 992 Recieved Gueld's staff and Durzel's sword, Esperancer, on the Hill of Gueld.  
YR 992 The barrier surrounding the Globe must be dispelled by using the Silver Dagger.  
YR 992 Friends of Jurio and Chris gather at Castle Roudo to lend a hand.  
YR 992 Jurio and Chris defeat Revas and destroy his globe.

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