

# Breath of Fire III FAQ/Walkthrough

by DavidK519

Updated to v26.0 on Jan 13, 2014

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BREATH OF FIRE III
Strategy Guide & Walkthrough
Version 26.0 by DavidK519
E-mail- DKK5@comcast.net
Updated January 12, 2014
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## 1. VERSION HISTORY

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Updated to Version 26.0- I'm not dead yet! The major addition in this update is enemy skill notices within the walkthrough. I now list any new enemy skills that can be acquired in each area (this doesn't include master skills). I also made a number of corrections and updates to various sections, so a big thanks to everyone who has sent me feedback over the past 3 years :)  
(1/12/2014)

Updated to Version 25.0- It's been a long time, but I finally managed to do this update. I've added the Tricks and Glitches section which is fairly self-explanatory. I also added my directions for getting the Life Armor and Royal Sword in one trip to the Long Trips in the Desert section. I otherwise just cleaned up multiple parts of the guide and fixed mistakes where I could find them.  
(8/16/2010)

Updated to Version 24.0- I re-formatted the walkthrough slightly and added notices for new dragon genes and masters under the sub-chapter headings. Now there are brief write-ups on masters throughout the walkthrough as they become available. I also fixed a lot of spelling errors and corrected all the other erroneous info I could find.  
(2/17/08)

Updated to Version 23.0- A section about the PSP version is now up, so before you e-mail me with questions, please read through it, as it may have an answer for you. I did some re-formatting so that the headers are more consistent. I also re-wrote many of the boss strats and a few bits of the walkthrough. And as a bonus for the people who actually read this, here's a link to my BoF3 video and file directory, which contains some cool BoF3 vids and a very nifty Excel spreadsheet that's worth checking out: <http://www.thengamer.com/BOF3>. (12/31/06)

Updated to Version 22.0- Just added a few things. In the fishing section, with each fish's stats, I added their maximum point yield along with the length required to reach it. A big thanks goes out to Behemoth Knight for providing me with these values. I also made a slight addition to the walkthrough by incorporating my infamous (ok, maybe not so infamous) map of the Myria Station old boss battle rooms. Finally, I changed the Royal Sword desert directions so that they are now 100% reliable. (9/4/05)

Updated to Version 21.0- Another hardy and much needed update here.

Almost all the boss HP's are exact values now, instead of the traditional estimates. Added bits of new information to the walkthrough and cleaned up some sub-standard writing (high school freshman'd). I also did more re-formatting, especially in the spells and skills section. And since it seems like people trying to be funny over e-mail can't appreciate MY sense of humor in return, I added a disclaimer in the Balio and Sunder section. You should read it yourself, but in summary it says: Just don't e-mail me about Balio and Sunder anymore. You won't get responses from me, not even my clever/snide remarks. (6/23/05)

Updated to Version 20.0- I was putting this off too. I did roughly a 90% overhaul of the boss stats. By whim, I decided that boxing them in would make them look better, and I was right. I took a slight pass at my old strategies as well, since some of them were outdated and unchanged from what I had written down nearly three years ago. Otherwise, a few typos have been fixed and a few small things have been added in random places. (3/7/05)

Updated to Version 19.0- I always knew this would be the update to push this thing past 500. With this I add the last major section of the FAQ, the Game Lists. Weapons, armor, accessories... it's all there. I didn't bother listing out the fishing items again, though. I'd like to thank everyone who gave me feedback on these before I put them up. Keep on the lookout for Version 20, where I'll do some much needed re-vamping. (1/15/05)

Updated to Version 18.0- Yes, I have been putting this one off, but now it's here. A few minor things have been changed, fixed, or added here and there. The main addition this time around, however, are new ArchMage and Berserker strategies added to the Challenge Monsters section. I've also added a short list of extra game challenges into its own little section at the end of Side Quests (Other Challenges). (11/13/04)

Updated to Version 17.0- Wha-what? How long has it been... oh! Yes, I finally have a new (and large) update after a few months of slacking off. The new Frequently Asked Questions section has been added. Also, a bit more has been tacked onto the Fishing section; mainly commentary on each fish with in-depth info on how to find and catch them. I also ran another lengthy error check, and hopefully it'll be the last one. Nothing much else besides some probably unnoticeable format changes. (6/19/04)

Updated to Version 16.0- Beware the Ides of March! Well... not really. I just added some more new information, mainly to some of the latter parts of the walkthrough. Thanks goes out to Unfair, Ragnarok500, and everyone else from the BoF3 board who have been mentioning this stuff to me (you know who you are). Nothing too major here. (3/15/04)

Updated to Version 15.0- With my little writing hiatus over, my first update for 2004 is a doozie. I've reformatted several sections and added enemy and item listings for each sub-chapter in the walkthrough. The section on dragons has been completely re-vamped, and the spell list has also undergone some worthwhile changes. Other little bits of new info have also been added throughout the guide. I'd like to thank True Kaiser and Mew seeker for the information they've given me, as well as Kusanagi and MeepleLard for explaining the dragon stat multiplier system to me so I could carry out my dragon form experiments. (2/16/04)

Updated to Version 14.0- After a lot of testing, I added an in-depth section on formations. No other major changes though. (12/20/03)

Updated to Version 13.0- I've added the directions for getting the Death Claws and Speed Boots to the Long Trips in the Desert section. I've also made some small additions to enemy information in the Enemy Encyclopedia section.

Updated to Version 12.0- Just made some more changes in the formatting. No really new information with this update.

Updated to Version 11.0- After a lot of work I've managed to make this huge update. The Enemy Encyclopedia has been added, and some items have undergone some slight formatting changes. I also fixed some mistakes in the Balio and Sunder: The Age Old Question section (thanks Blackblood for pointing these out). I also changed my listed e-mail address over to my Comcast mailbox. If you're going to e-mail me, start using the Comcast address now, as my mail account with AOL will be closing at the end of the year.

Updated to Version 10.0- Wow version 10! Well, I added the new Balio and Sunder: The Age Old Question section. Made some other small changes as well.

Updated to Version 9.0- I completely reformatted the entire guide. I've added lines to all the sub chapters to make things a lot easier to read, as well as moved the Version History to after the Table of Contents. I also reformatted my header to make it look nice and spiffy. Added a little bit of information about the Black Ship Crane items. Thanks Michael, <shodei@yahoo.com> for reminding me to add this in.

Updated to Version 8.0- Reformatted some of the earlier sections into sub sections under Game Systems, as well as added a Camping section to it. Added the levels at which Rei learns Silence, Speed, and Lightning. Added some information to the Arwan boss stats. Also fixed the directions for getting the Royal Sword in the Long Trips in the Desert section.

Updated to Version 7.0- Added information about the Black Ship crane items, submitted by Niclas Silfverduk <nicsi966@student.liu.se>

Updated to Version 6.0- Made a correction about the Faerie Village copy shop, submitted by <bjhoopii@hotmail.com>.

Updated to Version 5.0- Added a spell to the spell list and did a thorough final error check.

Updated to Version 4.0- Added more spells to the spell list and corrected some technical errors

Updated to Version 3.0- Added alternate Desert of Death directions and more spells to the spell list

Updated to Version 2.0- Added statistics for the Master's Rod and Ding Frog.

First Version released August 2002

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## 2. INTRODUCTION AND CHARACTER BIOS

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After a great war hundreds of years ago, the Brood, a race of dragon people, was forced to the brink of destruction. But Ryu, supposedly the only survivor of the dragon race, was encased in chrysm ore for centuries. After he reawakened from his long imprisonment and was discovered in the Dauna Mine, he gets taken under the care of a poor thief named Rei, who was already taking care of another orphan as well. Ryu discovers his dragon descent shortly after being separated from his friends, and on his journey to find out more about the ancient dragons, he makes new friends and gains helpful and knowledgeable allies. Later, Ryu must journey to see the god of the Guardian race to find out why his ancestors were destroyed.

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Characters  
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Ryu-

Ryu is a blue-haired young man with a moral heart. He is the only known survivor of the dragon race the Brood, and he uses his strength and dragon abilities to help his companions. Ryu learns a good set of healing and assist magic, and putting that together with his dragon abilities make him the most valuable member of your party.

Teepo-

Teepo, like Ryu, is an orphan who is being taken care of by Rei. Besides Rei, of course, he hates it when people tell him what to do, and he is apathetic toward his thieving lifestyle. Although Teepo is strong for his age, his arrogance does nothing but get him in trouble. Teepo learns a decent set of attack spells that are very useful early in the game.

Rei-

Even though Rei is a thief, he has a wholesome heart and doesn't like the idea of hurting others. While taking care of Ryu and Teepo, Rei is very responsible and always does what's in their best interest. He appears to be holding back some kind of hidden power so that Teepo and Ryu don't get hurt. Rei acquires a nice arsenal of electric spells and learns some assist magic as well. Although his attack power is miniscule compared to Garr's, his speed and incredible accuracy make him a very strong party member.

Nina-

Nina is the princess of Wyndia, but she is getting tired of the royal lifestyle and being controlled by her parents. At the beginning of her travels with Ryu, she is a bit helpless in the face of danger and thinks of Ryu as her hero, because he's always saving her from dilemmas. Nina has little to say in the area of HP and physical strength, but she naturally learns the most powerful attack spells of anyone in your party and learns a few assist spells also.

Momo-

Momo is an independent scientist who knows just about everything about machines and chrysm. She has a chrysm-powered assistant named Honey to

help her. Her extensive knowledge proves useful time and time again while traveling with Ryu and his friends. Momo wields a huge bazooka as her weapon and it packs a wallop, but it isn't very accurate. She learns a few powerful attack spells, as well as some healing and assist magic, making her a vital member of your final line-up.

Peco-

Peco is a little onion-like creature that was created from an experiment at the Plant. Although he doesn't seem to have strong ties with humans, he is very in-touch with nature, especially the Yggdrasil tree. He learns a unique set of breath attacks and has the ability to regenerate a small amount of HP every turn. Peco excels in HP and defense, however he doesn't have much in the way of agility and intelligence. But with some good master management, Peco can easily become a great character to have in your team.

Garr-

Garr is a member of the guardian race, and has been the victor in the Contest of Champions years running. When he meets Ryu, he seems intrigued by his dragon abilities and seems to know more about the ancient Brood than he lets on at first. Garr's attack power is like no other, and he has HP to burn, making him the heavy artillery of your party. He acquires a wide set of fire spells, but doesn't have the intelligence level to put them to good use. Besides that, though, his only downfalls are his low agility and AP.

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### 3. GAME SYSTEMS

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#### A. Controls

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- Start.. Toggle on/off search hand and pauses the game\*
  
- X..... Talk, confirm, execute, examine, cast and reel (while fishing).
- O..... Walk (hold down if auto run on), run (hold down if auto run off) speed up boat.
- []..... Bring up main menu.
- /\..... Undo, exit, use personal action (different with each character).
  
- R1..... Change camera angles (hold down and press D-pad)
- L1..... Switch lead character
- R2..... Same as X
- L2..... Same as X

D-pad.. Move, scroll, select battle icon

\*This can only be used on the field

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## B. The Main Menu and World Map Interface

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Pressing the Square button while on the world map, in camp, or just about anywhere outside of battle, can access the main menu. When you access the main menu, you'll see a brief status screen for each of your currently active party members, your game time, your total amount of zenny (money), and a horizontal row of icons to choose from. From here you can select icons to make decisions and customize your game:

"Vase" icon (items)- Here you can view all of your items, and your weapon inventory. You can use, sort, and drop/toss items you don't need.

"Rod" icon (abilities)- This is where you can view each party member's abilities and magic spells. You can use an ability (such as a healing spell) outside of battle, you can sort your abilities, and you can send skills back to the skill notes. The dragon gene list can also be viewed here.

"Sword" icon (equip)- Here you can view your currently equipped weapons, armor, and accessories, and change your equipment by swapping equipped items with weapons and armor from your inventory.

"3 Circles" icon (tactics)- Here you can change your party's battle formation to your liking, and, if you're on the world map, you can select Ally and change party members.

"Person" icon (status)- This is where you can see everyone in your party's full status, including each person's stats, HP and AP, exp, and equipped items.

"Controller" icon (configure)- Here you can configure the controls, and customize your game.

"Tent" icon (camp)- Select this while on the world map to make camp. While camping, you can rest, save your game, change party members, check the master list, and change skill notes. You can also converse with your party members while camping.

On the world map, there are some things that may pop up that all players should be familiar with. The main thing you should know about is the box that is always in the upper-left corner of the screen. In the box, you should see: X- Enter, /\- Guide, and START- Camp. When any of these words is highlighted in the box, you can press the corresponding button to perform the button's function (Enter- enter the area, Guide- get a brief description of the area, Camp- to set up camp). Along with this, symbols should appear above Ryu's head:

[Name of place]- Usually appears when you are at a town, road, or a fishing spot. The name of the place appears in a box overhead, and Enter and Guide are usually highlighted.

! (Exclamation point)- Often appears while anywhere on the world map. Indicates a random battlefield, and Enter should be highlighted.

[?]- Indicates an unnamed area that isn't a normal random battlefield (although in some cases there aren't even any random battles to fight). Enter and Guide should be highlighted.

? (Unboxed question mark)- Appears when you're standing on a ring of flowers. These flower rings can be found all throughout the world but don't come into play until later in the game.

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### C. Camping

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You can set up a campsite just about anywhere on the world map by pressing the Start button, or by selecting the Tent icon on the main menu. While camping, you will be able to talk with all of your party members (sometimes getting hints about where to go in the process), as well as perform some other important functions. To access the camp main menu, go inside your tent and examine the blue journal on the table:

Rest- Choose this to restore all of your party member's HP and AP. Keep in mind that resting during camp will not restore any character under the effect of Temporary Maximum Health Point Decline. To restore TMHPD, you must rest at an inn. After resting, you will break camp as soon as you leave the tent.

Save- This option lets you save your progress, it's as simple as that.

Change party members- Selecting this option allows you to switch out your current party members.

Look at Skill Notes- This allows you to view and change all of the skill abilities that you have learned. Select Look from the sub menu to view and sort all of the skills you have in your Skill Notes list. The Skill Notes list is simply where all of your skills that aren't assigned to your characters are kept. If you select Change (Chng) from the sub menu, you can reassign your skills. However, to do this, you must have an item called Skill Ink. You can see how many Skill Inks you have in the box labeled Ink. To change around your skills, simply scroll from character to character using the d-pad and give them skills from the Skill Notes list. To give a character a skill that another character already has, put the skill on the Skill Notes list, and then you may assign it to whomever you like. You can change around your skills as much as you like using only one Skill Ink. However, don't exit until you're completely done altering your skills, as you will be forced to use another Skill Ink if you leave.

Look at Master List- Here you can view information about the various masters that you've encountered throughout the game. To see a master's stats, simply select that master by hitting X. Here you can also see the master's location and the characters whom you have apprenticed under that master. If a master has a star next to their name on the list, then that means you have learned all of the skills they have to offer.

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## D. The Battle Menu and System

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Breath of Fire 3 has a turn based battle system that is common to many RPG's. BoF3's battle system has everything expected of a stereotypical, basic turned based system plus some other unique features as well (also common in RPG's). The following are the icons that will appear at the beginning of every turn in battle. Collectively, these make up the battle menu, and they are arranged in a + shape. You must hold down a directional button on the D-pad to highlight a battle icon.

"Sword" icon (middle)- This is the command to perform a normal attack. Normal attacks don't consume AP and don't have any special effects by themselves.

"Rod" icon (up)- By selecting this you can bring up the list of spells and skills for that character and use these abilities. Most abilities consume AP, so if you don't have enough AP, you can't use abilities. For Ryu, you can access Accession on the ability list and transform into a dragon.

"Shield" icon (right)- Select this and the character will go into a defensive pose, lessening physical attack damage taken for the remainder of the turn.

"Vase" icon (down)- Like on the main menu, this command lets you access and use the items in your inventory, as well as change your equipment.

"Eye" icon (left)- This is a feature that is unique to BoF3. By selecting this, the character carefully watches the selected enemy and if the enemy uses a learnable skill during that turn, the observer might learn it. Your chances of learning a skill are somewhat random, so it may take many examine attempts in order to learn a skill. You cannot learn a skill that anyone in your party has already learned. If you learn a skill while examining, an exclamation point will appear over the person's head and a brief message will follow. If you examine a skill that cannot be learned, a question mark will appear over the person's head and a message will come up saying that the skill can't be learned.

"Twin Swords" icon (brought up by holding down L1)- This commands everyone in your party to use normal attacks until otherwise directed. You can gain control again by pressing Triangle.

"Boot" icon (brought up by holding down R1)- You can flee battle by using this escape icon. Escaping doesn't always work though; you won't always escape on your first attempt. If your party fails to escape, the enemy will get the rest of that turn to attack. Having high agility characters in your party helps improve your escape success rate.

These icons will show up in the form of the battle menu every turn for each member of your party. The name of the character that you are commanding will appear above the battle menu. In the BoF3 battle system, if any character in the battle has a significantly higher level of agility than their opponent, they will get an extra turn in which

the opponent cannot attack. Extra turns are marked by "Ex" in yellow letters next to the character's name above the battle menu. If any characters have enough agility for an extra turn, the extra turn will be granted after each regular turn. All auto-healing, auto-damage, and AP consumption for maintaining dragon form occurs AFTER extra turns.

Outside of battle, you can determine who gains the initiative right before you fight by the !'s that appears over each character's head (assuming there are three members in your party). Anyone who has the initiative automatically gets an extra turn at the very beginning of the battle:

If 1 or 2 party members get !'s above their heads, then neither you or your opponent will have the initiative.

If all 3 party members have !'s above their heads, then you'll have a chance of having the initiative.

If no one in your party has an ! above their head, the opponent will have a chance of having the initiative.

Also, if a character dies in battle and is not somehow revived before the battle ends, that character will fall victim to TMHPD (Temporary Maximum Health Point Decline). TMHPD is a drop in the affected character's maximum HP until he/she rests at an inn, not just by camping. This temporary drop in max HP is marked by the character's HP status highlighted in yellow on the main menu. TMHPD is temporary because your original max HP can be restored, but once again, you can only do this by resting at an inn.

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### E. Battle Formations

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Although formations are really a part of BoF3's battle system, I felt that they deserved a section of their own, because there is much to be said about them. First of all, formations are set positions that your party members stand in during battle. Each formation yields different effects on your party's stats, most often having one main positive effect balanced out by a negative effect. For example, Defense Formation increases your party's defense but lowers your party's agility. So in essence, each formation is a double edged sword. Using a certain formation may give you an advantage in one situation, but put you at a disadvantage in another. However, depending on your own personal playing style and skill, you could very well just use one formation throughout the entire game. Learning to properly use formations may not be essential to beating the game, but it will prove useful.

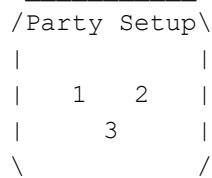
To change your formation, access the main menu, enter the Tactics (three circles) menu, and select "Form". You'll now be at the formation setup menu. On the right, you'll have up to six different formations to choose from: Normal, Defense, Attack, Magic, Refuge, and Chain (Note- The Magic, Refuge, and Chain formations can only be acquired by the masters Lee, Wynn, and Bais respectively. See the Masters section for more details). On the left, you'll see icons of your three current

party members, numbered 1, 2, and 3 from top to bottom. You can choose both the formation you want and the order of your party members within the formation.

In some formations, certain positions within the formation will have effects unique from the other positions. For example, the character in position number 1 in Attack formation will receive an increase in attack power, while the other characters won't. In other words, choosing the order of your characters in a formation can be just as important as choosing the formation itself.

Now, here's some in-depth information about the effects of each formation, as well as some of my own commentary about each one. Just keep in mind that the formation stat effects and the odds of being attacked are based on extensive damage tests, not figures hacked from the game.

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Normal Formation  
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Stat Effects:

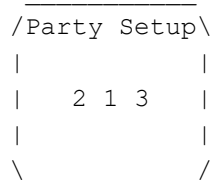
- Pwr- None
- Def- None
- Agl- None
- Int- None

Chances of being attacked:

- Position 1- 33%
- Position 2- 33%
- Position 3- 33%

Notes- Normal Formation is the only formation that has no special effects. It doesn't enhance any stats, and likewise, doesn't hinder any stats either. Also, as you can see from the information above, all of your party members haven an equal chance of being attacked. Unless you really don't want to worry about getting any of your stats decreased, you should always use something other than normal formation. Even in the early parts of the game, the Attack and Defense Formations will be of much more use to you.

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Defense Formation  
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Stat Effects:

- Pwr- None
- Def- 25% Increase (All)

Agl- 33% Decrease (All)

Int- None

Chances of being attacked:

Position 1- 33%

Position 2- 33%

Position 3- 33%

Notes- This is probably one of the most useful formations in the game. It substantially increases your defense by sacrificing a third of your agility. So in this formation, you'll be a lot slower than normal, but the boost in defense is usually worth it unless you're up against an enemy that you need speed to beat. Although it's great to use throughout the entire game if you prefer the tank-like playing style, it's especially useful in the earlier stages of the game when your characters' agility is not all that high anyway.

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Attack Formation  
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_____  
/Party Setup\  
|      1      |  
|              |  
|     2   3   |  
\_____/
```

Stat Effects:

Pwr- 70% Increase (Pos.1)

Def- 20% Decrease (Pos.1)

Agl- None

Int- None

Chances of being attacked:

Position 1- 50%

Position 2- 25%

Position 3- 25%

Notes- This is another great formation to use, especially if you want to deal some extra damage. Attack Formation will give you that and then some! Obviously the benefit of this formation is to give the character in the first position a monstrous increase in attack power. However, that character is also much more likely to be attacked than your other two party members. And since the point member also receives a 20% decrease in defense, you can expect that character to take a lot of damage. But that's not something that your other two characters can't fix with healing, so all in all, this is an excellent formation.

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Magic Formation  
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```
_____  
/Party Setup\  
|              |  
|  1          2  |  
|      3        |  
\_____/
```

Stat Effects:

Pwr- None  
Def- None  
Agl- None  
Int- 50% Increase (Pos.3), 25% Decrease (Pos.1 and 2)

Chances of being attacked:

Position 1- 40%  
Position 2- 40%  
Position 3- 20%

Notes- It doesn't get any better than this if you like spell-casters. Put either Nina or Momo in the back of this formation and their magic attacks will do a lot more damage. This is a great way to put an extra edge on attacks like Myollnir. Not only that, but their healing spells will be much more effective. This is especially nice for Momo. However, while the back member gets a great magic boost, the magic of your other two party members will be hindered. Also, your front two characters will also take a majority of the hits, while your magician will only have a 1/5 chance of being attacked.

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Refuge Formation  
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```
_____  
/Party Setup\  
|   1   |  
|   2   |  
|     3 |  
\_____/
```

Stat Effects:

Pwr- None  
Def- None  
Agl- None  
Int- None

Chances of being attacked:

Position 1- 50%  
Position 2- 25%  
Position 3- 25%

Notes- There are not very many differences between this formation and Normal Formation. Its description states that this formation will cause your party to recover HP every round, and it does. However you only recover 1 HP per round, which really doesn't help at all. Otherwise, the only difference between Refuge and Normal Formation is the distribution of enemy attacks against your party. In Normal Formation, each character has an equal chance of being attacked, but in this formation, the front member gets attacked much more often. Since Refuge Formation doesn't give you any stat benefits, I wouldn't suggest using it.

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Chain Formation  
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```
_____  
/Party Setup\  
|   1   |  
|   2   |  
|     3 |
```

Stat Effects:

- Pwr- None
- Def- 50% Decrease (All)
- Agl- All members have same Agl as the point member (Pos.1)
- Int- None

Chances of being attacked:

- Position 1- 50%
- Position 2- 30%
- Position 3- 20%

Notes- The Chain Formation is very unique in the way that it can provide stat benefits. In this formation the agility of the characters in the second and third positions will be equal to the agility of the character in the first position. For example, if the character in the very front of the formation has an agility of 50, your other two party members will also have an agility of 50. This formation was made to be led by speed demons, so it would be a complete waste to have anybody other than Rei lead it. But at the price of all of your characters potentially having insane speed, your entire party's defense is butchered. Needless to say, you'll take huge damage from physical attacks in this formation. However, if you're fast enough to defeat your foe before they get an opportunity to attack, then Chain Formation has served its purpose perfectly.

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4. RULES OF THUMB

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Here are just a couple of basic tips to get you off on the right foot:

If you're stuck on something, seek outside input- A cardinal rule in every RPG is to talk to everyone you can, especially when you arrive in a new town so you can get the scoop on what's going on. You can almost always find out where to go or what to do by talking to everyone you meet.

Use your camera angles- Adjust your camera angles often so you can see behind every corner and ledge you come across so you don't miss any hidden items. You will in some cases even have to use your camera angles to find hidden objects vital to your progress.

Don't fight stubbornly- If you're clearly outmatched in a random battle, run away or defend and heal. Don't just go on attacking if your party is getting butchered or your offensive is having no effect. There's a difference between being stubborn and being persistent.

Play the master system strategically- Be careful when selecting which character you want to have study under each master. Make sure you weigh the character's current status against the affects the master will have on those stats. Also take into consideration anyone among your group that might benefit from a master's special effects. There are basically two ways to approach the master system, and they'll be

explained in more detail in the Masters section.

Don't limit yourself to a single style of fighting- This game has a vast variety of enemies and situations for those enemies to appear in. There is no single strategy that is effective against every enemy in every kind of situation, so you must learn to adapt to many different styles and strategies of fighting. This goes especially for bosses, and at the end of the game, you'll want to develop several more different strategies to use against the Challenge Monsters.

Get involved in the side quests- There are many side quests and mini games in BoF3 to participate in. Most of these side quests you'll find to be well worth your trouble once you reap the rewards.

A little leveling up never hurt anyone- If you've just lost to the same boss for the second or third time, or if you are finding yourself struggling against the random battles in a new area, then spend some time increasing your level. There are plenty of benefits to leveling up such as increasing your stats, gaining new skills from masters, or acquiring a good item or weapon from a defeated enemy. The only apparent downfall to leveling up is that it consumes time.

These tips will help you get through the game without having to read the entire walkthrough.

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## 5. THE WALKTHROUGH

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Here's the walkthrough that will help you get through game if you get stuck somewhere. I've divided up the major sequences of events into chapters and have provided sub-chapters for each mission in each chapter to make it easier to find what you're looking for. Most sub-chapters will have item, enemy, and skill listings for that area. I will only list enemy skills that could not be obtained from enemies prior to that point in the game. Notices indicating when new masters and dragon genes are available also appear at the beginning of sub-chapters.

Also, take note that whenever I'm talking about a direction (e.g. left, right, up, down, north, south, etc.), I mean your perspective of the screen (e.g. the top of your screen = north/up).

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### I. Hoodlums in the Woods

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Dauna Mine  
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ITEMS..... Melted Blade

ENEMIES... None

SKILLS.... No new skills

In the caverns of Dauna Mine, two workers have been ordered to detonate a large piece of chrysm ore. When the explosion goes off, the baby dragon that was inside of it will be awakened. Immediately the two workers will attack you and the battle menu will appear. Select Whelp Breath under abilities to incinerate these foes. After you kill them, you'll have control of the dragon. First go inspect the corpses of the two fried workers to get the Melted Blade. Since there are no more items to find throughout the rest of the area, you can simply continue onward by leaving this room (follow the wooden path to the exit to the east.

Once you leave the room, just keep heading right along the wooden path. If you encounter anyone along the way who tries to fight you, just kill them with Whelp Breath. Continue though the exit at the very end of this long room. Once you reach the room with the giant green skull on the wall, you'll confront a big worker and have to fight him. Once you try to use Whelp Breath, a voice will tell you to stop, and a crane operator will knock you out. You'll now be captured, caged, and put on a train heading east.

Once you regain control, shake the cage by moving the D-pad rapidly, and the cage will come loose from the train cart. Meanwhile, down below in Cedar Woods, you'll see that some fellow just missed out on a meal because of the racket your crash caused. He goes over to your crash landing site and scares away some wolves that were eating you. This guy happens to be Rei, a thief who lives in these woods. Even though Rei doesn't think he can afford another mouth to feed, he takes you home with him anyway. Teepo, another orphan Rei is taking care of, is waiting at home hoping for some food when Rei gets back. Once Rei gets home and explains what happened, they put you to bed and then leave to let you get some sleep. You'll then have a strange and sort of beckoning dream.

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Cedar Woods and McNeil  
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ITEMS..... Worm, Skill Ink, Ammonia, Green Apple (2), Healing Herb, Antidote, Vitamin (2), Molotov

ENEMIES... Boss Goblin, Eye Goo, Goblin, Gonghead, Mage Goo, Ripper

SKILLS.... Blind (Ripper), Burn (Mage Goo), Influence (Boss Goblin), Snooze (Eye Goo), Unmotivate (Goblin)

When you awake and gain control of Ryu, go over to the journal in the bedroom and save your game. Then proceed downstairs and pick up a Vitamin and Worm from the cabinets there. Go out the front door and follow the path around the house until you reach the dirt path going down to a bridge. Cross the bridge and pick up a Skill Ink in the treasure chest on the hill adjacent to the house and use your camera angles to check behind the trees to the left of the chest to get an Ammonia.

Return to the dirt path and take it to the left and then upwards to reach the left exit of this area. Head back to the big tree where Rei first found you and check behind it for a Green Apple. Take the path south from there and pick up satchel containing another Green Apple along the path. There are no more items to get in Cedar Woods so keep going south into the next area and continue south from there until you



exit the woods and appear on the world map.

Go south on the world map until you reach a town called McNeil; enter it. Right when you enter town you'll witness Rei and Teepo getting chased out of someone's house. Once they see that you're finally out of bed, Teepo proposes that you help them "work". Now head south a little ways until you reach the weapon shop. Rei will go inside to get you some equipment, and a strange conversation between Teepo and Ryu ensues. Once that's over Rei will come bolting out of the weapon shop after snatching some equipment for Ryu, and all three of you will head down to the farm just south of McNeil.

After waiting for Ryu to catch up, Rei and Teepo explain what they do for work, which is mugging people at Yraall Road. Rei will suggest that you go to Yraall Road to do some work right now. Now you have control of the whole party and can bring up the main menu for the first time. Before going to Yraall Road, though, I would suggest that you return to the world map and enter some random battle sites to do some leveling up and to get a feel for the battle system. Whenever your party gets low on health though, make sure you make camp, rest, and save your game. Once you accumulate a good amount of zenny (money), you can go back to McNeil village to buy some new weapons, armor, or some items to stock your inventory. Also make sure to check all of the houses and buildings in McNeil for a Healing Herb, Antidote, and Molotov. There's also a bag containing a Vitamin in the garden to the left of the inn. Once you've leveled up a bit, head down to Yraall Road.

McNeil Item Shop

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Healing Herb- 10z  
Croc Tear- 5z  
Antidote- 12z  
Eye Drops- 20z  
Molotov- 10z  
Ammonia- 200z  
Wooden Rod- 40z  
Worm- 20z  
Toad- 20z  
Old Popper- 20z  
Sinkers- 20z

McNeil Weapon Shop

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Ballock Knife- 100z  
Bronze Sword- 240z  
Leather Armor- 180z  
Bracers- 30z  
Cloth Shield- 150z  
Bandana- 30z  
Brass Helm- 120z

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Yraall Road and Bunyan's House  
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ITEMS..... 40z, Beef Jerky

ENEMIES... Boss Goblin, Eye Goo, Goblin, Gonghead, Mage Goo, Ripper

SKILLS.... No new skills

Once you enter Yraall Road, take the path down until you reach the T junction. There Rei and Teepo will spot a place for the three of you to hide, so go over to that spot. In a little while you'll spot someone coming, and since Ryu is hesitant to attack him, Teepo offers him a great shove down the hill where Ryu slams into the guy. It turns out that this is a guy named Bunyan, a very strong woodsman who lives in the southeast corner of Cedar Woods. Bunyan just sort of shrugs off this little attempt at robbing him, but he leaves Ryu with a threat to Rei and Teepo. After a little suffering of defeat, Rei realizes that if Bunyan is out here then that means there's no one guarding his

house. So it's decided that you go hit Bunyan's house. Before leaving Yraall Road, make sure you pick up the satchel containing 40z near your hiding place. Now head to the southern most entrance on the east side of Cedar Woods (just above the little hut on the world map).

Once you enter Cedar Woods, just take the path downwards to reach Bunyan's house. Switch Rei into the lead position and have him pick the lock on the door. After you're inside the house and you gain control of Ryu, go down the ladder in the northeast corner of the room. Pick up the Beef Jerky from the cabinet down there. Now Rei and Teepo will come down to see if you've found anything. Victory for finding food, though, is short lived when you hear the door creak open upstairs. Rei will go up to see what's going on, and after a monkey-like scream, Teepo will follow. Now have Ryu go upstairs and out the front door to get a free five-finger sandwich, compliments of Bunyan.

When you wake up, all three of you will be tied up and you'll get a lecture about stealing. Bunyan will tell Rei to go to Mt. Glaus and in the meantime, have Ryu and Teepo do some honest work for a change; chopping wood. Listen to the directions Bunyan gives you and then start the game. This wood chopping mini game is all about timing; once you see the log tip, swing. You have to cut a certain amount of logs within the time limit to gain freedom, but don't worry, because this mini game is very easy and you should be able to win on your first try. Once Bunyan sets you free, Teepo suggests that the both of you go up to Mt. Glaus to meet up with Rei. Exit Cedar Woods and take the path on the east side of the woods north until you reach a boxed "?" area on the path. This is the road to Mt. Glaus.

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Road to Mt. Glaus  
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ITEMS..... Weather Vane, Vitamin, 120z, Coin, 80z  
ENEMIES... Eye Goo, Gonghead, Mage Goo, Man Trap, Puff Goo, Ripper  
SKILLS.... No new skills

The road to Mt. Glaus is pretty short but don't rush through it because there are a lot of useful items to pick up along the way. Start out by crossing the bridge straight ahead and going right just a little ways to see a huge boulder. Have Teepo kick out the small stone from under the boulder so it will roll into the stream and dam it up. Now walk right until you can enter the dried up stream. Go right and then follow the path up that leads to a chest with a powerful Weather Vane inside. Return to the area where the boulder initially was and take the main path upwards. In the next area and throughout the rest of the road you'll see rocks scattered on the ground. Make sure you have Teepo kick over all of the rocks you see because some of them have holes under them. Inspect the holes to find a Vitamin, 120z, and a Coin. The main path goes northwest all the way to the exit, so continue north until you find a chest under a tree containing 80z. From here just head west until you reach the exit (Note- Once you make it through this road once, you can just walk through it on the world map from now on). If you need to rest or do any shopping at McNeil, now's the time. After you've rested up and done any last minute leveling up, follow the path the rest of the way to Mt. Glaus.

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Mt. Glaus and the Caverns

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ITEMS..... Antidote, Heavy Caro, Cloth Shield, Vitamins, Bent Sword,  
Molotov, 200z, Ballock Knife, Talisman  
ENEMIES... Bat, Curr, Eye Goo, Gonghead, Mage Goo, Puff Goo, Ripper,  
Zombie  
SKILLS.... Gloom (Bat)

When you first enter Mt. Glaus, cross the big bridge and immediately turn left and walk down to a path that doubles back to the right toward the bridge. Pick up the Antidote in the bag and return to the bridge. Head north until you reach a steep, light colored incline with ledges sticking out of it. Go up the ramp to the immediate left of this incline until you reach the top. You'll soon find out that if you try to go down the light colored incline, you can only go down it, not up it, and you can't maneuver while going down. To get the two satchels on the ledges, you have to slide down the incline right above the ledges. You don't have to guess at it though because there are indentations in the incline that mark where the ledges are. Slide down at the two right places to pick up a Heavy Caro and a Cloth Shield. Once this is done, head right from the top of the incline and cross the bridge there.

You'll then see the sun setting and Teepo decides that you should spend the night in the cabin that's directly ahead. When you go inside the cabin you'll find that Rei is staying there also. Rei explains that there have been rumors of a monster living near Mt. Glaus, and that Bunyan sent him here to kill the monster. After this discussion, everyone agrees that they should get some sleep. In the morning, you're awakened by a terrible noise. Go outside and you'll see the monster. It'll jump down from the ledge to confront you and a fight will begin. Just hit it with normal attacks and have Rei use Pilfer in attempt to snatch a Power Food from it. The Nue will run away after a few turns, so you have to chase it down. Follow the path of broken trees to the right of the cabin upwards and you'll see a cave entrance. Ignore it for now and take the path going left all the way up to find a bag containing Vitamins. Now it's time to hunt down the Nue, so return to the cave entrance and proceed inside.

The caverns are pretty straight forward, considering that you have a trail of blood to follow. Start up the trail and detour at your first left and go through the passageway. Inside the sub cave, inspect the huge pile of bones to find a Bent Sword. Also use your camera angles to check the left side of the pile for a Molotov. Return to the blood trail and follow it until it leads into a cavern to the left of the main path. Enter the cavern and follow the path all the way up until you see the blood trail end. Check the skeleton that's lying there for 200z and then exit the cavern.

When you exit, Teepo will say that he thinks the monster jumped into the water in that cavern to cover its trail. Once that's done, return to the T junction in the main path and head north off of the blood trail. Take the path at the first right to a skeleton carrying a Ballock Knife. Return to the main path and take the next right to a skeleton you can inspect for a Talisman. Once again, return to the main path, but take the left trail at the very end of the main path and enter the cavern there. Now Teepo will explain that if you jump into the water from here, you can ride the current down to the spot where the blood trail ended. So when you're ready to proceed, dive into the water and the current will dump you out into a cave hidden behind the

waterfall. Now follow the trail of blood upwards until you confront the Nue.

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Boss Fight: NUE

HP- 285

Exp- 96

Zenny- 50

Item- Power Food

Recommended Team- Ryu, Rei, Teepo

Recommended Formation- Attack

Recommended Level- 6

Like in most RPG's, the first boss is usually fairly easy to beat, and the Nue is no exception. Just hit him with your normal attacks, and if Teepo is at level 7 or higher, you can use Simoon to make the battle ridiculously short. The only two attacks you have to be aware of are Chlorine because it poisons, and Jolt because it does about 10-15 damage to all of your party members. The Nue also has a high reprisal rate so expect him to attack you more than once per turn.

Extra Note- You can steal Power Food from the Nue twice with Rei's Pilfer ability; during the battle when the Nue runs away, and during this battle.

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After the battle you can either leave or inspect the Nue's body to enter the cave it was guarding. It turns out that the monster was bringing food to her cubs, but she didn't know that the cubs were dead. Now exit the cave and dive back into the water. The current will take you out of the cave. Once you leave the cave, Bunyan will be waiting for you outside, and he will commend your strength and bravery. After your conversation, the scene will fade out and time will pass.

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Yraall Region (Spring)  
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ITEMS..... None

ENEMIES... Boss Goblin, Eye Goo, Goblin, Gooley, Mage Goo, Man Trap

SKILLS.... No new skills

NOTICE.... New Master Available (Mygas)

With the Nue gone, there's been plenty of food now for everyone to outlast the fall depression, and now that spring has arrived, a new harvest has brought prosperity to the Yraall Region once again. After Teepo returns from the woods with some food, he'll suggest that you all go into town to hear what everyone's saying about you. If you haven't already done so, go down to the storage room in your house to pick up a Healing Herb and then head out of Cedar Woods and go to McNeil village. When you arrive in town, it'll appear deserted (it seems that Teepo's been letting his ego run loose lately). But then people will start coming out the their homes with shovels, rakes, and sickles in hand, but don't worry because they're just farmers. A crowd will gather around you, and the village elder will come and commend your efforts

to save the town from the Nue. The crowd will then disperse and life will go on as usual, except now the people in town will treat you with the utmost respect.

Now that it's spring, you have some new areas to explore in the Yraall Region. Buy a Wooden Rod and some fishing lures from the McNeil item shop and go enter the fishing spots along the river to the west. Fishing is the first side quest you can experience, and even at this point in the game, it has its rewards. I highly recommend collecting at least one Silver Knife from the Manillo before continuing (you can catch the Manillo using the Coin at the fishing spot near the farm). For more info on fishing and Manillo shops, see the Fishing section under Side Quests.

NEW MASTER AVAILABLE: MYGAS

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Check out the new [?] area northwest of McNeil to find the game's first master, Mygas. He will agree to teach you his spells if you give him all of your money (even if you have no money), so spend all of your zenny at the McNeil shops before talking to him. To learn more about how masters work, refer to the Masters section.

Once you've done enough fishing and leveling up, head back to McNeil to continue. You've probably noticed that there's been a shifty looking character in a green cloak following you around whenever you visit McNeil. Talk to this guy. It turns out his name is Loki, and he starts right off saying how strong and brave you are, and he'll beat around the bush a little bit before he asks you for a favor. Say that you'll help him and he tells you to meet him in the shed down at the farm.

Make sure that you have a good supply of healing items and zenny before you go to see Loki, and once you're ready, head down to the farm and enter the hut on the right side of the path going south. When you enter, Loki will explain that Mr. McNeil, the mayor of McNeil village, has been overtaxing the villagers, and he thinks that you should take back some of the tax money and return it to the villagers. Teepo, of course, agrees immediately and is followed by the slightly reluctant Rei and Ryu. Loki suggests that you should go tonight, so the scene will then end and night will fall.

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Outside McNeil Manor  
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ITEMS.... Vitamin, 50z, Firecracker  
ENEMIES... Pooch, Rocky  
SKILLS.... Jump (Rocky), Snap (Pooch)

When you arrive just outside of McNeil manor, your party will split up looking for a way to get in. First, follow the path you're on upwards and search inside the hut on the side of the path for a Vitamin. Exit the hut and detour to the north off the path until you come to the outer wall of the manor. Walk along this wall until you find a section of the wall that stands out from the rest of the wall and examine it. Rei and Teepo will join you, and when Rei leans against the newly fixed section of wall it'll topple over, giving you guys a way in.

When you get in you'll find the place swarming with guards. First, search behind the hedge to the left to find a guy who looks like Loki, who gives you 50z for keeping quiet about him to the guards. Exit the

hedge and continue upwards until you confront a guard who, realizing he's no match for you, lets you pass for 50z. Pay him and continue straight ahead and go up the stairs. Head left from the top of the stairs and use your camera angles to check behind the corner there to find a wallet. Go right past the stairs and give the guard standing there his lost wallet, and he'll let you go by. Keep going right and then head down the stairs, making sure not to let yourself be seen by the guards holding lanterns (because if a lantern guard sees you, you'll get thrown out and you'll have to pay the initial guard another 50z). Now go south until you reach a tower with a bell on it, so climb up the tower and use Ryu's sword to ring the bell. This will cause a lantern guard to leave his post so you can walk by, so climb down the tower and go right until you reach a courtyard.

Speak with the guard who's sitting in the middle of the courtyard smoking, and he'll tell you to take out the guard dog keeping watch at the front gate, so it'll look like the dog's fault if you break in and not his (it seems that half the guards here are nothing but slackers). Take the path south from there to fight the Pooch (Note- You can have Rei steal a Vitamin off the Pooch). Make short work of the dog and continue to the right from the courtyard and double back around the hedge downwards of you to find two people eloping behind it. Talk to them and then talk to guard who's standing in front of the shed to the right of the hedge. He'll leave his post when you tell him what's going on, so enter the shed he was guarding.

It turns out to be a chicken coop, and when Teepo tries to steal some eggs, a gigantic rooster named Rocky will come out and give you some attitude. The fight with Rocky isn't too hard. Just watch out for his Ovum attack (Note- You can have Rei snatch a Life Shard from Rocky). Once you've dealt with Rocky, the chickens will go crazy, and almost all of the guards will be too busy chasing chickens to notice you sneaking around. From the coop, go up and follow the wall to the right until you reach a stair set. Go up the stairs and head left to find a chest containing a Firecracker. Now go back to the courtyard and cut through it to the left and go up the stairs behind the wall past the courtyard. Then head right towards the main door to find it heavily guarded. Rei decides to act as a diversion so that Ryu and Teepo can sneak in the front door and meet up with him later. Once Rei leads the guards away from the door, Ryu and Teepo enter McNeil manor.

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Inside McNeil Manor  
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ITEMS..... 120z, Magic Shard, Eye Drops, Taser, Life Shard, Gems,  
Vitamin (2), Panacea, MultiVitamin, Healing Herb, 600z  
ENEMIES... Doksen, Galtel, Guard, Kassen, Roach, Torast, Volt  
SKILLS.... Charge (Volt)

When you first enter the house, go right and enter the door there to end up in a room full of portraits hung on the walls. You'll both start to receive some bad vibes from this place. After the scene, head to the other end of the room into the area to the southeast. Check all the cabinets here, as well as the crates upstairs, for a Vitamin, 120z, Magic Shard, Eye Drops, and a Taser. You can also rest and save your game at the beds in this area, which would probably be a good thing to do.

Now return to the very first room of the mansion and head over to the

left side of the room. Use your camera angles to find a door there and go through it. Check this area for a Life Shard and return to the very first room once again. Now try to approach the large set of stairs. A strange force will stop you from going up the stairs, and then a ghost will appear, telling you that he is a spirit of one of the old McNeil's, and he doesn't want you to challenge the McNeil clan. Torast will then challenge you to a fight. Just use your strongest attacks against him when you can because Torast tends to use Sleep a lot (Note- If you've acquired the Sliver Knife by fishing you can do serious damage to ghosts with it).

Once you defeat Torast head up the big stair set and take the path right. Go down and enter the doorway to the right and collect the item in the room above you (Remember to use your camera angles to find cabinets hidden behind walls). Now return to the top of the big stairway, but this time go left. Walk through the doorway on the left and pick up Gems in the 2nd room (going right to left) below you and a Vitamin in the 2nd room above you. Head out the north end of the room with the Vitamin to confront Mr. McNeil, or so you think. Ryu sees through this McNeil ghost's disguise and reveals him to be the ghost of Kassen McNeil. Fight Kassen, who should be a push-over compared to Torast, and then continue to the right down this hall.

Enter the room below you at the end of the hall and check the drawers for a Panacea. Try to go down the stairs in this room, but you'll be halted by Galtel, another McNeil ghost. Eliminate him and continue down the stairs. From here, walk to the left past the beds and collect a MultiVitamin from the drawer. Continue through the lower doorway and through the next doorway as well. Head left and get a Healing Herb in the kitchen drawer and then continue left. Go up the stairs to find 600z in the bedroom. Go back down the stairs and enter the lower hallway to confront another ghost, Doksen. Once you've taken care of Doksen, continue down the hallway and head right after entering the next room. Take the elevator there up and then go up the next stair set to find a room where you can rest and save your game. After you've rested up, go up the ladder in here to reach the roof.

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McNeil Manor Roof  
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ITEMS..... Broad Sword, Swallow Eye  
ENEMIES... Bat, Volt  
SKILLS.... No new skills

Now that you're finally on the roof, go up and to the left until you get to the end of the roof. On the incline of the roof you'll see green moss that, like the slope at Mt. Glaus, lets you slide down but not up. Slide down the roof's side in the right spot to get the grappling hook (Tip- Walk out onto the flat portions of the roof that jut out along the side of the roof and use you camera angles to spot the rope). Once this happens Rei will show up, and now that you've found his grappling hook, you can cross over to the adjacent roof where Mr. McNeil is.

After a little guilt trip, courtesy of Teepo, head south and search behind the chimney platforms near the end of the roof to find a Broad Sword. Now head upwards and walk down any of the narrow stairways slanting down the roof. Go up the narrow gutter-like area on the edge of the roof to find a satchel containing a Swallow Eye. Now return to the area where you crossed over from the other roof, search for a ladder

(not a staircase) going down into the house, and head down it. Check this area for items and then return to the roof. Now search for a staircase going down into the house and walk down it to enter Mr. McNeil's bedroom. After barging in on his fun, you'll have Mr. McNeil cornered and cowering, but then the ghosts that you defeated (plus another that you didn't fight) will appear and they will fuse into one big ghost in an attempt to prevent you from destroying the dignity of the McNeil clan. It's time to fight the McNeil's once and for all.

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Boss Fight: AMALGAM

HP- 520

Exp- 210

Zenny- 200

Item- Magic Shard

Recommended Team- Ryu, Rei, Teepo

Recommended Formation- Attack

Recommended Level- 9

Amalgam isn't too tough to beat, but this fight will take a little longer than the fight with the Nue. Just have Rei stick to his regular attack and Pilfer, Teepo should use Simoon, and Ryu should just use regular attacks and heal the party when needed. This guy's a ghost, so any regular attack by someone equipped with the Silver Knife is going to do major damage. The only attack you need to watch out for is Astral Warp, which can do 15-20 damage to a single character. He can also use Sleep, but there's not much you can do about that. You shouldn't see it used very often.

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Once you defeat Amalgam, you'll walk in and steal the money easily from the sobbing Mr. McNeil, but through his tears he makes a threatening promise of revenge.

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Aftermath  
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Later, back at your home in Cedar Woods after you've left some of McNeil's money at everyone's doorstep, Teepo thinks that the three of you should go into town again to see the reaction of the town's people. Make sure you've collected all of the items in your house and then head over to McNeil. Talk to the people in town, and you'll find out that everyone is mad at you again for stealing, and they also gave all the money back to Mr. McNeil.

Now that this plan blew up in your face, go down to the farm and talk to Loki, who's hiding behind a cart to the side of the road. He appears to be a bit paranoid about people hearing their conversation so he asks you to meet him in the hut again. Go to the hut and wait for Loki, but instead of him, Bunyan comes in with a cow. Bunyan will indirectly tell you that Mr. McNeil has strong ties with a mafia group who didn't appreciate getting stolen from... uh oh! Now that he's got things figured out, Rei suggests that you all should get back home as quickly as possible to lie low until this whole thing gets forgotten. When you exit the hut, Loki is nowhere to be found, so when you're ready, head



back to your house in Cedar Woods.

When you return to your home, you'll find it set on fire, and you'll also find the two arsonists as well. News got out fast, and the gang of crooks McNeil works for already sent two of their toughest guys, Balio and Sunder, to kill you. Unless your level is something amazing, your party will be wiped out in about three turns, so don't waste any items in this battle (although you can have Rei use Pilfer to try to snatch an item or two off of them).

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II. The Balio and Sunder Saga  
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When Ryu regains consciousness, he finds himself in a bed inside a familiar house. Get out of bed and head out the front door to find Bunyan waiting for you. He says he found you hurt in the woods... alone. It looks like the worst is to be expected of Rei and Teepo, but Ryu believes that they're still alive somewhere. You tell Bunyan that Rei and Teepo wanted to go to Wyndia so he suggests that you head east to Mt. Myrneg. Take his advice, exit Cedar Woods, and head east from Yraall Road to reach Mt. Myrneg.

NEW MASTER AVAILABLE: BUNYAN  
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Re-enter Cedar Woods after leaving and talk to Bunyan. He will now take you on as an apprentice (with no extra requirements, yay)! I would recommend putting Ryu under him right away, unless you're in the middle of learning skills from Mygas.

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Mt. Myrneg  
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ITEMS..... Icicle, Protein, Bat Amulet, 200z  
ENEMIES... Nut Mage, Nut Troop, Ripper, Tar Man  
SKILLS.... Double Blow (Nut Troop)

When you first enter Mt. Myrneg, take the path to the right and talk to the Tarman named Tallman standing on the path next to a chest containing an Icicle. He'll tell you about enemy weaknesses. After you speak with him, pick up the Icicle and continue right around the first corner and head up the ladder there. Go to the right until you reach a ladder going down. Head down the ladder and take the path right and check around the trees for a satchel containing a Protein. Now go back up the nearest ladder going up. Walk to the right and take the ladder farthest to the right up to a small precipice with another ladder going up; take this ladder up too. Now take the half hidden path on the right to get the Bat Amulet from the chest there.

Go back down the two ladders you just took and head left. Take the first ladder you come across up and then go right to another ladder at the end of the path. Climb that ladder and go left up the path (ignore the first ladder to the right of the path) and walk down onto a rock peninsula and pick up the 200z in the bag there. Now go up the ladder you ignored earlier and take the next path up and to the left to reach

the last ladder. Climb it and go right to see half the horse duo, Sunder, taking a wiz. Try to get by, and he'll turn around and see you. Sunder gets scared and calls for Balio to come over and help him. Balio figures that they didn't finish you off after your last encounter, so Sunder draws his sword and shafts you right through the back. You then turn into a dragon, and Balio will get the idea to make some money off of you.

Balio and Sunder capture you and cart you the rest of the way to Wyndia, where they'll request a hearing before the king of Wyndia. The thugs will go before the king, telling him that they've captured a dragon, but when the cage is unveiled, Ryu has turned back into a boy again. Thinking the three of you are con artists, the king will have you locked up in the dungeon.

-----  
Wyndian Dungeon  
-----

ITEMS..... Skill Ink  
ENEMIES... None  
SKILLS.... No new skills  
NOTICE.... New Dragon Gene Available (Flame)

You're sent to the dungeon and they lock you up in a cell, and Balio and Sunder in another cell. After taking some lip from the horse duo, Nina, the princess of Wyndia, comes in. She says she'll let you out because she feels sorry about the way you were treated. Balio and Sunder lie to convince Nina to bail them out to, and she does... bad move! She lets them out first and they capture her so they can get a ransom.

You're left in the dungeon by yourself, so go up to the cell door and examine it. You will now get some options of what to do. Choose to try to break the door down. Your first attempt will fail, but the door will fall down after you ram it twice. Now head right and pick up the Skill Ink from Balio and Sunder's cell (save your game at the journal also). Then follow the path down and through the barred door and go down the stairs. Continue down the stair sets and take the path down to confront Balio and Sunder.

NEW DRAGON GENE AVAILABLE: FLAME  
-----

After breaking out of the dungeon, you automatically gain your first gene, which is the Flame gene.

They decide to deal with you before worrying about the princess, so now you fight Balio and Sunder. Before you attack them, use a Healing Herb on Nina so she can escape the battle, and then go up to abilities to find that you've acquired the Accession (dragon transformation) ability. Select the Flame gene, the only gene you have right now, and turn into a Flame Whelp. Use Flame Breath or defend until they both run away. If you get knocked out of dragon form, then re-transform. Alternatively, you can cast Influence on Balio so that Sunder will attack him and simply heal yourself every round. If you're at a low level, you probably won't be able to beat them, but that's ok because you don't have to win this fight (although if you manage to win, you'll get 110 Exp).

After the battle, win or lose, Balio and Sunder will have dispersed

and Nina will thank you for helping her. She tells you that there's a way to the city through the Catacombs, and so Nina will join your party. Now walk down the path and head down the stairs to reach the Catacombs.

-----  
Wyndian Catacombs  
-----

ITEMS.... Glass Domino, Panacea, Light Bangle, Wisdom Fruit  
ENEMIES... Ghoul, Nut Mage, Nut Troop, Thunder, Volt, Zombie  
SKILLS.... Bone Dart (Ghoul)

There are many tombstones scattered throughout the catacombs of which you need to be aware. From where you came in, to the far left is a narrow path that leads to a large tombstone. You can ignore this for now. There are eight smaller tombstones scattered about the rest of the catacombs. Seven of these smaller tombstones have two words on them that you can push like a button. Push the wrong word and you will fall through the floor and have to climb back up to the starting area again. Here are the correct buttons to press:

"Above or Beneath"..... Above  
"Climbing or Outside"... Outside  
"This or That"..... That  
"Look or Secrets"..... Secrets  
"Green or Red"..... Green  
"I or You"..... You  
"Is or Not"..... Not

As you walk around hitting the switches, be sure to pick up the Panacea in the chest at the bottom of the ladder south of the "Green and Red" tombstone. After you press the correct words on all seven tombstones, head over to that big tombstone I mentioned earlier. Hit the switch on that tombstone to fall through the floor and land next to a chest containing a Light Bangle. Use the ledge to jump down to the lower part of this room and then head north to a ladder. Climb up it to emerge back in the main room atop the platform next to a chest with a Glass Domino inside.

Now walk up the ramp on the left side of the raised platform where two tombstones rest. Examine the southernmost tombstone. You'll find that it has seven different sets of buttons to press, so here's the correct buttons to hit in each set:

Red  
Climbing  
I  
Is  
Look  
Beneath  
This

If you hit all the correct switches, you'll fall through the floor and land in a small area. Walk down a few steps to fall through a hidden hole in the floor. Nina now tells you that you can reach the city from here. Ryu explains that he's looking for Rei and Teepo, so Nina offers to help you look for them. Continue south from here to this area's exit, but make sure to check behind the tombstones to the left to find a chest with a Wisdom Fruit inside. Go south in the next area to exit the

Catacombs.

-----  
Wyndia  
-----

ITEMS..... Healing Herb, Ammonia, Moxa, Bread (4), Ginseng  
ENEMIES... None  
SKILLS.... No new skills  
NOTICE.... New Master Available (Durandal)

As you'll soon find out, Wyndia is a very up-beat, peaceful, and large city (It makes McNeil village look like nothing). Explore every area in town you can to find a Healing Herb, Ammonia, Moxa, and four Breads. At the ground level of town, there's a couple of weapon and item shops and an Inoculation shop, where you can receive injections that will protect you against certain types of attacks, and even status changes. But the higher your level, the higher the price for each injection, and the effects of the injection wear off after you rest. Near the Inoculation shop, you'll find some kids playing near a fountain. Talk to the leader of the kids and he'll get you to play a game of Hide and Seek. Nina thinks that if you both play, the kids might tell you if they know anything about Rei and Teepo. Here are the hiding places of the kids:

- Behind the trees near the Inoculation shop
- Behind the left wall near the city's entrance
- Behind the weapon shop near where the bum is sitting
- Behind the tree in the eastern café area

After you've found them all, the leader will tell you that he saw some kid rob a man's house here in town, and that he ran off down the road afterwards. So now it's time to go down to Eygnock Road to look for your friends. Before you leave town, though, check out the shops here in Wyndia, and if you got a couple thousand zenny to spare, consider buying some new weapons and armor. If you have little money, save it, because you can get supplies cheap in the next town. After you're finished in Wyndia, exit the city. Before you head down the road, check out the forest directly west of Wyndia. You'll notice there's a path cutting through it that ends right next to the city's wall. Here you'll find a [?] spot. Enter it and check behind the walls for a chest containing Ginseng.

Wyndia Item Shop	Wyndia Armor Shop	Toshihiro's General Store
-----	-----	-----
Healing Herb- 10z	Leather Armor- 180z	Midas Stone- 3000z
Vitamin- 50z	Leather Apron- 330z	Talisman- 500z
Antidote- 12z	Ranger Garb- 520z	Life Sandals- 500z
Eye Drops- 20z	Cuirass- 620z	Molotov- 10z
Panacea- 100z	Mage's Robes- 610z	Dynamite- 200z
Ammonia- 200z	Gauntlet- 400z	Weather Vane- 200z
Worm- 20z	Bronze Shield- 610z	Taser- 200z
Toad- 20z	Iron Helm- 380z	
Old Popper- 20z	Glass Domino- 450z	
Sinker- 20z		

Wyndia Weapon Shop	Bakery
-----	-----
Bronze Sword- 240z	Bread- 20z
Broad Sword- 600z	

Claymore- 2500z  
Mace- 400z

NEW MASTER AVAILABLE: DURANDAL

-----  
Before heading down the road, follow that wall-enclosed path leading around the eastern side of Wyndia to a [?] spot. Here you'll find a small hut where Durandal lives. He doesn't provide anything in terms of stat gains, and his skills are almost useless, but you'll have to learn them if you want to unlock a better master later in the game. If you want, place Nina under him and pick up his skills when you come back to Wyndia later.

-----  
Eygnock Road  
-----

ITEMS..... Clothing  
ENEMIES... Boss Goblin, Eye Goo, Goblin, Gonghead, Mage Goo, Ripper  
SKILLS.... No new skills

When you arrive walk south on the path to the house and go inside. As Ryu walks inside, you'll hear Nina scream, so pick up the Clothing from the dresser and return outside to find the horse duo, Balio and Sunder. You can't do anything to stop them this time, so they knock you out and capture you again. The two of you are then taken to a rowdy town called Genmel.

-----  
Arena Town Genmel  
-----

ITEMS..... 80z, Flier  
ENEMIES... None  
SKILLS.... No new skills

When you arrive in Genmel, Balio and Sunder tie you both up and leave you under the watch of a bartender named Fahl. After they leave, Ryu decides to try to chew through the ropes that bind him, and he's successful. Now that the two of you are unbound, you can make an easy escape from the bar, especially since Fahl has had too much to drink.

Genmel Item Shop

-----  
Healing Herb- 10z (7z)  
Vitamin- 50z (35z)  
Antidote- 12z (8z)  
Eye Drops- 20z (14z)  
Panacea- 100z (70z)  
Ammonia- 200z (140z)  
Dynamite- 200z (140z)  
Weather Vane- 200z (140z)  
Taser- 200z (140z)  
Bronze Shield- 610z (427z)  
Glass Domino- 450z (315z)

Genmel Weapon Shop

-----  
Broad Sword- 600z (420z)  
Scramasax - 1200z (840z)  
Mace- 400z (280z)  
Magician Rod- 780z (546z)  
Rippers- 600z (420z)  
Ranger Garb- 520z (364z)  
Cuirass- 620z (434z)  
Breastplate- 1000z (200z)  
Gauntlet- 400z (280z)

Without Flier (With Flier)

Once you have escaped, explore the town (you can find 80z inside the inn), and talk to the people around here. Everyone in town is getting

psyched up for the upcoming Contest of Champions, a fighting tournament run by Balio and Sunder. It also appears that Fahl, the bartender, knows some good fighting techniques, but he's too busy drinking to teach them to anybody. If you explore the southwest corner of town and check behind the wall there, you'll find a fish merchant handing out Fliers that can give you a discount at the stores just north of him. Pick up a Flier from him and then check out the weapon and item shop. Once you've taken care of everything in town, exit the town and head east to reach Mt. Boumore.

-----  
Mt. Boumore  
-----

ITEMS..... Panacea, 400z, Buckler, Bent Sword, Life Shard  
ENEMIES... Gonger, Nut Archer, Nut Mage, Nut Troop, Orc, Tar Man  
SKILLS.... Last Resort (Orc)  
NOTICE.... New Dragon Genes Available (Defender, Reverse)

From the entrance, take the only path up a little ways and walk to the right of the first small ramp you see. Pick up the Panacea from the chest there, and then go up the ramp you just passed. From there, walk to the right and up the next small ramp and then head left. At the first junction, go left until you reach another junction. At this junction head down the upper left path to find a satchel containing 400z behind the corner. Return to the top of this path and walk upwards to a small ramp on the left near a long narrow ledge you can jump off of. Go up this ramp and then climb up the ladder.

Head up the path (make sure to ignore the people and their house on the left of the path for now) until you come to a ledge you can jump off of at the end of the trail. Jump off this ledge and then the next ledge also to get the Buckler. Jump off the left side of this ledge and return to the top area where you saw the people before. Talk to the fat guy, and he'll invite you in. Once inside, Nina will tell Mr. Mason that two guys named Balio and Sunder are after you. Mr. Mason will pretend not to know who they are, and he lets you stay the night at his house. Pick up the Bent sword from the dresser in the house and then go into the next room to rest.

The next morning when you wake up, you'll find that you've been locked in, and nobody's coming to let you out. Meanwhile, Sunder shows up at the house to capture you again (it looks like you've been betrayed). Exit north from this room to reach the lift area. Nina tells Ryu to get on the lift while she tries to activate the panel with her wand. Now Sunder enters the scene, but when he tries to capture you, Ryu will give him a well deserved swipe with his sword. Now Nina manages to get the lift working, and she jumps onto the lift at the last second. You're safe for now.

When the lift finally stops, exit the lift station and head right. Walk down the path past the locked gate to the right and take the path not sloping up to a Life Shard inside a satchel. Now head up the path sloping upward to the topmost area. There you'll find a dead end, and then Sunder will come up from behind you and have you trapped. Just when you think the jig is up, Nina decides that you both should jump. You'll then jump and slide down the side of the mountain. Ryu puts himself in front of Nina and turns into a dragon to break her fall (This will net Ryu the Defender dragon gene). Once you have control again, leave this area to return to the world map.

NEW DRAGON GENES AVAILABLE: DEFENDER AND REVERSE

-----  
You receive the Defender gene automatically after escaping from Sunder. Back on the world map, head south from your current location to reach a [?] area. Enter this area to find a large purple crystal on the ground. Have Ryu examine it, and he'll obtain the Reverse gene. Most of the genes in the game are found this way, so be on the lookout for these purple crystals.

Back on the world map, you'll find the Tower to the north and a fishing spot to the southeast. There's a Manillo shop at this spot which has some decent equipment, but it's not really necessary. Once you're ready enter the Tower.

-----  
Momo's Tower  
-----

ITEMS..... MultiVitamin, Wisdom Fruit, Ring of Ice, Silver Knife,  
Skill Ink, Flame Chrysm, Ice Chrysm, 800z, Moon Tears,  
Breastplate, Ivory Dice, Bamboo Rod, 40z, Panacea  
ENEMIES... Armor Bot, Gonger, Hyper Bot, Ice Toad, Lizard, Orc,  
Proto Bot  
SKILLS.... Blitz (Hyper Bot)  
NOTICE.... New Dragon Gene Available (Thorn)

Enter the Tower and Nina will suggest that you both go inside to find someone who can help you get to Wyndia. If you're low on healing items make sure you buy some supplies from the fish merchant. Now, head left and up the big stair set and then walk past the pool with the chest in it to it's left. Go through the doorway directly left of the pool. From here, go up the path and pass the big crystal near the end of the room (unless you want to try the crystal challenge; explained in Side Quests) and go up the stairs to the left.

Walk right down this next hall but detour through the big doorway at the bottom of the path. Now go down the small stair set and veer right to pick up a Silver Knife from behind the tree. Return inside the Tower the same way you came out and continue right down the hall and exit through the door at the end of the room. Head up this hallway and up the big stair set on the left side of the hall. Walk to the right to reach a rest and save room, so use this place as needed. After you've rested up, exit the save room and head left to the end of the room and go up the stairs in the northwest corner of the room.

Take this next hallway right and then upwards at the end to see a little pink thing walk out of the next room and brace itself for an explosion. Go inside the room to find a scientist named Momo amongst a huge mess. Once you're able to converse with her without yelling at each other (her ears were ringing from the explosion), you'll ask her how to get to Wyndia from here. Better than just tell you, Momo offers to escort you there personally. Momo leaves for a minute to get some things from the merchant outside, but when she gets back, she'll tell you that there are some tough looking guys outside looking for you. Now the only way to escape is to head to the top of the Tower where Momo has an emergency escape. So now Momo joins your party.

Once you're in control again, exit this room and head up the hall. Enter the very next door on the left to reach the panel puzzle room.

In order to unlock the door in this room you have to make all the panels in the puzzle gray. A panel's color will change if you step on it. You can't walk directly backwards and the puzzle resets itself if you step off it. For more info on this, read the puzzle description that's on the wall near the bookshelf. There are many ways to solve the puzzle and this is one of them (the order in which to step on the panels):

LOCKED DOOR				
B	-----			
O	1	2	3	4
O	-----			
K	12	7,11	6,10,20	5,21
S	-----			
H	13	8	9,19	18
E	-----			
L	14	15	16	17
F	-----			

Once you've solved the puzzle, go through the door that just unlocked to enter a room with three chests just for you (they contain Skill Ink, Flame Chrysm, and Ice Chrysm). Now exit back into the main hallway, continue along the path, and walk up the stairs on the left.

From here, head right and go down to the small stair set. Walk up these stairs and head left until you come to a door leading to the next room; go through it. You'll now be in a room with four 3-D cubes lined up across the floor with switches under them. You must hit the switches of the two cubes that are exactly alike (from left to right it's the 2nd and 4th cubes). If you don't hit the right switches, you'll fall through the floor. Now, continue to the other end of this room, head up the next stair set, and walk left to a passageway. Take the hall right to another set of stairs. Go up the stairs and through the next door.

You'll end up in a room that's broken up into four sections, has two pairs of red and blue switches, and has red and blue platforms floating in the void that separates the four sections. The switches correspond to the floating platform of the same color, so you have to hit the switches to move the platforms to form a bridge across the pit (don't worry, it's easy to figure it out). Hit the switches so that you have access to the door in the right corner of the area. Head through this door and pick up the 800z in the 2nd room you enter. Now go back to the room with the switches and flip the switches so that you can reach the northernmost area. The path from there is pretty straightforward, just follow it to the end of the two hallways to reach a chest containing Moon Tears. Once again, go back to the switch room and hit the switches to reach the stairs in the easternmost area. Walk up the stairs. Now, take the hall right and then downwards to reach a stair set going up; head up those stairs.

From here, head up the stairs to the right and walk to the right until you see a floating platform. Get on the platform and it will take you to another part of the room. Once you get off the platform, head up the next stair set and follow the path to reach a big crystal. If you read the instructions on the wall, you'll find out that this crystal controls the floating platform that's near it. It runs on chrysm energy, so use Nina's wand to charge up the crystal. The more times you hit the crystal with Nina's wand, the farther the platform will go before it comes back to where it starts. Hit it two times to reach a



chest with a Breastplate, and six times to get a chest with an Ivory Dice. Hit it eight times to reach the stairs in the upper left corner of the room. Go up those stairs, head down the hall, and climb up the stairs at the end of the hall. Now head left and enter the first door you see to get a Bamboo Rod. Exit back into the hall, walk up the stairs to the left, and walk up the next set of stairs after that.

You'll now be in a room with laser beams and a purple crystal in the middle of the room. Walk up near the crystal and make sure all of your party members are past the first little machine that looks just like the one that's currently emitting a laser. Hit the crystal with Nina's wand and the middle laser machine will be turned off, and the first and last laser machines will turn on. Make everyone in your party walk past the middle laser machine and then hit the crystal with chrysm again to turn the middle laser back on, and the outside lasers off, allowing you to continue on.

Go through the door at the end of the room to reach a library. This was where Momo's father did all of his experiments, so Momo suggests that you look for the escape device. First check the shelves in the upper right corner of the room to get 40z and a Panacea. Now examine the control panel in the upper middle part of the room (from the operators end) to find a button that unveils a huge rocket. Momo thinks this is the escape device so you all get on and shoot out the top of the tower and make a crash landing.

NEW DRAGON GENE AVAILABLE: THORN

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After you recover from the crash (and after Momo finds the instruction manual for the rocket), look near the trees next to where you landed to find the Thorn gene. Now exit the crash site onto the world map.

-----  
The Coffee Shop  
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ITEMS..... Vitamin  
ENEMIES... None  
SKILLS.... No new skills  
NOTICE.... New Master Available (D'lonzo)

If you head north on the world map, you'll come to a little place called the Coffee Shop. Enter the Coffee Shop and then take the path up to where the café area is. Once your party sees the restaurant, the three of you will decide to take a load off here of a bit. While you're resting, you find out that the road to Wyndia and the Eastern Checkpoint have both been blocked off by Balio and Sunder's men. In the midst of trying to think of what to do now, an old man comes over to you and starts talking to Momo. It turns out that this guy's name is Palet, and he runs a plant where crops are grown using chrysm energy; the same plant where Momo's father used to work. He explains that there are some problems down at the Plant, and Momo agrees to help out (you got nothing else to do anyway because the roads are blocked). After your talk with Palet, go inside the Coffee Shop building and pick up a Vitamin in one of the drawers in there.

Coffee Shop Item Shop

-----  
Healing Herb- 10z  
Croc Tear- 5z  
Antidote- 12z

Eye Drops- 20z  
Molotov- 10z  
Ammonia- 20z  
Wooden Rod- 40z  
Worm- 20z  
Toad- 20z  
Old Popper- 20z  
Sinker- 20z

NEW MASTER AVAILABLE: D'LONZO

-----  
If you have 15 different weapons in your inventory, not counting your equipped weapons, go talk to the tough looking girl on the hill overlooking the Coffee Shop. She's a thief named D'lonzo, and she will let you apprentice under her if you have 15 different weapons. She's best suited for Momo, since she provides an accuracy boost as long as she is your master. She also teaches two very useful skills: Steal and Monopolize.

-----  
Eastern Wyndia  
-----

ITEMS..... Antidote, 200z, Scramasax, 800z, Life Shard  
ENEMIES... Eye Goo, Gooney, Goo Titan, Mage Goo, Puff Goo  
SKILLS.... Timed Blow (Goo Titan)

Before heading to the Plant, it would be worthwhile to explore the region a bit. Although you won't be able to go through, if you visit the Checkpoint to the east you can pick up an Antidote and 200z inside the building there. Just west of the Checkpoint you'll find a forest with a [?] spot. This forest is home to a variety of goo enemies including the powerful (but rare) Goo Titan. More importantly, this forest is also home to one of the game's best masters. Unfortunately, you won't be able to meet her just yet. For now you can pick up several items lying around here including a Scramasax, 800z, and a Life Shard. Once you're done exploring, it's time to head over to the Plant!

-----  
The Plant  
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ITEMS..... Healing Herb (2), Ginseng, 80z  
ENEMIES... None  
SKILLS.... No new skills

When you first arrive at the Plant head left to find a conveyor belt sloping up but running downwards. Flip the switch right next to it and ride the conveyor up. Head right and up the incline and then ride the next conveyor up and to the left. Walk up the narrow path and then to the right. Head up the incline next to the crates and take the conveyor going left. Go past the next chrysm reactor and take the next conveyor going left. Walk down past the next reactor and hit the switch near the next conveyor so that it runs south. Ride this conveyor and head right to yet another conveyor going downwards. Take it down to find Palet.

Talk to him with Momo as the lead character, and he'll tell you that there's nothing wrong with the machines here, but during an experiment, an onion-like mutant was created. Palet will tell you that there's been

a problem with a big mutant down at the Dump, so he asks you to help. You accept, of course, so Palet sends word to the Dump about your visit. Now go inside the metal building near where Palet is and grab a Ginseng and a Healing Herb from the drawers inside. Once you're done here, exit and just slide down the incline at the southwestern part of the area to get back to the Plant entrance. Before you head out, visit the inn to the right of the Plant's entrance and check the drawers upstairs for a Healing Herb and 80z. If you haven't rested and saved since Momo's Tower, you better do that now as well. It may also be a good idea to buy a few Molotovs from the shop if you don't currently have any. After you're rested up, enter the Dump (it's a stone's throw west of the Plant).

#### Plant Crop Store

-----  
Mandrake- 100z  
Antidote- 12z  
Eye Drops- 20z  
Molotov- 10z

#### ----- The Dump -----

ITEMS..... 1200z, High Boots, Artemis' Cap, Magic Shard  
ENEMIES... Bomber, Eye Bulb, Fire Slug, Pain Weed, Rank Weed, Slug  
SKILLS.... Air Raid (Bomber), Rest (Eye Bulb)  
NOTICE.... New Master Available (Yggdrasil)

After you arrive there, take the path to the south and then downwards at the corner. Make the U-turn around the inside wall and head up the path until you reach a T-junction. Detour to the right off the main path at this junction and walk upwards a little ways to find a blue switch. Hit this switch three times and pick up the chest with 1200z in the alcove directly north of you. Now return to the Dump's entrance, but this time head to the north up the path. Walk up the ramp past the giant crates and then go left. Follow the 2nd catwalk down and cross over the crate to get a chest containing High Boots. Jump off the catwalk near the chest and continue up the path. Walk past the crates and exit this area through the cavern on the left.

Take the next path left and then head down the small ramp at the end. Walk down this path and take the 2nd right to an area with a red and blue switch and a big lava pit at the end of the conveyor belt. Hit the red switch eight times and head back up the path you just came down. Take the first junction you come to right and then go up the ramp to the left past the conveyor belt. Head down the path and cross the path made by the crates to get the much needed Artemis' Cap. Now go all the way back down to the area with the red and blue switches. Take the path going around the lava pit counter clockwise and pick up the Magic Shard in the chest along the path. Continue around the lava pit until you come across a cave with plants growing out of it. Go inside to find the mutant that Palet was talking about. After some idle chit chat, the mutant will go out of control and attack you.

\_\_\_\_\_  
Boss Fight: MUTANT \

HP: 500 |

Exp- 600  
Zenny- 300  
Item- N/A  
Recommended Team- Ryu, Momo, Nina  
Recommended Formation- Attack or Defense  
Recommended Level- 13

The Mutant isn't very tough, especially since you now have dragon abilities to use against bosses. It'll frequently cast Dream Breath and Venom Breath, which may cause some problems. The only other thing you need to be aware of is that at the beginning of the fight the Mutant regenerates 250 HP per turn. But as you'll soon find out, this thing is extremely weak against fire attacks. So have Momo equip her Flame Chrysm, have Nina use Simoon, and have Ryu pound away with Flame Claw in Dragon form (Flame and Defender or Thorn genes) After a few hits with fire-based attacks, the Mutant will lose its ability to regenerate. Now just continue attacking with fire based attacks until the Mutant goes down.

After the fight, the Mutant will apologize for attacking you and will request that you destroy it. The Mutant doesn't think that it was ever meant to be created, so hit the red switch to send it into the lava. After a word of advice to Momo, the creature will die but then you hear a curious pukueeee sound. Then a mini mutant will jump out of the lava. Momo thinks this is the offspring of the Mutant so she decides that you guys should take it along with you. After deciding on a clever name, Peco, you get the option to change party members. Leave Peco out of your party, and keep him there for a long time because you'll have big plans for him much later in the game. If you plan on using Peco as one of your three main party members for the majority of the game (which wouldn't be a bad idea, as Peco can turn out to be a superb character if raised properly), wait until you can apprentice him under Fahl before you level him up at all. Now leave the Dump and return to the world map.

There are a couple of things you can do before heading back to the Plant. First, if you go back to the [?] forest north of the Coffee Shop, you can now use Peco to kick the rocks lying around in that area. One of the rocks is covering a hole containing a Hawk's Ring.

NEW MASTER AVAILABLE: YGGDRASIL

Before returning to the Plant, put Peco in your party and enter the grove right next to it. Within this grove (as well as several others throughout the world) resides the Yggdrasil tree. Examine the tree with Peco and it will ask you for a Wisdom Fruit. If you comply, Yggdrasil will become available as a master. You may want to consider apprenticing Momo or Nina here.

Once you're done with that, head back to the Plant. When you arrive back at the Plant, talk to Palet and you'll tell him that you took care of the problem. As you leave, he'll tell you that he knows a way to get to Wyndia, even though the roads are blocked. So Palet lets you stay at the inn tonight for free while he gets everything set up for you to go tomorrow. Now go to the inn to the right and rest. In the morning Palet will have you hide in a hay cart, and have the cart

shipped to Wyndia. But when you get to Eygnock Road, half the horse duo will be there checking baggage. You're then found and carted off to the Arena again.

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The Contest of Champions  
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ITEMS..... Coin, Bandana, 40z  
ENEMIES... None  
SKILLS.... Frost Strike (Patrio), Spirit Blast (Golem)

When you arrive in Genmel, Balio and Sunder will have you tied up and they march you into their office inside the Arena. After they give you some grief and are deciding on what to do with you now, they happen to mention the Contest of Champions. Then Nina tells Balio and Sunder that you want to enter the contest, because the winner can have anything they want; in this case it's freedom. At first the horse duo will be opposed to the idea, but then the thought comes to them that they have another chance to make money off you. Their logic is that people will bet against a bunch of kids like you, thinking that you have no chance to win. But Balio and Sunder have seen how strong you are and the spectators haven't, so when you win, the house will get a lot of income from lost bets. So they agree to let you fight in the contest, and they'll even let you walk around on your own and leave the Arena to level up if you need to. But they make you leave one hostage behind (choose Peco), and they have their men blocking the roads so you can't escape again.

So now you're free to explore the inside of the Arena. There's an inn and some shops as well on one of the floors. If you don't already have one, I suggest buying a Claymore for Ryu. Take time now to get familiar with where all three fighting areas are, and make sure you check the drawers in all the locker rooms to find a Coin, a Bandana, and 40z.

Arena Item Shop	Arena Weapon Shop	Arena Armor Shop
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Vitamin- 50z	Scramasax- 1200z	Breastplate- 1000z
MultiVitamin- 300z	Moon Sword- 2000z	Scale Mail- 1450z
Antidote- 12z	Claymore- 2500z	Buckler- 1100z
Eye Drops- 20z		Knight's Helm- 720z
Panacea- 100z		
Ammonia- 200z		
Firecracker- 500z		
Icicle- 500z		
Napalm- 800z		

Once you've familiarized yourself with the inside of the Arena, make your way over to the Hall of Fire where your first match is. Go to the Hall of Fire locker room area and enter the southern locker room. Talk to the person inside to get a briefing on the rules of this fight, and once you understand the rules, say that you're ready to fight (but make sure you're rested up). After the introduction to the battle, get ready to fight Patrio's team.

\_\_\_\_\_  
Boss Fight: PATRIO'S TEAM \

HP:                    Exp:                    Zenny/Item:                    |

Claw- 220	Claw- 150	Claw- 200 / Silver Knife	
Cawer- 200	Cawer- 165	Cawer- 70 / Dream Ring	
Patrio- 350	Patrio- 200	Patrio- N/A / Scale Mail	
Dodai- 2000	Dodai- 3000	Dodai- None / N/A	

Recommended Team- Ryu  
Recommended Formation- None  
Recommended Level- 15

As you learned from the rules, there are two ways to win this fight; by defeating all three of the other team's members, or by taking out the Dodai that holds your opponent's platform. But beating the Dodai is no easy task, so if you're at level 15 or lower I suggest you stick to option 1. Please take note that in each round you battle one-on-one against a member of the other team. Your fighting order is determined by the position of your party members in the formation menu. Putting your characters in the right order is very important, especially if you decide to take out the Dodai.

Option 1- Against your first opponent, Claw, just use normal attacks and maybe Double Blow if you have it. Claw has some high agility and will often use Blind, so equip the Bat Amulet for this fight. Once you deal with Claw, your next opponent will be Cawer. Cawer will cast assist magic on himself and then hit you with normal attacks and weak magic spells which don't do much damage. Just repeat on him what you did to Claw and he'll go down just as easily. Last but not least is Patrio, and he's no pushover unlike his two teammates. His normal attacks do a lot of damage, he'll often get a Lucky Strike on normal attacks, and he sometimes uses Frost Strike which can put you to sleep. To beat him, just transform into a Flame Dragon with genes to your liking and nail him with Flame Claw until he goes down (Note- If you have enough healing items to drag out the fight, it'd be very worthwhile to examine Patrio and learn Frost Strike).

Option 2- There are a couple of ways you can take out the Dodai depending on whom you want to receive that nice 3000 exp reward. I usually like to let Ryu have the exp, and a good way to go about doing this is actually to let Momo start the battle. Have her equip Ice Chrysm and shoot at the Dodai until he sinks into the lava a little bit. This may take a little while (since Momo will miss a lot), and you may have to use a MultiVitamin to heal your Dodai, but that's ok. Once the Dodai has sunk into the lava, have Momo kill herself so that Ryu can come out and finish the battle. Have him transform using the Flame and Reverse genes and use Frost Claw on the Dodai until he is defeated. If you want Nina to get the experience, then have her go second instead of Ryu. She can finish off the Dodai by casting Iceblast. And if you want Momo to have the experience, then don't kill her off and let her fight the entire battle.

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After winning the fight, and raising a few eyebrows, it's time to go

to your next match in the Null Magic Hall. Go to the inn and rest up, and then walk over to the Null Magic Hall locker room area. Walk to the lower locker room and talk to the person inside to get a briefing of your next fight. After you know the rules, say you're ready to go and then wait for the match to start. Right before the match is scheduled to begin, your opponent, Emitai, will come into your locker room to talk with you. He tells you his daughter is very sick, and if he can't win the money needed for her operation, she'll die (basically he's asking you to throw the fight). But you tell him that you're in a jam too if you don't win, so he'll leave at that. But when you meet up again on the battlefield, Emitai will have two huge, green monsters with him. It looks like he means business now, get ready to duke it out with Emitai and the Golems.

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Boss Fight: EMITAI's TEAM

HP:

Emitai- 600

Golems- 750 each

Exp- 600

Zenny- 340

Item- Magician Rod, Mage's Robes (Emitai)

Recommended Team- Ryu, Momo, Nina

Recommended Formation- Attack

Recommended Level- 15

The rules say that you can't use magic, but they don't say anything about dragons do they? Your dragon ability will give you the unfair advantage in this fight, so use it. Since there's no magic in this battle, there aren't any attacks you need to watch out for, except maybe the Golems' Spirit Blast. Have Ryu transform using the Flame and Defender/Thorn genes. Ryu should pound at Emitai with Flame Claw while Momo does the same with her bazooka, and Nina should use Healing Herbs on the party when necessary. Once you've taken out Emitai, the Golems will become disoriented and start attacking each other. This will go on for the rest of the fight, so through your laughter, have Ryu use Flame Breath and Momo should keep shooting away with her gun just to hasten their demise.

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After the fight, you'll all be feeling pretty down on yourselves for beating Emitai. Sunder enters your locker room to congratulate you on making it to the finals, but you're too depressed to appreciate this right now, even from him. When Sunder returns to his office to tell Balio what's going on, they both are sure that you're not going to win the final match. Back in your locker room, you're reminded that you have to get going to your final match in the Hall of Kings. You hear that Emitai is still in his locker room so pay him a visit. It turns out his daughter isn't sick, and he was just trying to con you into losing the fight.

Now rest if you want, and then head over to the Hall of Kings locker room. Once again, go to the southern locker room and talk with the person inside to get a briefing of the fight. Meanwhile in the adjacent room, Balio and Sunder are giving Garr, your opponent, a

little prep talk. They mention to him that Ryu's a dragon, and his curiosity is suddenly aroused. After the introduction of both Ryu and Garr, Garr requests that you not hold anything back during the fight. This guy isn't fooling around. It's now time for the finale of the tournament.

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Boss Fight: GARR

HP: Infinite

Exp- none

Zenny- none

Item- N/A

Recommended Team- Ryu

Recommended Formation- Any

Recommended Level- Any

Although you can't win this battle, it's still fun to try. Garr will sometimes use weak fire based attacks, but will for the most part just hit you with physical attacks. After several turns Garr will say "Let's Finish This". After this happens, let's just say that you'll be dead in two turns at the most, because Garr's attack power will skyrocket. For this fight just turn into any dragon you want and have a blast!

After your defeat, Balio will come out to award Garr his prize of anything he wants. Surprisingly, Garr chooses Ryu and his friends as his prize. Balio is quick to disallow this, but Garr sees to it that he gets his way. Once Ryu wakes up and you are done talking, head over to Balio and Sunder's office to retrieve Peco. After you free the hostage, Garr will tell you that everyone's free to leave. Once you leave the office, talk with Garr and he'll tell you that if you want to learn more about Ryu and the ancient Brood, then travel east to a place called Angel Tower. First you have to get back to Wyndia, so exit the Arena, rest up, and save your game.

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Maekyss Brawl  
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ITEMS.... Flower Jewel, Wisdom Fruit, 400z

ENEMIES... Bullies

SKILLS.... Resist (Stallion)

NOTICE.... New Dragon Gene Available (Frost)

Head north and you'll find the Maekyss Gorge bridge. Before entering, put Peco in your party and head around the little mountain to the west to find a [?] area. Here you'll find a tent where some thugs are living. First have Peco kick the tree just outside the tent to obtain the Flower Jewel. DO NOT SELL THIS ITEM. You'll need it later. Now check the drawers inside the tent for a Wisdom Fruit. Return to the world map, switch Peco out of your party, and enter the Maekyss Gorge.

When you arrive at the gorge, cross the bridge to find, guess who?, Balio and Sunder. It seems that they're defying Garr's wishes, and they've blocked up all the roads so that you can't escape. They'll



then send out three thugs to challenge you. Quickly dispose of them by using Nina's strongest spells. Afterwards, Balio and Sunder will remind you that you're surrounded and there's no way out, but then out of nowhere, Garr shows up (and he's just taken out all the thugs behind you). He'll tell off Balio and Sunder and join your party. Realizing that Garr has broken his alliance with them, the horse duo fuses into one big horse. They're out to get rid of you once and for all, so prepare to fight Balio and Sunder's ultimate form!

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Boss Fight: STALLION

HP: 1500

Exp- 800

Zenny- 500

Item- Life Shard

Recommended Team- Ryu, Momo, Garr

Recommended Formation- Attack

Recommended Level- 16

This guy is undoubtedly the hardest boss yet. Aside from using Barrier to cut down the amount of damage magic does to him drastically, the Stallion will often cast Resist which negates all attacks for that turn. The Stallion also can cast Jolt, but it does minimal damage. The attack you really need to worry about is his Utmost Attack, which does 50+ damage to all party members. Before the battle, select attack formation and put Ryu at the point end. Have him transform using the Flame and Thorn genes and just smack the Stallion around with regular attacks. Garr should help out using his regular attack as well and also use healing items if you get into trouble. Momo's job is to keep everyone's HP up, while casting Protect on her free turns. As long as you keep everyone healthy, you'll eventually put Balio and Sunder away for good.

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Now that Balio and Sunder are finally out of your way, it's time to go back to Wyndia, not only to return Nina to her home but to pick up some passports for the eastern checkpoint also.

NEW DRAGON GENE AVAILABLE: FROST

Before you exit the Maekyss Gorge, follow the path under the bridge to find a house. Check around the house to find the Frost gene. Also loot the drawers inside the house for 400z.

Once you've done that, exit the Maekyss Gorge and head north to Wyndia. When you arrive in Wyndia (make sure Nina is in your party) hike all the way up to the highest section of town where the castle entrance is located. Have Nina talk to the guard at the door and he'll welcome you in.

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Inside Wyndia Castle  
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ITEMS..... 120z, Gems (2), Panacea (2), Healing Herb (2), Coin, Cheese

ENEMIES... None

SKILLS.... No new skills

The next scene begins at a big banquet for Ryu, Nina, and the rest of your party hosted by the king of Wyndia. Nina has just finished explaining everything that's happened since the kidnapping to her father. The king commends Ryu's bravery and apologizes for thinking he was a con artist. And right before Nina spills the beans about Ryu being a dragon, Garr will interrupt and ask the king for some passports so you can get through the eastern checkpoint. He gladly gets some passports made up for you, and Ryu and the rest of the party will head off, leaving Nina behind at the castle.

Just when Nina is in her room thinking that it's for the best that she didn't go along with Ryu and his crew, she hears something break along with a scream. You'll have control of Nina now so check the dresser in her room for 120z and then head downstairs. From here, walk left and then up to the dining room with the blue carpeting. Pick up Gems X2 in the drawers in this area and then speak to the lady standing next to the broken dish. She'll tell you that something brushed up against her and scared her.

You can assume it was just a mouse until you spot Honey running off somewhere. Now head left to the end of the dining room until you see a guard. Go down the hallway to the guard's right to empty out into a small room. Get the Panacea from the drawer in this room and return to where the guard was standing. Now climb the stairs to the guard's left to enter the king and queen's bedroom. Look in all the drawers in this room and the room above it to obtain Healing Herb X2 and a Coin. After you pick up all the items here, head all the way back to the base of the stairs of Nina's bedroom. Once you get there, walk south to find a stair set going down. In this next room, walk down the stairs in the bottom left corner of the room to reach the kitchen. Now go down to the end of the kitchen and check the drawers there for a Panacea.

Afterwards head down the stairs at this end of the room. You'll end up in a room with a bunch of crates. Walk right and head down the small wooden ramp. Use your camera angles to check behind the crates directly below the wooden ramp to find a mouse. Talk to it and answer yes to its question to get Cheese. Go left from here and use your camera angles to check around the end of the same line of crates that the mouse was behind to find Honey. Talk to Honey and she'll run away again, so go after her. Go all the way back to Nina's room and head through the door inside of her room. Exit this next small room to the left. You'll now be on the balcony and you spot Honey just ahead of you. And while trying to keep Honey from falling off the balcony, Nina will fall off too. But instead of falling to your death, Honey uses her chrysm power to let you both float gently to the ground. After the fall, Honey gets broken so Nina takes her to Ryu's camp just outside Wyndia.

Back at camp, Momo has already noticed that Honey has gone missing. Then Nina will arrive at your campsite with Honey in hand, so she and Momo go inside the tent to fix her. Now that they're alone, Garr will tell Ryu that if he travels to the eastern lands with him, then he might die. Nina overhears this and get upset, because she doesn't want Ryu to die. So Nina decides to run away from home again and travel with Ryu to the eastern lands.

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III. Journey to Angel Tower  
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When you're ready, head east from Wyndia on the main road and pass into Eastern Wyndia. Keep going east to find the checkpoint. Once you enter the checkpoint, Garr will point out the fact that you might have some trouble getting through the passport check with Nina around. But after some quick thinking, you get past the guards. And after an unnecessary conversation on the bridge, you'll emerge in the Rhapala region. Also, make sure you return to the Checkpoint later to pick up the 200z and Antidote inside if you haven't already.

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Exploring the Rhapala Region  
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ITEMS..... Life Shard  
ENEMIES... Blood Bat, Bomber, Lizard, Lizard Man, Tricker  
SKILLS.... Flying Kick (Tricker), Target (Tricker, uses when blinded),  
Wind Strike (Lizard Man)  
NOTICE.... New Dragon Gene Available (Thunder)  
New Masters Available (Giotto, Fahl)

NEW DRAGON GENE AVAILABLE: THUNDER  
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One of the first things you'll probably notice is the [?] hut that's northeast of the checkpoint bridge. Enter that area to find an abandoned fisherman's house. Check inside the house for a Life Shard and use your camera angles to search the area behind the house to find the Thunder gene.

NEW MASTERS AVAILABLE: GIOTTO AND FAHL  
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Head southeast a little ways and you'll come across a beach next to a new fishing spot. Near the end of the beach is another [?] area. Here you'll find a strange guy named Giotto who agrees to be your master if you've attained at least a Rodmaster rank in fishing. Another new master is also available now, but you'll have to go back to the Arena to find him. Remember the tipsy barkeep who couldn't keep an eye on you? Talk to him, and he'll agree to teach you his skills if you can fight 30 battles in a row without resting. This is easy to accomplish if you go fight in Cedar Woods or any other place with weak monsters. You can even run away from battles and they'll count. Fahl is a great master, not so much for his skills, but for the stat gains he provides. Peco and Garr are good candidates here (as is anyone who needs a boost in defense and HP).

Back on the world map in the Rhapala Region, you'll find two new fishing spots, a place called Mt. Zublo to the far southeast, and the port town of Rhapala along the central coast. Also since you now have everywhere from the Yraall Region to the Rhapala Region open to you, go back to some places that you've already been to and look for missed items. Now's also a better time than ever to sign each of your party members up under a master, because at this point there are many different masters available. Once you're ready to continue, head into town.

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The Port Town of Rhapala  
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ITEMS.... Molotov, Panacea, 1000z  
ENEMIES... None  
SKILLS.... No new skills

When you first visit Rhapala, you'll see the same state of peacefulness and rhythm as you witnessed in Wyndia. Rhapala is the home of the porter's guild, so almost everyone you see in town is either a sailor or a fisherman. Take the time now to explore the town and the Wharf and to get the Molotov and Panacea that lie in town. Also if you have the money, visit the shops here to upgrade your weapons and stock up your item inventory.

Rhapala Item Shop	Rhapala Weapon Shop
-----	-----
Healing Herb- 10z	Flame Chrysm- 500z
Vitamin- 50z	Moon Sword- 2000z
Antidote- 12z	Long Spear- 1000z
Eye Drops- 20z	Quarter Staff- 1100z
Panacea- 100z	Spiked Claws- 1300z
Ammonia- 200z	Breastplate- 1000z
Spirit- 50z	Scale Mail- 1450z
Baby Frog- 50z	Gauntlet- 400z
Popper- 50z	Buckler- 1100z
Float- 50z	Glass Domino- 450z
	Knight's Helm- 720z

Once you're done exploring town, go to the porter's guild building near the inoculation shop and talk to the guy behind the counter to see about getting a ride on the boat. He tells you to go talk to the guild master, Sinkar. So head over to the inn and you'll find Sinkar in the pub below the inn (he has a reddish orange beard). Sinkar tells you to speak with his daughter, Shadis, about the boat. So walk down to the Wharf and find Shadis (she's the blonde girl in the pirate getup). Talk to her, and you'll witness a big sailor named Zig beat up on a nerdy guy named Beyd. Afterwards, Beyd will talk to you about the boat. He tells you that the boat is not here right now so he can't give you passage on it.

If you want some more information on porter's guild and other things, talk to Beyd again. Once you're done here, head back to town. Before you exit the Wharf, you'll run into Shadis. She apologizes about what happened before and tells you to speak with Sinkar about using the road instead of the boat. So walk back to the pub and talk to Sinkar again. He tells you that because of a recent volcanic eruption, the road around Mt. Zublo is impassible. It looks like you're stuck here until the boat returns to Rhapala, so exit to the world map and you'll automatically set up camp.

While your party is thinking about how to get east without a boat, out of nowhere, Nina starts talking soap opera about Shadis and Beyd. She thinks that they both like each other, but Beyd is too shy to tell Shadis how he feels. So she decides to talk to Beyd about it. You're not going anywhere without a boat anyway, so why not go with Nina's idea.

After you break camp, go to the Wharf with Nina in your party and have her talk to Beyd. Once you've relocated yourselves, Nina tells Beyd that he should propose, but Beyd claims that he shouldn't because he's not a big strong sailor like Zig. Nina then offers to train Beyd so that he can be strong too, but he refuses and walks away.

After you regain control again, head back over to where Beyd, Shadis, and Zig usually are and talk to Beyd. As you've probably already heard, the lighthouse here at Rhapala is broken and full of monsters. Zig has decided to try to fix the lighthouse and win Shadis over. Beyd then reconsiders your offer to train him, and he gives you 1000z to buy him a weapon and a suit of armor. He tells you not to get him anything too heavy, but ignore him and buy the most powerful weapon and the most defensive armor you can afford with indifference to weight (if you just want to give him equipment from your inventory and not spend any money at all, that's fine too). Once you have his equipment, head back to the Wharf and talk to him again. And when you're ready, begin his training.

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Training Beyd  
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At the first training session you have with Beyd, the first thing you should do is equip him with the stuff you picked out for him. You can change his equipment if you want to before you start each training session. Once he's equipped with a weapon and a suit of armor, talk to him and begin the training. The training is set up just like a normal battle with your three party members against Beyd. Each training session will end after 20 turns in battle, if Beyd's HP reaches zero, or if your party is wiped out. To begin another session, just go to the Wharf the next day and talk to him. There are three of Beyd's attributes that can increase during his training; HP, defense, and attack power. You can see how much these stats rise after each session. His stats rise depending on these factors:

HP- The more damage (in HP) he takes total, the more it will rise

Def- The more hits he takes while defending, the more it will rise

Atk- The more damage (total) he inflicts on your party, the more it will rise (max of 6 per session)

I'd suggest working on his attack power and HP the first few sessions and then concentrate on his defense for one or two sessions afterwards. While raising his HP, put Ryu, Momo, and Garr in your party. Have Ryu or Momo cast Protect on Beyd once or twice (because he's really weak at the start) and then have everybody attack him with normal attacks until he gets low on health. Then have Ryu or Momo heal him to full (or near full) HP and then start attacking again. Attack and heal Beyd as needed until the session is over. If his HP rises significantly that session, then do the same thing next time but don't cast Protect on him.

To raise his attack power, put Ryu, Momo, and Nina in your party. Have Nina cast Weaken on all of your party members and, if she's at level 20 or higher, have Momo cast Might on Beyd. While he's hacking away at you, work on raising his HP by attacking him and healing Beyd and your own party. To raise his defense, put Ryu, Momo, and Garr in your party. Attack Beyd and bring his HP gauge down to about a fifth of its maximum. When Beyd's HP gets about this low, he'll start to defend. Attack him while he's defending and heal him when his HP is about to reach zero, then do it over again. The Backhand skill can be especially

useful for raising Beyd's defense.

When you think you've trained Beyd enough, talk to him at the Wharf and tell him to go to the lighthouse. Zig will overhear you and he challenges Beyd to a fight to decide who will fix the lighthouse. Everyone will then go to the town square to watch the fight. It's supposed to be a one on one battle between Zig and Beyd, but when Zig turns his head away and waves, you can help Beyd out by healing him or attacking Zig (but if you trained Beyd well enough, he won't need your help). If you get caught helping Beyd, the fight will be called off, and if Beyd loses, train him a little more and try fighting Zig again.

EXTRA NOTE- If you're in a hurry, I recently devised a nice strategy for training Beyd and beating Zig quickly. To take advantage of my strategy, you'll need the Super Combo skills from Bunyan. On the first night of training, just have Ryu land a Super Combo on Beyd to end the session. Now go fight Zig with Ryu at the front of attack formation. If you deal at least 250 damage to kill Zig with one hit (an 8+ hit Super Combo should do the trick) you will win the fight. The key is that you must kill him with one hit! If Zig survives your attack the fight will be called off.

Once Beyd defeats Zig, head back to the Wharf and talk to Beyd. He's pretty banged up after the fight, and he isn't going to fix the lighthouse anytime soon, so he gives you the Guild Badge. The badge shows that you're an associate of the porter's guild, and it'll give you access to the lighthouse. But before you go to the lighthouse, buy one or two extra pieces of Flame Chrysm and pick up the items in the two chests near where Beyd is (What's inside them depends on the equipment he had when he beat Zig. One of them will be the next most expensive weapon, and the other will be the next most expensive armor). When you're ready, head over to the western end to the Wharf to reach the lighthouse.

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The Lighthouse  
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ITEMS..... Coin, Mithrl Shield, Swallow Eye, Skill Ink, Dream Ring,  
Flame Chrysm (3), Faerie Tiara

ENEMIES... Blood Bat, Bomber, Ghost, Spectre, Thunder, Volt

SKILLS.... No new skills

NOTICE.... New Dragon Gene Available (Eldritch)

When you first enter the lighthouse, walk off the wooden bridge and go up the stair set just ahead. Head right from the top of the stairs to find some barrels blocking your path. Have Momo use her gun to blow up the barrels and then go up the stairs north of you. Head left from there and climb up another set of stairs. Walk right to find a chest containing a Coin. Now return to the area where you had Momo shoot away the barrels and head right and down the next set of stairs. Walk left on the narrow path just to the left of the base of the stairs to get a Mithrl Shield. Return to the base of the stairs and head down to a wooden bridge. Cross the bridge to reach a concrete island. Head south from here and cross the next bridge and the bridge after that. Climb up the stairs north of the bridge and check behind the ledge left of the barrels to get a Swallow Eye. Now climb up the ladder to the right and go up the small stair set north of the ladder. Then head left from there all the way to the end of the path to find a door leading inside.

Once you get inside, go down the stairs to the right and head southwest to a path going left. Follow this path all the way to the end (ignoring the stairs going downward) to get a Skill Ink. Now go down the stairs you ignored before and then head left to a blue switch. Hit the switch and continue down the path to a doorway; head inside.

Read the directions on the wall to the right to get a description of what to do here. First, examine the machine to the right of the ladder and put a piece of Flame Chrysm inside of it. Then head over to where the switch in this room is and examine it. You'll then hear a sound like a machine starting up, and a green wave grid will appear on your screen. An arch will start to bounce about the screen, bouncing off the top first and then the bottom. You'll notice that the arch bounces in a pattern; once every four times that it first hits the top of the screen, the arch will hit a mark in the upper middle portion of the grid. In order to stabilize the valve pressure, you need to hit the switch exactly when the arch hits that mark (and it isn't as easy as it sounds). Watch the pattern of the arch a couple of times and then develop a counting rhythm to the arch's first hits against the top of the grid. When you've got a good rhythm down, hit the X button just an instant before it hits the mark and you will have done it. Try to do it in one try, because you have to sacrifice a piece of Flame Chrysm for each time you try it. If you run out of Flame Chrysm, then read ahead.

Once you've opened up the main valve, climb down the ladder on the left and follow the line coming out of the machine (which should be lit up now) out of this room. Follow the lit line to the right and check (using camera angles) near where the line shoots directly upward to find a Dream Ring. Now head through the southern doorway to end up in a small area outside with three chests. They each contain a Flame Chrysm, so if you haven't opened the main valve yet, go back and try again (if you run out of Flame Chrysm again, you have to go all the way back to town and buy some more; you can't complete this mission without opening the main valve). Now head back inside and go up the stairs to the right and hit the blue switch to avert the flow of chrysm energy in the line. Continue up this path and go up the stairs.

You should now be near the bottom of the first set of stairs you came down when you first arrived inside the lighthouse. Now take the large northwestern path up and to the left to come across a strange looking lizard creature. You assume that it's harmless so continue up the path until a big omni-optical boulder comes crashing down the stairs (this will happen only if the line leading up the stairs is lit up. If it's not lit, go back to the first blue switch you came across, the one before the main valve room, and hit it). The big mass will then land on the shoulders of the lizard creature and it'll come to life. It's time to fight the Gazer.

\_\_\_\_\_  
Boss Fight: GAZER \

HP: 1100 |

Exp- 1500 |

Zenny- 1000 |

Item- Wisdom Fruit |

Recommended Team- Ryu, Momo, Garr |

Recommended Formation- Attack |

Recommended Level- 17 |

This fight's not too tough, but if you don't beat Gazer quickly, you might be in for a small challenge. Gazer's normal attack hits all of your party members for a good amount of damage, and its Eye Beam attack can do 50+ damage to a single character. It'll also cast Hypnotize occasionally to confuse your party. Have Ryu use Accession right away with the Flame and Thorn genes and pound away with Flame Claw, which does phenomenally in this fight (the flame property also negates the Eye Beam attack). Momo should cast Protect on the entire party and restore anyone who falls under confusion (via Panacea or Remedy) or has low HP throughout the entire battle. And have Garr stick to his regular attacks and Pyrokinesis and the Gazer should be KO'd in no time.

Extra Note- If you inflict blindness on Gazer, it will give you double Exp at the end of the battle.

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After you're done with Gazer, continue up the path and climb up all the stair sets to reach the top of the lighthouse. When you get to the top, hit the switch there to light the bulb of the lighthouse. Once you do this, a faerie will arrive at the scene and attempt to turn off the light again. When it fails, the faerie will get mad at you and it gives you the Faerie Tiara which lets you use the flower rings scattered about the world to teleport to their world. The faerie gives you this so that you can make up for turning on the lighthouse.

NEW DRAGON GENE AVAILABLE: ELDRITCH

-----  
So after that's over, grab the Eldritch gene sitting behind the lighthouse bulb and leave the lighthouse. Then rest, save, and head over to the nearest flower ring and enter the world of the faeries.

-----  
The Fight for Faerie Village  
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ITEMS.... None  
ENEMIES... None  
SKILLS.... Intimidate (Dolphin), Tsunami (Dolphin)  
NOTICE.... New Master Available (Meryleep)

Once you enter the faerie village, follow the path up, and then head inside the hut. Talk to the faeries inside and they'll tell you that there's been some monster threatening them to turn off the lighthouse, so you agree to help kill it for them. After you're done talking, exit the hut and go down the left path to the beach and wait for nightfall. After a while, you'll spot a pink fin in the water, moving toward the beach. When it gets near the shoreline, your party unleashes a huge attack on it. But when the smoke clears, you'll find that you've just attacked a pink, talking dolphin. While your other two party members go to consult the faeries, the dolphin will start cussing out Ryu in Australian. It turns out that the dolphin's mad because the light from the lighthouse gets in his eyes while he's trying to sleep. And when the others get back, the dolphin will go postal and attempt to kill you.



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Boss Fight: DOLPHIN

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HP: 1200

Exp- 900

Zenny- 200

Item- Fish-head

Recommended Team- Ryu, Momo, Nina

Recommended Formation- Attack

Recommended Level- 17

The Dolphin is pretty easy if you use the right attacks. His high reprisal rate and Tsunami spell (which cuts everyone's HP in half) are going to be your bane this battle. He also occasionally uses Intimidate which cancels your turn, but this only serves as a minor annoyance. Ryu should use Accession right away with the Thunder and Defender genes and hack away with Thunder Claw. Have Momo cast Protect a couple of times (first on herself and then on Ryu) while healing when necessary. Nina should either be healing or casting Lightning (or Jolt if you haven't gotten Lightning yet). With Thunder Claw dealing over 300 damage per hit, this fight should not last long at all.

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Once the battle's over, return to the hut, and the faeries will thank you for helping them. They also show their gratitude by letting you rest here for free, so rest up and then leave the faerie village.

NEW MASTER AVAILABLE: MERYLEEP

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I hope you held onto that Flower Jewel, because now it's time to use it. If you don't have the Flower Jewel yet, go all the way back to the area near the Maekyss Gorge. Behind the small mountain there's a [?] area. Enter this area and have Peco kick the tree next to the hut to get the jewel. Now, go to the [?] forest just west of the Checkpoint. In the middle of this forest is a small spring. There's also a Scramasax, 800z, and a Life Shard lying around if you haven't been here already. Since you now have Peco in your party, you can use him to kick the rocks in this area. Two of these rocks are covering holes that contain a Vitamin and a Hawk's Ring. Have Peco kick a rock into the spring (make sure you get a running start to kick it hard enough), and Meryleep will emerge. She asks you to retrieve her Flower Jewel that a crow stole from her. Fortunately, you already have it! Cough up the jewel and she agrees to be your master. She teaches some excellent skills, including Shadowwalk (arguably the best attack skill in the game). You should definitely learn her skills at some point (the sooner the better).

Once you're finished with all of that, go the Wharf at Rhapala and talk to Beyd (he'll be in his usual spot). Beyd tells you that even though the lighthouse is fixed, the boat still won't arrive at Rhapala for a while. He then suggests that you speak with Sinkar about using the road again, so head over to the pub and talk to him. Sinkar reminds you that the road is blocked, but because you fixed the lighthouse, he gives you a letter that grants you access to a shortcut that cuts through Mt. Zublo. So stock up on Healing Herbs, Vitamins, and Panaceas, give you party members each a flame inoculation (Because Mt. Zublo's a volcano, so expect to face fire based enemies), and save

your game. Once you're ready, enter Mt. Zublo.

-----  
Mt. Zublo  
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ITEMS..... Protein, Asbestos Armor, 800z, Ring of Fire, Flame Talons,  
Wisdom Fruit, Life Shard

ENEMIES... Lava Man, Lizard, Lizard Man, Vulcan

SKILLS.... Lavaburst (Vulcan), Wall of Fire (Scylla/Charyb)

NOTICE.... New Dragon Gene Available (Miracle)

First, follow the path to the right of the stairs to find a chest with a Protein inside. Now climb up the stairs and go right past the guards. Make another right and take the multiple stair sets along this path up to the shortcut entrance in the side of the mountain.

Now that you're inside the volcano, there are a few terrain features that you should be aware of. The first are the patches of molten lava on the ground in most areas of the volcano. If you step on the lava, your lead character will take damage (in HP) for each step you take (but your HP will never get below 1). In most situations, you can navigate around the lava and still get where you need to go. But in order to obtain some valuable items, you'll have to walk over patches of lava and take damage. Just make sure you heal yourself with items afterward, so you don't enter a random battle with low HP. The other hazards in the volcano are the white and yellow geysers that shoot out of the ground and the walls. White geysers just do a small amount of damage to whoever gets hit by them, but yellow geysers induce confusion, which is not much fun to deal with outside of battle because it reverses your d-pad controls. Immediately cure the confusion with a Panacea.

Continuing along, follow the first path up and to the right. Then continue to the right, past the big lava patch and a pair of geysers, and head upwards to a cavern on the left. Go inside and pick up the Asbestos Armor in the chest and exit the way you came in. Follow the path north from here, past the lava patch, to get a chest with 800z inside. Now return back down to where the cavern was and head south to a path that leads to passageway; enter it. In this next area, walk past the pair of geysers on the ground and follow the upper ledge on the right going southeast (make sure to time your passes between the yellow geysers that shoot out of the walls along this path). Slide down the ramp along this path to end up on an outside corner of the wall between two yellow geysers. Continue to the right and head down the path just to the right of a small stair set. Slide down the ramp (avoiding the yellow geysers as best as you can, but you're probably going to get hit), to reach a small ledge and a chest containing the Ring of Fire. Equip it to someone and then jump off the ledge (also make sure to cure any confused party members). Now, make your way back up by climbing the small yellow ladders to the left. Climb the ladders and cross the small lava patch to reach the small stair set you saw before. Go up it and exit this area through the cavern at the right.

Follow the path in this next area to the right and then downward. Keep going down this path, around the lower section where the dragon gene is, and then southeastwards to reach a junction.

NEW DRAGON GENE AVAILABLE: MIRACLE  
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Take the northeastern path all the way around until it slopes downward. Walk down and around the lava, hugging the left ledge, to obtain the Miracle gene. If you're bold enough, walk through the big lava patch southeast of there to get the Flame Talons in the chest (make sure you heal immediately afterwards).

Now, return all the way back to the main path where the junction was and head southeastward. At the next junction, go down the southwestern path to pick up a Wisdom Fruit, and then return to that junction (heal your party) and head up the northeastern path. As you come across a narrow path between two pools of lava, you'll be halted by a drooling old man who starts babbling something about the tower. He'll then summon two monsters, Scylla and Charybdis, to kill you. Prepare yourself for a huge fight!

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Boss Fight: GISSHAN, SCYLLA, AND CHARYB

HP:

Gisshan- 800

Scylla- 1000

Charyb- 1000

Exp- 1500

Zenny- 1000

Item- Magician Rod (Gisshan)

Recommended Team- Ryu, Momo, Garr

Recommended Formation- Attack or Defense

Recommended Level- 19

This is a pretty challenging fight, but if you come well prepared then you'll take control of the battle. Both Scylla and Charyb will sometimes use Wall of Fire (a moderate flame attack) and Snap, but they will most often hit you with their normal attack. Gisshan will either be defending or annoying you by casting Sleep on your party (so equip the Dream Ring) and Vitalize on himself and his cronies. If you haven't rested since your flame inoculations, then you already have great resistance to their fire based attacks. Even if she's had a shot, have Momo equip the Ring of Fire so that she'll absorb flame attacks as HP, and also equip her with Ice Chrysm. Have Ryu cast Shield on the party and then transform using the Flame, Frost, and Thunder genes to access the powerful Trygon form. In this form Ryu will boast immunity to the serpents' fire attacks and have access to Frost Breath, which you should use until Scylla and Charyb are dead. Just remember to keep Ryu's HP near max to maximize Frost Breath's damage. If Trygon seems too costly AP-wise, then go with a Frost Whelp or Dragon and use Frost Claw. Meanwhile, Garr should be healing and using regular attacks on Scylla/Charyb whenever he gets a chance. Momo should also concentrate on healing, but whenever she has a free turn to attack you should use Quake. Once the two reptiles are out of the picture the battle is all but over. Gisshan will spend the rest of the battle either defending or casting Vitalize on himself. You can just turn on auto-attack and wait until he dies.

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With another victory under your belt, continue up the path and through the cavern at the end. Now head down this next short path to the exit, but first, use your camera angles to spot a chest containing a Life Shard near the end of the path.

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The Urkan Region  
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ITEMS..... None  
ENEMIES... Bomber, Cerebus, Lizard, Lizard Man, Tricker  
SKILLS.... No new skills

At this point in the game, the Urkan Region only has a few points of interest. The Urkan Tapa is a little ways east of Mt. Zublo, and Angel Tower is to the southeast of the Urkan Tapa. There's a fishing spot to the south near Mt. Zublo, and Junk Town lies to the far northeast. If you have a good amount of zenny in your pocket (about 15000-25000), then consider going to Junk Town and view the weapon selection in the shop there. The weapons are mighty expensive, but when you see how powerful they are, you'll know why. Once you're done exploring this new region, head over to the Urkan Tapa.

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The Urkan Tapa  
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ITEMS..... None  
ENEMIES... None  
SKILLS.... No new skills  
NOTICE.... New Master Available (Hondara)

You'll quickly find out that the Urkan Tapa is a very religious place, and it is also home to the guardians. Take some time to explore the confusing layout of the village, upgrade your weapons and armor, and stock up your item inventory.

Urkan Tapa Item Shop  
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Healing Herb- 10z  
Vitamin- 50z  
Antidote- 12z  
Eye Drops- 20z  
Panacea- 100z  
Ammonia- 200z  
Spirit- 50z  
Baby Frog- 50z  
Popper- 50z  
Float- 50z

Urkan Tapa Weapon Shop  
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Claymore- 2500z  
Flare Sword- 3200z  
Long Spear- 1000z  
Halberd- 2100z  
Mithril Armor- 2100z  
Mithril Helm- 1100z  
Mithril Shield- 1600z

NEW MASTER AVAILABLE: HONDARA  
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Inside one of the rooms near the town's entrance you'll find a preacher wearing a white robe and a funny hat. This is Hondara, and he'll teach you his ways if you have already learned all of Durandal's non-lethal techniques. His most useful skill is Kyrie, which instantly kills undead enemies (which includes a few bosses)! If you don't mind grinding for a while, it may be beneficial to pick up Kyrie before continuing. Keep in mind, however, that Garr learns this same spell at level 26.

While exploring the southeastern part of town, you should come across a building with a large boulder blocking the entranceway. The village elder, Sudama, is meditating inside, so put Garr in your party and have him push the rock aside. Go inside the room, and Garr will talk to the elder about something that you probably won't understand yet (unless you've played the game before). Sudama will then tell you to go to Angel Tower, so exit the Urkan Tapa, and you'll automatically set up camp. While camping, Garr will begin to tell Ryu why he said that he might die, but then he tells you never mind. Once you've broken camp, save your game and enter Angel Tower.

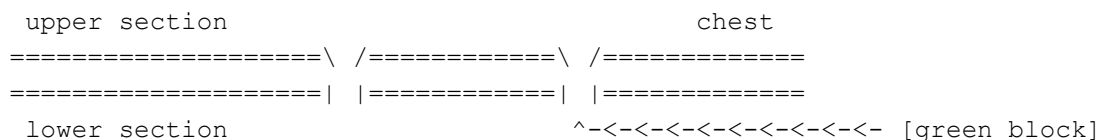
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Angel Tower  
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ITEMS..... Ivory Dice, Wisdom Seed, Diamond Ring, Moon Tears,  
Mithril Helm, Soul Gem, Napalm, Skill Ink  
ENEMIES... Cerebus, Lizard Man, Phantom, Spectre, Tricker  
SKILLS.... No new skills

First, head up the long set of stairs until you come across a break in the railing to the right. Walk through that gap in the railing and jump off the ledge above the chest to reach that chest (it contains Ivory Dice). Jump off that ledge too and then go through another break in the railing to the right. Jump off this next ledge at the outside corner to get a Wisdom Seed from the chest, then jump from that ledge also. Now walk left, following the canal, to reach the beginning again. Climb back up the stairs and go through the break in the railing again. Jettison off the ledge where the Urkan guy is standing and off the next three ledges as well. Then head up the long narrow stair set to the right and go through the doorway.

When inside, go down the only set of stairs in this small room. In this next area, continue to the bottom of the stairs and then head left to what looks like a dead end. Have Momo blast away the cracked section of the wall with her gun to reveal an opening. Go through the opening, head down the stairs to the left, and then exit through the next doorway. In this room, head right to pick up a Diamond Ring and some Moon Tears (equip the Diamond Ring to someone because there is an enemy in this place that uses death attacks).

Now return all the way back to the bottom of the first long stair set that you came down when you first got inside, and head right. Go around the small inward-jutting wall, and climb down the next set of stairs that you see. At the bottom of those stairs, go up the small stair set immediately to the right, continue up that path, and then exit through the doorway at the end. In this room, you'll see two inclined breaks in the upper section of the room, and a large green block at the east end of the room. In order to get the chest in the upper section of the room, you must have Garr push the green block into the first inclined break going from right to left. If you don't understand these directions, then refer to this crude diagram:



Once you've done this, exit the way you came in, go back down the

small stair set at the end of this hall, and go back up the stairs to the left. From the top of these stairs, head right and go through the doorway at the end of the path. You'll now be in the upper section of the room you were in before, and you can now access the chest containing a Mithril Helm at the east end of the room. Again, exit the way you came, return to the bottom section of this room, and continue through the doorway at the right end of the room (directly below where the Mithril Helm was). Follow this next hall northwest, and then go through the doorway near the end of the room. Head left from here, grab the Soul Gem, and then exit this room. Now climb down the stairs directly south of you.

In this next area, head down the next stair set you see (to the southwest), and use your camera angles to find a chest containing Napalm near the stairs. Now, continue down the path, past the small stair set on the right to reach a big green block (similar to the one you saw before). Have Garr push it straight against the ledge to the far right and then up two spaces. Return to where you first entered this room and go right. Follow this path to a stair set going down. Head down those stairs to reach another block. Have Garr push it to the left three times and then position yourself north of it to push it southwards all the way it can go (to get north of the block, you'll have to switch your lead character to Ryu, because Garr's too big to get between it and the ledge). Once you've done that, get back to the east of the block and continue down the path, hugging the rightmost wall. Walk to the left and take the upper left path to get behind another green block (the lower left path leads to a chest containing Skill Ink). Push the block up twelve times so that it forms a bridge with the block you pushed before.

Now, as you can probably see, you've formed a path to the stairs going down at the east end of the room. Use the path you've made to reach the stairs, and then climb down them. When you get to the basement, Garr will ask your other party member to leave so that he and Ryu can go on by themselves. Now, walk over to the tower in the middle of the room and examine the plaques that rest on each side. Each plaque will have a guardian's name and a number below it. Take a deep breath and examine the plaque on the far side to find Garr's name on it. As Garr will tell you, it turns out that he fought in the dragon war hundreds of years ago, and the number below his name is the number of dragons he killed. The basement of Angel Tower serves as a graveyard for the ancient Brood, and Garr has brought you here to kill you because you're the last of the Brood. Some friend he turned out to be. So get ready for round two against Garr.

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Boss Fight: GARR

HP: 380

Exp- 400

Zenny- none

Item- Scale Mail

Recommended Team- Ryu

Recommended Formation- None

Recommended Level- Any

This fight is an exact opposite of the first time you fought Garr. Just transform into any dragon you want that has Frost Claw and nail him with it. You can also use the

Miracle gene by itself and batter Garr with your normal |  
attack. You'll be slower than Garr, but who needs speed |  
when you have 500+ HP and your opponent is only doing 20 |  
damage to you? |  
/

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Once you make short work out of Garr, he'll ask you why you won't finish him off just before some chaos will erupt. The tower will seem like it's falling apart, and then Ryu uncontrollably transforms into a Kaiser dragon and flees the scene. Later, Ryu has another vision of the Brood warrior who beckoned him at the beginning of the game. As Ryu is left agonizing in the darkness, the scene will fade out.

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IV. Revenge  
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About ten years after the incident at Angel Tower, Garr is hired to get rid of a dragon that appeared in Dauna Mine. Garr finds the Whelp dragon and gives it a good whack with his spear. As the dragon reverts back into its human form, a familiar blue-haired young man appears. It turns out that the dragon is Ryu, and he's grown-up now. Garr explains that he's been searching for you for many years, and he asks you to forgive him (although your answer will have no bearing on the game). He'll then give you your equipment, and after Ryu changes into some clothes, you'll have control. Follow Garr by heading down and around the path and exiting at the right (this area should be familiar from the very beginning of the game). When you meet up with Garr again, he'll tell you his doubts about the righteousness of the war he fought in 400 years ago, and he asks you to journey with him to see his god. Your first concern, though, is getting out of the mine, so once you're done talking, continue on.

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Dauna Mine  
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ITEMS..... Vitamin, Life Shard, Magic Shard, Light Clothing, 200z,  
MultiVitamin, Coupons, Feather Sword, Lion's Belt, Protein  
ENEMIES... Fire Slug, Ghoul, Giant Roach, Slug, Zombie, Zombie Dr.  
SKILLS.... Douse (Giant Roach)  
NOTICE.... New Dragon Genes Available (Shadow, Fusion)

From here, head right all the way to the end of the room and then exit to reach the area with the big green skull. Walk to the leftmost end of this area and climb the stairs there to get to a platform with three chests on it (they contain a Vitamin, Life Shard, and Magic Shard). Now walk back to the eastern end of the room and take a path going downwards all the way to an elevator. Examine the panel and take the elevator up to B1, and as you ascend, you'll be followed by a dark, ghost-like mass.

Follow the wooden path right from the B1 elevator, and then go down the wooden ramp. Head left on the mining cart tracks to get the Light Clothing in the chest. Now go back to the wooden ramp and walk to the

right on the tracks to exit this area. Follow the tracks through the next two areas to get outside. Head inside the nearby hut and pick up the 200z inside the drawer, and stock up on healing items (especially Panacea) from the fish merchant. After you're done here, return all the way back to the elevator and go to B2. If you walk through the doorway near the B2 elevator, you'll find a room where you can rest and save your game, so use this room as often as you need to. From the elevator, head to the right, past the save room, to reach a small slope going downward. Go northeast from there (don't go down the slope yet) all the way to a doorway at the end of a short hall. Head inside and get the MultiVitamin in the chest, and then exit the way you came.

\*\*\*Note- When you get Momo back in your party, return to that room and have her blast away the weak section of wall with her gun to reveal a room with the valuable accessory, Coupons, inside.

Return to the small slope back in the other area and go down it to find a mining cart full of explosives on a track. Throughout this area, you'll find switches that change the direction of the track. Walk past the mining cart and hit the first switch you come across along the track. Then follow the track northeast and hit the switch on the right side of the track. Now have Garr push the cart full of explosives, and it should end up forming a small bridge that lets you get to the chest containing a Feather Sword on the ledge. Grab the Feather Sword and then have Garr push the cart back to where it was when you first found it.

Then hit the switch to the south of the Feather Sword chest again (the 2nd switch you hit). From that switch, head upwards and hit the switch directly northwest of it. After that's done, push the cart, and it should end up stopping at the left end of the northernmost track. Push it from that location, and the cart should collide with and shatter the big boulder that was blocking the passageway out. But before you can leave, the same dark, disembodied mass that was stalking you before will appear and take shape in the form of the Dragon Zombie. The zombie inquires to Ryu about why he is allied with a guardian. And when you refuse to kill Garr, it'll try to kill both of you.

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Boss Fight: DRAGON ZOMBIE

HP: 2500  
Exp- 1000  
Zenny- 300  
Item- Power Food  
Recommended Team- Ryu, Garr  
Recommended Formation- Attack or Defense  
Recommended Level- 21

You're going to want to beat the Dragon Zombie as quickly as you can, because this guy is a nuisance fighter. Its Rotten Breath attack is almost sure to poison both your party members every time, and its worst attack is Bone Dance, which damages and confuses all targets. But if you have a good supply of Panaceas and Antidotes, you can quickly restore your normal status by having Ryu and Garr heal each other. Have Ryu use Shield once, if you want to, and then have him transform using the Flame and Eldritch genes if Ryu has a decent amount of AP. Then use the



Restore spell on the Dragon Zombie to do over 500 damage |  
with each casting (if your Intelligence rating is decent). |  
If your Ryu doesn't have a lot of AP, then you can |  
transform using the Flame and Defender genes (or just the |  
Flame gene) and use Flame Claw, which will do about 300 |  
damage per hit if you're in Attack formation. Have Garr |  
stick to his Pyrokinesis attack, as well as curing status |  
changes and healing using items. If Garr happens to be at |  
a higher level than usual (26+) and has access to the Kyrie |  
spell, you'll be able to defeat this potentially tough boss |  
in one hit! |

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#### NEW DRAGON GENES AVAILABLE: SHADOW AND FUSION

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After you've defeated the Dragon Zombie, a true member of the Brood will come and vanquish it for good. As the evil spirit dissipates, it will release the Shadow gene, and the true Brood spirit will grant you the Fusion gene.

Once this is done, exit this area through the cave that you just unblocked. In this next area, follow the tracks up to a junction and head southeast. Take this path all the way to the end and go up the small wooden stair set to exit this area through the doorway on the right. Next, follow the wooden path down and go through the first doorway you see. Take the next path up and go northwest at the junction to get a Lion's Belt. Return to the junction and head northeast to pick up a Protein, and then exit this room the way you came in. Continue down the wooden path and exit this room through the passageway at the end. Then follow the next wooden path southeast and go through the doorway at the end. Hit the switch inside this room three times and then exit to find the metal bridge raised. Cross over the bridge and leave the inside of the mine.

When you get outside, one of the workers will confront Garr and ask him if he got rid of the dragon. Once you're done talking to the chief, head southeast to the area where the two houses are. Enter the leftmost house to talk to the boss and get your reward. Before you leave, the boss tells you about some monster that's been attacking people near the road. Now use the house to the right to save your game and then leave Dauna Mine. You'll automatically make camp, and Ryu will have a reminiscent dream. He wakes up and then goes outside to talk to Garr. Garr will tell Ryu that they must head east to Angel Tower again and then you'll break camp.

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Exploring the Dauna Hills Region  
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ITEMS..... None  
ENEMIES... Blue Goblin, Boss Goblin, Goo Titan, Tricker, Vagabond  
SKILLS.... No new skills  
NOTICE.... New Master Available (Emitai)

Dauna Hills is a very small region compared to other places that you've been to, but there's still a lot to see here. You'll find fishing spots to the south and to the west of Dauna Mine. To the south lies Ogre Road, and Syn City is to the southwest. Also, there's at least one flower ring in this area, so check up on the faeries and you can begin

building your faerie village (find out more about the faerie village under Side Quests).

NEW MASTER AVAILABLE: EMITAI

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Check out the [?] house southeast of Dauna Mine to find a familiar bunch. That's right... it's Emitai and his gang! Still in financial trouble, he offers to teach you his magic for 10000z. You may want to take him up on this deal a bit later, but hang onto your money for now. After exploring the rest of the region, head over to Syn City.

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Syn City  
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This place is the headquarters of the black market and the gang that Balio and Sunder worked for and is populated by the same kind of crooks and lowlifes that you saw in Genmel. Take time to check out the shops here, as well as talk to the people in town. The bum sitting near one of the shops will give you information about the black market and the monster at Ogre Road for a small price. Don't bother paying for it.

Syn City Item Shop	Syn City Weapon Shop	Sekine's Weapon Shop
Vitamin- 50z	Silver Knife- 1400z	Ashura's Sword- 3600z
Antidote- 12z	Thieves Knife- 3200z	Manly Clothes- 1000z
Eye Drops- 20z	Wind Cutter- 2200z	
Panacea- 100z	Shotgun Shell- 2200z	
Ammonia- 200z	Rood Spear- 2900z	
Spirit- 50z	Light Clothing- 2700z	
Baby Frog- 50z	Silver Mail- 3900z	
Popper- 50z	Steel Gauntlets- 3000z	
Float- 50z	Gold Hairpin- 2200z	

When you're done exploring Syn City, go back to the world map and head south to Ogre Road.

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Ogre Road  
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ITEMS..... Hourglass, Horseradish (3)  
ENEMIES... Goo Titan, Tricker, Slasher, Vagabond  
SKILLS... Focus (Weretiger), Mind Flay (Slasher)

First, walk down the path to a small incline going downwards. Go down the incline and continue to follow the path around the ledge with the chest on it until you reach a junction. Head northwest a little ways from the junction and have Ryu cut down the strange looking plants to obtain Horseradish. Then go southwest to an incline going up. Head up it and follow the path all the way around to reach the chest containing an Hourglass that you saw on the ledge. Now go back a little ways and jump off the ledge to the right of where the Horseradish was. Now walk southeast all the way to the end of the road, where you'll be stopped by the Weretiger, the monster that's been attacking people on this road. Just hit it with your normal attacks, and after taking a couple hundred HP's of damage, the Weretiger will flee the battle. Then continue downward and exit Ogre Road. The south exit of the road will empty you out into western Yraall Region. There's really isn't anything else here besides a new fishing spot and Mt. Levett, so continue onward

to Mt. Levett.

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Mt. Levett  
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ITEMS..... 800z, Gold Hairpin

ENEMIES... Blue Goblin, Boss Goblin, Goo Titan, Slasher, Tricker

SKILLS.... No new skills

Once you enter Mt. Levett, head right and then northeast up a long, steep slope. Go left from the top of the slope and then to the southwest to reach two sliding inclines (like the one you saw at Mt. Glaus except smaller). Slide down the left one to pick up 800z in the satchel and then slide down the next incline. Enter the cave to the right, and follow the path inside up to the exit. Exit the cave and walk right, past the top of the steep slope you went up before, and take the lower path. When you get to the middle of the path, you'll fall through a hole in the ground and into a cave. Pick up the Gold Hairpin in the chest near you and head southwest to exit the cave. Jump off the ledge outside and hike back up the steep slope. Once you're at the top again, walk northwest a small ways and follow the upper path going right. Take this path right and then downwards all the way to the exit.

When you get back on the world map, go to the [?] hut north of Mt. Levett. Pick up a Healing Herb in one of the drawers inside, and then continue east. Head across the bridge that was out at the beginning of the game and enter Yraall Road.

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Reunion in the Yraall Region  
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When you enter Yraall Road, head up the path to find Wyndian guards blocking the road. Talk to them and they'll tell you that there's a crime investigation going on, that's why the road is closed. Garr then suggests that you go see what's going on at McNeil village. So enter McNeil and talk to the innkeeper (she's standing right in front of the inn). You'll then go inside the inn and talk about the tiger you saw on Ogre Road. It turns out that the tiger was last seen going into Cedar Woods, and Garr offers to help getrid of it. The innkeeper lets you stay the night for free, so rest at the inn and then go to Cedar Woods  
\*\*\*CAUTION: SPOILER AHEAD\*\*\*.

Enter Cedar Woods and then walk over to the place where your destroyed house is. When you arrive at that area, you have a flashback of when Balio and Sunder came to kill you. Go up to the path leading to your house and Garr will tell you to go on alone. Continue along the path and up to your house to find the tiger. It's Rei! He'll recognize Ryu right away, and he is amazed about how strong you've become. Rei is relieved to see that you're alive, but Teepo is still nowhere to be found. Ever since you were separated, Rei's been hunting down the people Balio and Sunder worked for, and he's been using his power to attack people on Ogre Road. But before you can tell him that you've already killed Balio and Sunder, he tells you that he won't stop until he avenges you and Teepo, and then he runs off. So now, meet up with Garr again and head down to McNeil village.

When you get there, you'll see that Rei got revenge on Loki. After

talking to a few of the villagers, go to the farm, and from there, go to McNeil manor. Once you're done talking with Garr, you'll witness Nina arresting Mr. McNeil, and after a little confusion, she'll ask you what's going on. The three of you then go to the cow pasture and explain everything that's happened since the separation at Angel Tower. Nina agrees to the idea of Ryu learning more about the Brood, but she insists that finishing the investigation should come first. Nina suggests that you all go to Syn City to finish the investigation, so exit back to the world map and return to Syn City.

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The Massacre  
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ITEMS..... Old Painting, Healing Herb, 80z, Deluxe Rod, Ginseng,  
Ammonia

ENEMIES... None

SKILLS.... Multistrike (Mikba)

When you arrive at Syn City, the smell of blood is in the air, so you know immediately that something's wrong. Walk around town and talk to all the wounded people. It's obvious that Rei came here looking for the boss of the black market. Head over to the other side of the city (which was inaccessible before) and go inside the cave there. Speak with the people inside, and you'll find out that the boss fled from Syn City up to the northwest Checkpoint. So pick up the Old Painting in the chest and leave Syn City. Rest and save your game, and then head over to the Checkpoint to the northwest. You'll arrive at the Checkpoint just in time to see that Rei has hunted down the black market leader, Mikba. After a few cross words, Rei will give Mikba a good slash with his knife, and then your party will show up. But while you're conversing with Rei, Mikba will transform into his fighting form, and he knocks Rei senseless with one blow. He'll then recognize Ryu as the one who killed Balio and Sunder, so he decides to take you out as well. It's time to fight Mikba!

\_\_\_\_\_  
Boss Fight: MIKBA \

HP: 2400 |

Exp- 3000 |

Zenny- 1500 |

Item- Silver Mail |

Recommended Team- Ryu, Rei, Garr |

Recommended Formation- Defense, Attack |

Recommended Level- 21 |

Mikba is no pushover, so don't take him lightly. Aside from using Venom Breath to poison all of your party members, Mikba also has a ridiculously high reprisal rate, and he gets Lucky Strikes very often. The battle will start with Ryu and your third party member at normal health, but Rei will be unconscious. If you choose to revive Rei during the battle, do so carefully because he'll transform into the Weretiger. You will have no control over Rei when he is in this form, and he will also slowly become berserk, which means he might attack his own allies. If you have the Influence skill (learned from Boss Goblins), you can bait Mikba, and this will cause Rei to always attack Mikba

(unless the character who used Influence dies or transforms). Anyway, have Ryu cast Shield once or twice and then turn into a dragon using the Flame and Defender genes, then bash away with Flame Claw. Garr should concentrate on keeping everyone healthy by using Antidotes and Vitamins. Keep everybody's HP near max at all times, because Mikba can attack you several times in one round via reprisals. Once you do about 1000 or so damage, revive Rei and bring him up to full HP (and bait Mikba if you have Influence). The Weretiger will be a huge help if he keeps attacking Mikba and not your own party members. Then continue to have Ryu attack and heal, and have Garr keep healing too, and you'll bring Mikba down.

A less safe, but faster way to beat Mikba is to put Rei at the front of Attack formation and revive him right away. In this strategy, Rei will be your only attacker, while Ryu and Garr must do their best to keep him alive. After Rei is revived and you have used Influence, Ryu should use Protect on Rei every turn until you've minimized the damage from Mikba's devastating Lucky Strikes. Meanwhile, Garr should use a Vitamin on Rei every turn. Rei's Weretiger will be dealing over 300 damage per hit, so as long as you keep Rei alive, the battle should end quickly.

Should you actually decide to use Nina in this fight instead of Garr, you can transform Ryu into the tiger Hybrid dragon using your newly acquired Fusion gene (all three party members must be alive for the transformation to work). In this form, you can use Shadowwalk to deal some huge damage. Some players use this method frequently, but I've never found it to be particularly effective.

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After the battle, Mikba will say his last words and then die. You'll then tell Rei all about what's happened since the incident in Cedar Woods. Then Rei decides to end his reign of vengeance and join Ryu on his journey to see god. Once you're all done talking, choose three party members (put Rei in your party) and go inside the hut near you. Pick up a Healing Herb and 80z in the drawers, and then have Rei pick the lock on the locked door to get the Deluxe Rod. Also check the crates in here for a Ginseng and an Ammonia. Now exit the Checkpoint.

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## V. Problems at the Plant

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From the Dauna Hills Region, head east all the way back to Eygnock Road (the main road that's just south of Wyndia), and enter it. As you're walking along, Nina will get an idea. She suggests that Ryu should help investigate and solve the troubles that the Plant has been having lately, so that the king will make new passports for him (apparently the king blames Ryu for Nina's running away all those years ago). Now exit Eygnock Road and head over to the Plant.

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Reunion at the Plant  
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When you get to the Plant, familiarize yourself with the area (especially the conveyor belts), and then head over to where the furnace is. There you'll find Momo working on a machine, and with a little help from Honey, she'll pull away from her work to talk to you. You all will then go to the inn to talk about everything that's happened since Angel Tower. Momo tells you that the Plant director, Palet, has gone missing, and that the Plant is in turmoil because of it. Since Palet is the only one who can fix this mess, you decide to go and look for him. But first, you need to go pick up Peco, so exit the Plant and enter the Yggdrasil tree's grove just east of the Plant. When you get there, you'll find Peco hanging out in front of the Yggdrasil tree. Collect him, change party members (make sure Peco's in your party), and then go back to the plant.

You'll get the strange feeling that something's wrong when you return to the Plant. Speak with everyone here to find out that things have gone from bad to worse, and Palet still hasn't returned. Now, head up the usual path of conveyor belts (the way you would go to get to the furnace area) to reach two different areas overlooking two greenhouses filled with chrysm gas. You'll probably also notice several stones on the ground, as well as an X on the ground at each spot. Have Peco kick a rock onto the X, and then after a good running start, have him kick the rock off the ledge. If you hit the rock with enough speed, it should jettison off the ledge and break the glass panel in the greenhouse's roof, releasing the chrysm gas. If you mess up, then simply kick another rock onto the X and try again. Do the same thing with the other greenhouse (it doesn't matter which one you do first).

Once you've cleared out the gas in both greenhouses, you'll hear a rumbling sound, and then the furnace smoke stacks will start releasing green chrysm gas. So now, go down the next conveyor belt to the furnace building and head inside. Inspect the hatch along the wall to see that it's weak enough for Momo to blast it off with her gun. Have Momo shoot the hatch off, and then walk through the opening (This would be a good time to switch party members, however, keep in mind that you'll need Momo in your party for this next mission). You'll end up in a very small room with a ladder going down its center, so climb down it to reach the underground laboratory.

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The Underground Laboratory  
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ITEMS..... Skill Ink, Ammonia, Silver Mail, Sleep Shells, Wisdom Ring,  
Healing Herb, 400z  
ENEMIES... Big Bulb, Fly Man, Giant Roach, Toxic Fly, Zombie Dr.  
SKILLS.... Flame Strike (Fly Man)  
NOTICE.... New Dragon Gene Available (Force)

After getting over the amazement of finding this place, walk left to reach a door with #1 on it. Examine it, and you'll find that it's locked electronically. Go back and head southeast from the first ladder you came down to find another ladder going up. Climb that ladder and check behind the haystacks in this room to find a satchel containing Skill Ink. Now, go back down the ladder, walk northeast up the hall, and enter the next room. In this room you'll find several

computer terminals, and because you will return to this room frequently during the mission, let's call this the "main room". Have Momo examine the computer with the number 1 on the screen. She figures out that these terminals control the electronic locks on the numbered doors in the laboratory, and that you need to input the correct password to unlock the doors. Momo guesses the correct password and unlocks the #1 doors. Exit this room the way you came and go through the #1 door that was locked before. In this room you'll find three doors numbered 1, 2, 3 from left to right, and since you'll be coming back to this room a lot also, let's call this the "3 doors room". Now head through the #1 door.

From here, go right and down the stairs. Pick up the Ammonia from the drawer, and then go down the stairs in the southwest corner of the room. This room is flooded with chrysm radiation so you can't stay in here for very long. Run over to the north corner of the room and use your camera angles to spot the Peco-like creature. Inspect it to get a hint for a password, and then return to the main room. Have Momo examine the computer with the number 2 on the screen, and she'll enter the password. The password is correct, so all the #2 doors open. Return to the 3 doors room and go through the #1 door again. Head down the stairs to the right and inspect the #2 computer in this area to unlock the #2 door next to it. Check behind the boxes in this room for a Silver Mail, go back to the 3 doors room, and exit through the #2 door.

Walk along this next path a little ways and enter the next #2 door you see. Follow this narrow area up to a switch; hit it and exit the way you came in. Continue up the path and to the left, past the #3 computer terminal, and down the stairs at the end of the path. From here, head right and follow this path all the way around until you reach a ramp leading up to an AC vent and a doorway to the right. Enter the doorway at the right and head northeast a small ways. Examine the piece of paper on the floor behind the AC vent to obtain the password for the #3 doors.

NEW DRAGON GENE AVAILABLE: FORCE

Now, go up the ramp and onto the AC vent. Follow the vent up into the next area, and then keep following it up to reach the Force gene.

Return to the room where you found the #3 password, take the conveyor belt to the southeast up, and exit this room to the right. In this next area, grab the Sleep Shells in the chest behind the box, and then hop on the conveyor belt going right. Go back to the main room and input the password to the #3 computer to unlock the #3 doors. After you've done that, walk over to the 3 doors room and head through the #3 door. Go up and to the right past the three flashing panels on the ground. Then walk northwest to see chrysm gas leaking out of a #3 door. Head inside to find some strange creature mutating and getting larger right before your eyes. It's time to fight!

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Boss Fight: HUGE SLUG \ \_\_\_\_\_ \

HP: 2500 |

Exp- 2100 |

Zenny- 300 |

Item- Vitamins |

Recommended Team- Ryu, Rei, Momo |

Recommended Formation- Attack

Recommended Level- 22

The Huge Slug isn't too hard if you use the right attacks. The only attack you need to watch out for is Syphon, which steals your HP. This guy also has a protective coating that makes him immune to your physical attacks. The coating can be destroyed if you hit the Slug with a flame attack (a single Molotov will work if nobody has any fire spells handy). So, have Ryu cast Shield and then transform using the Force and Flame genes. Momo should cast a few assist spells such as Might and Speed, heal when necessary, and attack packing Flame Chrysm. If you've learned Flame Strike from the Fly Men here, give it to Rei and have him pound away with it. Just have Ryu use Flame Claw the entire battle, and the Slug should go down without much trouble.

Once you've dealt with the Huge Slug, exit this room the way you came in and climb up the stairs to the left. Inspect the yellow book on the ground near the flashing panels to get a hint for the last password. The flashing panels on the ground in this room each have a chrysm pressure reading. The password is the chrysm pressure units' numbers (1-5) arranged in order from least to greatest chrysm pressure. You can easily figure out the password yourself, but you don't really have to considering the #4 computer gives you a short list of numbers to choose from (you can just go down the list until you select the correct one). But if you're bent on figuring it out yourself, then I'll just tell you that one of the unit's readings is incorrect, and you have to look around the lab for a clue. Anyway, head right from there and pick up the Wisdom Ring from the chest on the AC vent.

Now, once again, return to the main room, and have Momo examine the #4 computer terminal. Like I mentioned before, a list of number arrangements will come up. Choose "other" to bring up a second list. From that list, select the third set of numbers from the top. The #4 doors will now be unlocked, so go through the door behind all the computers to arrive in a rest/save room. Rest up, save your game, snatch the Healing Herb from the drawer, and exit this room through the door on the right. Head up this next narrow hallway and climb up the ladder at the end. Enter the next room through the #4 door at the top of the ladder. In this area, walk right and then up the ramp onto the AC vent. Follow the vent northeast all the way to the end, go right, and then descend down the ladder there. In here you'll finally find the man you've been searching for, Palet. It turns out that, long ago, Palet and Momo's father worked in this lab together, trying to concoct an elixir that would bring the dead back to life. Momo's father quit the experiment, but Palet has still been trying to revive his mother ever since. In order to protect his mother from you, Palet drinks an extract from the Yggdrasil tree and transforms into a huge, mushroom-like creature. It's time to take on Palet.

\_\_\_\_\_  
Boss Fight: SHROOM

HP: 3000

Exp- 3900

Zenny- 300



Item- Wisdom Fruit  
Recommended Team- Ryu, Rei, Momo  
Recommended Formation- Attack  
Recommended Level- 23

Shroom is probably the toughest boss yet, so if you defeat him easily, you know you're doing well so far. For this fight your going to want to cast Shield at least 3 times, because Shroom's attack power is very high. He also has Ragnarok (which can hit everyone for either massive damage or zero damage), along with a hefty repertoire of other abilities including Lavaburst, Blitz, Restore, and his signature Head Cracker. After Ryu is done casting Shield a few times, have him ascend into a Warrior dragon (I prefer the Force and Defender/Thorn genes for this fight, but any combo resulting in a Warrior will do fine) and hit Shroom with Aura for however many turns you can afford to (also use Focus to increase your power before attacking). Momo should back up the party by casting Speed and Might on both Ryu and Rei, and by healing when you need to. Have Rei use Pilfer so you can get your hands on that valuable Wisdom Fruit. After you've stolen the Wisdom Fruit, have Rei stick to using his normal attacks or Weretiger. If you have Influence, then you should have no worries about using Weretiger, but use good judgment if you don't. Estimate when the battle's winding down and use Weretiger for a quick finish.

After you've defeated Shroom, pick up the 400z in the drawer and hit the switch to turn off the machine so Palet's mother can finally rest in peace. Then exit the underground laboratory and leave the Plant, and you'll automatically make camp. While camping, Momo will converse with Nina, and in a nutshell, Momo decides to come with Ryu to the eastern lands. Once you break camp, head over to Wyndia.

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The Escape from Wyndia  
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ITEMS..... Laurel  
ENEMIES... None  
SKILLS.... No new skills

When you enter Wyndia, Nina will request that Ryu stay behind while she and Rei go to the castle to get the passports (The logic is that the king thinks that Ryu kidnapped Nina all those years ago, and he'd probably recognize Ryu and his friends if they came to the castle. But he's never seen Rei before, so the king won't know that he's Ryu's friend). Before you head to the castle, walk over to the fountain near the inoculation shop to find four familiar people. Remember when you played Hide and Seek with those kids in Wyndia all those years ago? Well, they're still here and still playing Hide and Seek, but they've tweaked this children's game a bit (to find out more, see the Masters and Side Quests sections). Now go to the castle, have Nina talk to the guard there, and he'll let you in to see the king.

At the hearing, Nina explains everything about the black market and the Plant, also saying that she wouldn't have been able to do it without

Rei's help. The king commends Rei's actions and agrees to immediately make a passport for him. While the passport is being made, Nina offers to give Rei a tour of the castle. Once you regain control, head right and then southeast from the corner. Then go down the stairs at the end of the path. After Nina tells Rei a little about this area, it's deja vu as Honey comes running up to the two of you. Collect Honey and then go over to the dungeon. Pick up a Vitamin from the drawer at the beginning, and then have Rei pick the lock on the cell door to access the chest containing a Laurel. Now, exit the dungeon and go to Nina's parents' bedroom (it's up the stairs to the left of the dining room in case you forgot). Have Nina talk to her mother, and then exit this room the way you came.

When you reach the bottom of the stairs your passport will be done. After you receive it, Nina suggests to Rei that he takes his leave quickly before Ryu is found. But before you can leave, a castle guard alerts the royal family that Rei was seen talking to Ryu in town. Nina tries to explain that Ryu isn't a criminal, but then her mother comes into the picture. And when Rei tries to give his opinion about these family matters, the queen really gets ticked, and the chase begins. You dash for the front exit but it's blocked by guards. Then Honey will start running away, so Nina says to follow her just like she did years ago. Once you follow Honey down the first set of stairs, continue through this room and into the kitchen. Run through the kitchen and down the next set of stairs into the cellar. Make your way through this room and then climb down the ladder at the end, just as Honey does. When you get to the bottom of the ladder, you'll witness Honey trying to break down a door that Rei simply picks the lock to. Honey will go inside, but it looks like the queen and her men have caught up with you. The two of you go inside the next room to find that Honey has activated the alter in here. As Honey shows you, this alter is a transporter, so you climb on and vanish from the castle.

When you reappear, get off the transporter and climb up the ladder to find that you've been transported to Durandal's hut on the outskirts of Wyndia. Exit the hut, return to the world map, and you'll automatically make camp. You'll then talk with the rest of the group and then rest. You have your passports, but you can't go anywhere near Wyndia for awhile, so it's time to head east.

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## VI. Freeing Deis

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Once you break camp, head east from Wyndia to the Checkpoint. Enter the Checkpoint and show the guards your passport, and then pass over into the Rhapala region. As you can see, nothing much has changed in this region over the years, except that the main road around Mt. Zublo is now open. So take the road around Mt. Zublo to the Urkan region, put Garr in your party, and then go to Angel Tower.

When you get there, put Garr in the lead position and walk up to the bottom of the big stair set between the two guards. When they see Garr, the guards will ask him about his long sleep. As you climb to the top of the tower, Garr will tell you about how guardians go into a stone sleep when their purpose in life is complete. And after Garr prays

before the alter at the tower's peak, the immodestly dressed Deis will appear. She explains to Garr that she's imprisoned here at the tower, and the key to her freedom lies in guardian Gaist (one of the guardians who fought alongside Garr in the war). Once Deis vanishes, Garr suggests that you all go to the Urkan Tapa to inquire about Gaist's whereabouts. So head over to the Urkan Tapa and talk to the elder, Sudama. He tells you that Gaist lives out somewhere to the west. Now exit the Tapa, go west along the southern coastline, and pass back into the Rhapala region to the south of Mt. Zublo. From there enter the Tidal Caves.

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Tidal Caves  
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ITEMS.... Fish-head, Coin, Thunder Ring, Hawk's Ring, Deadly Blade  
ENEMIES... Barb Bulb, Bomb Seed, Slasher, Sleepy, Spiker  
SKILLS.... Sacrifice (Bomb Seed)  
NOTICE.... New Dragon Gene Available (Gross)

As you'll soon learn from the fish guy sitting near the entrance to the caves, the water level around here changes every few minutes. Walk past the fish guy and you'll see the water level drop. Now, enter the cave at the end of the path. Follow this next path northwest and enter the cave on the right. Take this path up to a junction, head northeast around the corner, and use your camera angles to spot a chest containing a Fish-head. Return to the fork in the path and walk left to reach another fork. Head southwest from there and follow that path down to a passageway; go through it. Pick up the Coin in the chest, exit the way you came, and go back to the fork in the path. Walk northwest and follow this path around to another junction. Go right and then exit through the passageway at the end.

From here, go right over to a small wooden dock with a ladder going down it. If that ladder is underwater, go back inside the cave and walk around until the water level drops. Once the water level is down, climb down that ladder and head right to a narrow path going southeastwards. Get the Thunder Ring in the chest at the end of the path, and then return to the ladder you came down before. Climb down the ladder directly under it and go inside the cave to the right. Follow the path inside left, and continue to the left at the first junction. Head northwest at the fork after that and follow this mossy path over to a skeleton holding a Hawk's Ring.

Now exit this entire cavern the way you came in. Hop on the raft the the southeast of the cave entrance, and it'll float to the left. When the raft stops, get back on it and ride it again, but this time it'll float to the southeast. After you get off the raft, walk northeast and head through the passageway on the right. Now, go right and then up the slope to a chest containing a Deadly Blade. Return inside, ride the raft again, and it'll float northwest back to the other small dock. Get off the raft and exit this area through the southwestern most passageway. In this next area, climb up the ladder to the left, and then head right from the top of the ladder to exit the cave.

NEW DRAGON GENE AVAILABLE: GROSS  
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Now walk left, pick up the Gross gene sitting on the side of the path, and then exit the Tidal Caves. Once you're back on the world map, head west a little ways to reach Cliff.

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Cliff  
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ITEMS..... Beast Spear  
ENEMIES... None  
SKILLS.... Risky Blow (Gaist), Sanctuary (Gaist)

This is a small community composed of outcasts, outsiders, and other people that just can't fit in anywhere else. Explore the village and talk to the people here to find out that Gaist is living here. So put Garr in your party and enter the cave-house at the far northwest end of the village. When you go inside you'll find Gaist. He and Garr will start to talk about their doubts of the past and the present, and Garr will also tell Gaist about Deis. After a little while, Gaist will want to speak with Ryu alone, so Garr and your other party member will leave. It turns out that Gaist wants to know just how serious Ryu is about learning about his people and journeying to see god. He asks that you go outside and speak with Garr before giving him an answer, so exit his house and talk to Garr. When the choice comes up, answer "I must know the truth". Now, rest and save if you haven't done so since you went through the Tidal Caves, stock up on items at the local shop, and then go back in and talk to Gaist. Tell him that "I want the truth", and he'll request that you stand between the two torches in the room. Once your in the right spot, Gaist will transform and challenge you to a fight.

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Boss Fight: GAIST \

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HP: 2500 |  
Exp- 1000 |  
Zenny- 500 |  
Item- Beast Spear (check ashes at end of fight) |  
Recommended Team- Ryu |  
Recommended Formation- None |  
Recommended Level- 25 |

Gaist may look mean, but he's not as tough as he looks. His normal attack does a moderate amount of damage, and he occasionally uses Risky Blow and Howling. The only other spells you need to be aware of are Sanctuary, which erases the effects of all assist magic, and Corona, a fairly powerful fire spell. With that in mind, don't waste time and AP casting assist spells, and immediately transform using the Force, Frost, and Gross genes. First take out the two torches, because they heal Gaist each turn with Flare (they have about 300 HP each). If you're very tight on AP, you could use the Feather Sword to quickly take out the torches with normal attacks before transforming. Or you can just ignore the torches and focus on Gaist the entire battle, as the battle will end when Gaist dies, regardless of whether or not the torches are still there (also, the presence of the torches makes getting extra turns easier). Once the torches are gone, attack Gaist with Frost Claw, and he'll go down pretty quickly. Corona can cause some serious damage to your dragon form, but if you get knocked out just transform again.

After the fight, Garr and your other party member will come in to witness Gaist's last moments. Gaist explains that it had to be this way in order for Deis to be released. He then dies and turns to dust. Now that this is done, Deis should be free so it's time to go back to Angel Tower.

\*\*\*NOTE: VERY IMPORTANT- Before you leave Gaist's house, inspect his remains to get the Beast Spear, Garr's ultimate weapon\*\*\*

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Help From Deis  
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Once you get back to Angel Tower, ascend the main staircase and go through the break in the railing to the right. Jettison off the ledge right next to the narrow stair set that leads inside the tower, and then jump off the next three ledges as well. From there head southeast to a staircase going down. Descend it to find Deis, and she'll be released. After she beats the crap out of Garr for letting her be cooped up in the tower like that and talks with you for a bit (there's also a flashback from the dragon war), Deis will tell you meet up with her at the volcano to the west (she means Mt. Zublo). Once she takes off, exit Angel Tower, and enter Mt. Zublo via the main road.

Remember that cave along Mt. Zublo's main road, the one that the guards are standing near? Go inside it and have Ryu examine the wall at the end of the path. You'll then be transported to the place where Deis resides. She'll come out, with clothes on this time, and explain that she can't use her power to its full extent in the nude. Say "I like you this way" and you'll get a happy response from Deis. Then Garr will appear and ask Deis about finding god. It turns out that she can't take you to see god herself, but she can give you something that will guide you there. Deis will then cast a spell on Ryu, giving him the Eye of God. The Eye will act as a compass that points in the direction of the guardians' god's residence. It then shines and points to the north. So, it looks like you're going to have to cross the sea to find god. After you're done talking with Deis, you'll be transported back to the shrine at Mt. Zublo. You'll be needing a boat to get across the ocean, so exit the mountain and head over to Rhapala.

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VII. To Cross the Sea  
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When you arrive at Rhapala, talk to the people here to find out that the ship is broken again. Go down to the Wharf and you'll find Zig, Shadis, and Shadis's new baby. Speak to Shadis and she tells you that Beyd went to Junk Town to investigate the problem with the boat. So, leave Rhapala, head back to the Urkan region, and go to Junk Town (it's northeast of the Urkan Tapa).

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Junk Town

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ITEMS..... Green Apple, MultiVitamin, Tea Cup  
ENEMIES... None  
SKILLS.... No new skills

This town is home to the machine guild, which works together with the porter's guild to transport machines. As you can see, the massive piles of machine parts and other junk give this place its name. Take time to explore the town by talking to the locals and finding the items here; a Green Apple, MultiVitamin, and Tea Cup. Also, check out the shops here for some powerful weapon upgrades.

Junk Town Item Shop	Junk Town Weapon Shop
-----	-----
Titan Belt- 3000z	Flame Chrysm- 500z
High Boots- 3000z	Ice Chrysm- 500z
Wisdom Ring- 3000z	Shotgun Shell- 2200z
Lion's Belt- 3000z	Barbarossa- 12000z
Dynamite- 200z	Thunder Rod- 9500z
Weather Vane- 200z	Gigantess- 8800z
Taser- 200z	
Belladonna- 200z	
Firecracker- 500z	
Icicle- 500z	

When you're done exploring, head over to the southwest corner of town to find Beyd talking to a guildsman about the boat. After he leaves, follow him and you'll exit back onto the world map. You can now fully explore the Urkan region.

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The Northern Urkan Region  
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ITEMS..... Swallow Eye  
ENEMIES... Bomber, Cerebus, Lizard, Lizard Man, Tricker  
SKILLS.... No new skills  
NOTICE.... New Dragon Gene Available (???)

This part of the Urkan region is a long narrow peninsula that creates a boarder between the Outer Sea and the Middle Sea. The Dock is south of Junk Town, and Steel Beach is just to the north. Once you're ready to continue, head down to the Dock.

NEW DRAGON GENE AVAILABLE: ???  
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As you head west along the peninsula, you'll pass a fishing spot, and then you'll find a [?] hut and another fishing spot at the end of it. Go inside the hut, pick up the Swallow Eye from the drawer, and check behind the curtain for the ??? gene.

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Fixing the Ship  
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ITEMS..... Parts A-H, Robe of Wind  
ENEMIES... Bolt, Bolt Archer, Bolt Mage  
SKILLS.... Thunder Clap (Angler)  
NOTICE.... New Dragon Gene Available (Mutant)

Once you get to the Dock, head southwest to find Beyd talking with the mechanic who's trying to fix the ship. It turns out that the engine's busted, and they don't have the right parts to fix it. When you regain control, talk to Beyd with Momo in the lead position and she'll offer to help fix the boat. Beyd will then take you down to the engine room so Momo can see what's wrong. After inspecting the engine, Momo gives you a list of parts that are needed to fix the boat. You're going to have to ask around for a good place to look for parts. So get off the boat and a guildsman will tell you that you should probably get permission from the guild master before you go looking for parts. Talk to the people hanging around the dock to find out that Steel Beach is the best place to find parts. But since you need the guild's permission to access the beach, return to Junk Town and speak to the guild master (he's standing inside one of the houses and wearing a headband). Since the ship will get fixed faster the faster the parts are found, the chief gives you permission to look for parts at Steel Beach. So leave Junk Town and go to Steel Beach.

When you get there, follow the wooden path up, and after you've dealt with the guard, exit this cave onto the beach. Head northwest from there to reach the entrance of an old freighter. Try to go inside and the guard there will stop you, saying that you need to prove that you're strong enough to go in, because there are monsters inside. He suggests that you speak to the foreman, so head right over to where the little monkey guy holding the flags is standing. Talk to the big guy near him with Garr in the lead, and you'll play the rope pulling mini-game. Listen closely to the foreman's instructions, and remember that the white flag is for the foreman, and the red flag is for Garr. The key to doing this right is to be about a one meter ahead of the foreman, because he doesn't adjust his speed according to the differences in your rope lengths. If you're a meter ahead and you get an extra turn, pull the rope more slowly. Once you've pulled the thing in close to 6 meters the game will be over. But now a new problem has arisen. It turns out that you weren't pulling a machine but a gargantuan fish. Get ready to battle the Angler.

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Boss Fight: ANGLER

HP: 3000

Exp- 3000

Zenny- 200

Item- Fish-head

Recommended Team- Ryu, Rei, Garr

Recommended Formation- Attack

Recommended Level- 26

The Angler's not too hard. Aside from Venom Breath, the only spell you have to worry about is Thunder Clap, an electric attack which hits a single character for a good amount of damage. To counter this, have a good supply of Antidotes and equip either Rei or Garr with the Thunder Ring. Start the battle by having Ryu transform using the Force, Thorn, and Gross genes. Have Rei cast Speed on Ryu to get him extra turns and have Garr use regular attacks with the mighty Beast Spear equipped. Ryu should use Focus twice and then smack the Angler with Aura. This should either kill the Angler or leave it very close to death.

Once you've defeated the Angler, the foreman will give you permission to look for parts in the freighter. But before you go inside the freighter to look for parts, collect the parts that are lying around on the beach. Here's where they are:

- In the water just north of where the foreman is standing
- Behind the southern wall southeast of where the foreman is standing
- In the small junk pile south of where the foreman is standing
- Behind the ledge southeast of the freighter's entrance
- Hidden on the right side of the freighter near the guy using the blowtorch

NEW DRAGON GENE AVAILABLE: MUTANT

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While searching for parts outside, also make sure you collect the Mutant gene that's sitting near the water at the northeast corner of the beach.

After you find all of the parts on the beach, go inside the freighter to find the remaining parts. When you get inside, first, take this path northwest and check behind the short railing to the left at the end to find a part. From there, keep heading northwest until you find an "H" shaped part on the ground. Pick it up and head back southeast. Go down the stairs to the right, and then climb down the two ladders below it. Then walk left on this narrow path and climb down the next ladder to reach the lower level of the freighter. Head right and hit the blue switch there two times. Now, pass under the beam you just raised and pick up the part to the right. Head left from there to find another blue switch. Pick up the part to its left and the part hidden behind it, and then hit that switch two times.

Return to the last ladder that you came down, climb back up it, and head right. Walk across the first beam and pick up the part on top of the crate. Go down the tiny ramp and then northwest across the next beam. Make your way across the beam after that and collect the part on top of the crate. Now, go back to the lower level of the freighter. From the bottom of the ladder, walk northwest to a third and final blue switch; hit it two times. Pass under the beam and check around for the part hidden behind it. Head northwest a little ways and pick up the part hidden behind the crates on the left. Then, check around the crates to the right to find another part and a chest containing a Robe of Wind. Now, once again, climb back up the ladder you took to get down here. Head right and walk across the three beams again to get to the last part. Once you obtain the final part, exit Steel Beach and head back over to the Dock.

When you get there, go down to the engine room of the boat and give Momo all of the parts. Very shortly afterward Momo will have the boat fixed. It'll then shove off and head for Rhapala. When you regain control of Ryu, go and talk to all of your party members on the boat. When you talk to Nina on the outside deck, you'll spot something strange in the distance. Meanwhile on the bridge, Beyd speaks to the sailors about the mysterious Black Ship. When you arrive at Rhapala, Beyd will give you full use of the boat. And before he can even assign a sailor to drive it for you, Zig steps in and takes the job quite eagerly. Zig goes up to the bridge to await your orders, so when you're ready, talk to him and tell him that you're ready. You'll then leave Rhapala.



Zig will ask you where you want to go once you're out at sea. When you tell him you want to cross the Outer Sea, he'll ask you to talk it over with the rest of your group first. So speak with all of your party members, and then talk to Zig again, telling him that you still want to cross the ocean. You'll then be transferred to the world map where you'll have full control over the boat.

Boat controls:

Up (d-pad)..... Move forward  
Down (d-pad)..... Move backwards  
Left (d-pad)..... Turn left  
Right (d-pad)..... Turn right  
O button..... Speed burst/dash

\*\*\*Engine overheats if you dash too long\*\*\*

Once you get the hang of piloting the boat, head north and cross into the darker colored water. As you try to cross the ocean, the enormous waves hammer your little ship, and you're forced to turn back. When you get back to calmer waters, speak to Zig and he'll tell you that he can't get you across the sea in this boat. He then mentions a sailor named the Legendary Mariner. Unfortunately, Zig doesn't know too much about him. But he does know of someone who can tell you all about the Legendary Mariner; the mayor of Parch. Parch is the town just north of Rhapala, and it can only be accessed by boat. So once you regain control, head over to Parch.

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Parch  
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ITEMS..... Coin, 400z  
ENEMIES... None  
SKILLS.... No new skills

You'll soon discover that Parch is a more primitive town than others that you've been to. Their staple product is fish which the people here use as their main source of food and for trade. Talk to the people around here and find a Coin and 400z inside the houses. Also check out the shops here for some weapon and armor upgrades (but I would recommend saving your money because the next town you visit will have even better equipment, and it won't be cheap).

Parch Item Shop	Parch Weapon Shop
-----	-----
Vitamin- 50z	Bent Sword- 20z
Antidote- 12z	Baselard- 6500z
Eye Drops- 20z	Flying Spear- 5000z
Panacea- 100z	Ruby Scepter- 3200z
Ammonia- 200z	Tiger Claws- 3800z
Firecracker- 500z	Silver Mail- 3900z
Icicle- 500z	Amber Breast Plate- 6100z
Caro- 200z	Kite Shield- 4700z
Frog- 200z	Platinum Helm- 2800z
Top- 200z	
Hanger- 200z	

Head over to the northeast end of town to find the mayor's house. Talk to him and he'll snap at you. It turns out that the mayor is in a

really bad mood because all there is to eat around here is fish, and he hates it. And until this bad morale blows over, the mayor's not going to tell you anything. But he does say something about the Maekyss Gorge, and since this is your only clue of what to do now, go there. Go inside the house near the bridge and talk to the lady inside. You tell her your problem and she suggests you try feeding the mayor shisu to get him to like fish. She'll tell you, in general, how to make the shisu and where to find the ingredients for it. She then asks you to collect all the ingredients before she explains, in detail, how to make it. So now you need to go find the ingredients.

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Shisu Quest  
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ITEMS.... Heavy Dagger, Blizzard Mail, Ice Shield, Protein  
ENEMIES... None  
SKILLS.... No new skills  
NOTICE.... New Masters Available (Bais, Lang, Lee, Wynn, Hachio, Deis)

The shisu you're going to make is composed of four ingredients, and this is how and where to find them:

Mackerel- A fish that can be caught at the fishing spot right next to the Maekyss Gorge. They're not hard to catch, and any worm-like bait will do just fine for catching them. You only need one. If you want to make the best shisu you possibly can, then you'll need to catch a very large (68-70cm) Mackerel.

Shally Seed- A rice-like seed that can be found in the tree just behind the shisu lady's house at the Maekyss Gorge. Have Peco kick the tree to make the seeds fall out. Get about twenty to thirty.

Vinegar- A sour liquid that can be obtained from the well at the Coffee Shop. To get it, though, you must successfully play one of the most annoying mini-games in the game. Put Garr in your party and have him talk to the little cloaked guy standing next to the well. Listen very closely to his instructions, and remember to hit the X button fast enough and hit Triangle the SAME number of times you hit X, no more, no less (that's the most common mistake in this game). You might want to get two helpings of Vinegar just to be safe (in other words, play the mini-game twice).

Horseradish- A spicy plant found on Ogre Road. Just cut down the bush with Ryu's sword to obtain it. I'd get about ten of these.

After you've obtained all of these ingredients, go back the Maekyss Gorge and speak to the shisu lady. She'll give you a more detailed explanation of how to make the shisu, and she also gives you her recipe. I'd suggest looking at the recipe as a compound proportion:

10 mackerel - 8 shally seed - 2 vinegar - 4 horseradish

When you're ready, return to Parch and talk to the mayor's advisor to begin making the shisu. First, select the mackerel and then make your shally seed ball the same size as the mackerel slice. Then add the vinegar in a 1-4 ratio with the shally seed. Add the horseradish in an amount that's either twice as much as the vinegar or half as much as the shally seed, whichever's more. When adding the vinegar and horseradish, keep in mind that you'll lose one shally seed when you

knead the shisu. Finally, knead the shisu one or two times and hit end. If you managed to make some substantial shisu, the mayor will love it and be in a good enough mood to talk to you. But if he doesn't like it, you obviously made a mistake, so try again.

Now that the mayor is happy, he gives you the Sea Charts which will allow you to navigate the tidal area to the east. The Legendary Mariner lives somewhere in that area. Before you leave, talk to the mayor's advisor and he'll give you a prize depending on how well you prepared the mayor's shisu. I don't have a list of all the prizes you can get, but I know that the worst prize is an Ammonia and the best prize is a Shaman's Ring. When you're done here, exit Parch and head over to the [?] area to the east (it is between the rocks along the line between the inner and outer seas).

Because of the tides in this area, you only have twenty-five seconds to get where you need to go. So make sure your ship driving skills are sharp. I'd also recommend that you dash in short bursts to prevent your engine from overheating. And remember that you can only navigate the light colored water. There are three chests in this area containing a Heavy Dagger, Blizzard Mail, and Ice Shield. To get to the Legendary Mariner's house, first, dash to the left and hurry up this channel. Head left again, around the rocks, and then dash to the southwest to reach the hut.

When you get there, the Legendary Mariner will invite you inside. You tell him about your mission to cross the ocean, and he explains that it's impossible for a Middle Sea boat to make the trip. He also tells you that he's not really a great sailor, and he came from the other side of the sea as a cast away. But seeing that you're determined to cross the sea, Kukuys tells you about the Black Ship. The Black Ship is a huge ocean transport that came from the other side of the sea. It looks like the only way to cross the ocean is to somehow get aboard the Black Ship.

You'll then leave the Legendary Mariner's house and be back in the Middle Sea alongside the Black Ship (Note- Go back to Kukuys's house later to get a Protein from the drawer inside). Momo will shoot at the ship with her bazooka to get it to stop, but that plan fails and the Black Ship retaliates with its powerful turret gun. After the blast, go talk to your party members. When you speak to Momo, she'll get another idea of how to stop the Black Ship; ram it from behind. Take this idea up to Zig and he'll OK it. You'll then be brought to the world map, and the Black Ship will be patrolling the area. If you have any unfinished business, take care of it now.

NEW MASTERS AVAILABLE: BAIS, LANG, LEE, WYNN, HACHIO, AND DEIS

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By now you can return to Wyndia. If you visit the fountain in town, you'll find the same kids you played Hide & Seek with a long time ago (they're all wearing black jackets). Talk to Bais, and he'll challenge you to another game of Hide & Seek, but this time the entire world is their playground. If you find all four kids, return to Wyndia and they'll each be available as a master (see the Hide & Seek section under Side Quests for more info). At this point you can also return to the kitchen in Wyndia Castle's basement via the portal you used during your escape. Talk to the head chef, Hachio, and he'll agree to be your master if you give him the ingredients he asks for. While you're at it, you should also drop by Mt. Zublo and visit Deis. As long as you said you prefer her with clothes on earlier in the game, she will now take on

apprentices. It takes a while to learn all of her skills, but she teaches you the best attack magic in the game.

When you're ready, get back on your boat and use the dash button to ram the Black Ship from behind. If you do it right, you'll hit the Black Ship with a huge crash. After regaining control, go check on all of your party members to make sure they're alright. Now that you've stopped the Black Ship, you need to find its bridge so you can program it to head back across the ocean. Choose three party members (be sure to include Momo), go onto the outer deck, and come aboard the Black Ship.

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The Black Ship  
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ITEMS..... Skill Ink (2), Protectors, Ascension, Wisdom Fruit,  
Light Bangle, Flash Shells, 2400z, Ammonia, Ivory Dice,  
Soul Gem

ENEMIES... Bolt, Bolt Archer, Bolt Lord, Bolt Mage, Giant Crab,  
King Toad, Sleepy

SKILLS.... No new skills

First, head left and go inside through the door. Once you're inside, head down the stairs next to the door ahead of you. Take this next path northwest and enter the next room through the doorway at the end. From here, walk to the right and examine the panel at the end of the path (also take note of the brownish-yellow platform on the left side of the path). Choose the P3 program, and then get on the platform. Ride it three times and then head through the passageway to the right. Examine the panel in this room and turn the crane main switch on. Now return to the previous room and get back on the platform. Ride it twice to get back to where you started. Select the P4 program from the panel and get back on the platform. Ride the platform three times, pick up the Skill Ink in the chest to the right, and then get back on the platform. After riding it once, get off the platform and enter the door to the northeast. Follow this path up to a small panel. Inspect it to find an Id Card.

Exit this room the way you came, get back on the platform, and ride it twice to return to the beginning. Now go all the way back to the very first room and head through the doorway next to the stairs to reach the crane room.

Examine the panel in this room and operate the crane with the guide to learn how the crane works. The crane is similar to that of a prize grabber machine whereas the first time you hold down X the crane will go right, and the second time you hold down X the crane will go up. After you release the X button a second time, the crane will attempt to grab something. A device in the crane will project an X on the ground directly below the crane's position. When you're picking up crates, get the X to land right in the middle of the crate.

Now you need to use the crane to pick up the small crates scattered around in the area below. Three of the crates are in plain sight, but there is also a fourth crate partially hidden amongst the larger boxes at the north end of the room. When you successfully pick up a crate, the crane will automatically drop it to the right of you. Once you've picked up three crates, a bridge will form, allowing you to cross over into the next area. Before you continue, make sure you pick up the

fourth crate. The crane will drop it right in front of you, and it will break open, revealing a chest. The content of the chest depends on which crate you picked up last. The hidden crate at the north end of the room contains Protectors, while the three other crates (from left to right) contain an Ascension, Light Bangle, and Wisdom Fruit. If you want all four items, just leave the crane room after getting one of the items and re-enter to reset the crates to their original positions.

Now cross the crate bridge you've made and head northwest to a door. Go through that door and then the door after that. Follow this path northwest and then walk on top of the big crates to reach the Flash Shells. Go back the way you came, through the two doors, and then go southeast. Head past the stair set going down, and then through the doorway at the end of the path.

Hit the blue switch next to the door to raise a cat walk between here and the beginning area. Now climb up the stairs near the blue switch to reach the main hallway. Head southwest from the top of the stairs and go through the door in the corner. Follow this path up to the end where you'll find a chest containing Skill Ink. Exit this place the way you came in, and head up the main hallway. Enter the first door on the right and get the Ammonia from the drawer. Return to the main hallway and go through the second door on the left. Check behind the wall for a satchel containing 2400z, return to the main hallway, and continue up the stairs to the northeast.

Examine the elevator panel in this room to perform an Id check. Since you already have the Id Card, you can use the elevator freely. Ride the elevator up and head up the stairs to the right to reach the bridge. Have Momo examine the bridge controls and she'll figure out the ship's guidance system. In order to activate the guidance system, you need to run down to the main hallway and check the number on the boost counter (it's in that second door on the right going northwest). The good thing is that you won't have to fight random battles while you're doing this. So go to the boost counter room in the main hallway and examine the panel inside. You'll see that the number on the counter is going up.

When you're finished examining the counter (make sure to remember what number the counter was on), you'll hear a consistent beeping. That beeping is keeping time with the boost counter, so if the last number you saw on the counter was 46, then the first beep will be 47, then the next beep will be 48, then 49 and so on. Count the beeps in your head as you make your way back to the bridge. Once you get back to the bridge, wait until the count reaches 100. When beep number 100 sounds, quickly talk to Momo and she'll activate the system. If you did it right the ship will start moving and Momo will call everyone up to the bridge. If not, then try again. Ryu's Eye will shine and point in god's direction once everyone's on the bridge, and then the Black Ship will head out to sea.

Since you don't know how long it will take to cross the ocean, all of your party members will just hang out and relax (except Peco who keeps getting chased by Honey). But this placid scene doesn't last for long, as an alarm siren goes off without warning. Head up to the bridge to see what's wrong. Momo will turn off the alarm and explain that something has hit the bow of the ship. She'll then open the door that leads to the front of the ship so that you can go investigate the problem. Choose three party members, head down to the main hallway, and go through the door in the southwest corner of the room. Head up

this hall and exit through the doorway that was closed before.

From here, go down the stairs to the northeast, and then head up the next stair set after that. Walk to the right from the top of the stairs and go through the doorway to the southeast. Pick up the Ivory Dice at the other end of the room and exit the way you came in. Climb down the next stair set, and then up the one after that. Go down the ladder to the left, follow this path all the way around to a door, and go through it. In this next area, head up the stair set on the right. Follow this path northwest to a set of stairs going down. Walk to the left, past those stairs, and follow this path to a chest containing a Soul Gem. Now go down the stairs you passed before and take this path down to another set of stairs. Climb down those stairs and the ladder just south of those stairs. Head right and go up the ladder to get on top of the crates in this room. Walk across the crates to reach a door at the northwest corner of the room. Go through it and climb up the ladder in this tiny area to reach the outer deck. Walk up to the bow of the ship to find two giant sea monsters. Back up to the middle of the ship as far as you can by rapidly tapping the right directional button. If you back up far enough, the ship's turrets will help you out for this fight. Now prepare to fight the Ammonites.

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Boss Fight: AMMONITES

HP: 2000 each

Exp- 9000

Zenny- 1000

Item- Moon Tears

Recommended Team- Ryu, Rei, Momo

Recommended Formation- Chain, Attack

Recommended Level- 27

The Ammonites are a tough pair to cope with. Aside from having incredibly high attack power, these guys also have a nasty arsenal of spells including Multi Strike, Tsunami, Blizzard, and Hypnotize). You should start the battle by having Ryu cast Shield three or four times (if you're in Chain formation), Rei cast Speed on everyone, and Momo cast Might or War Shout (if you have it) on the party. Once you've pumped everyone up with assist magic, Ryu should transform using the Force, Thunder, and Gross genes. In Warrior form, Ryu should use Focus on his extra turn, and then slam one of the Ammonites with Thunder Claw. If you stick Ryu at the lead of an attack formation and cast Focus twice before attacking, you may be able to take out the targeted Ammonite with one strike. Have Momo keep helping the party with assist and healing magic, and have Rei concentrate on stealing those precious Moon Tears. Once you've eliminated one of the Ammonites, the battle gets much easier. Have Rei use Weretiger, and let Ryu pummel the remaining Ammonite with Thunder Claw until it goes down.

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With another boss defeated go back down the ladder inside the ship. And after a long voyage across the ocean, the Black Ship finally arrives at the mysterious new land on the other side of the sea.

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VIII. Technology of the Lost Shore  
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When you get off the Black Ship, you don't really know what to expect in this strange new world, so Garr suggests that everyone stay alert. Once you're done talking, exit this dock to the north and emerge in the port town of Kombinat.

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Kombinat  
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ITEMS..... Homing Bomb  
ENEMIES... None  
SKILLS.... No new skills

This is a port town where machines are loaded and transported, but to much surprise, even the people here don't know where the machines come from. You'll also notice that, especially since over half the population of this place consists of machine soldiers, Kombinat is the most technologically advanced town you've been to so far. Spend a little time talking to the people around here, and look for the robot hidden behind some crates beside one of the buildings. Talk to it, and the robot will pose a question to you in a language that you can't interpret. Choose the third answer choice from the top, and the robot will give you a Homing Bomb. Also, check out the weapon shop here for some powerful merchandise. I just hope you've been saving your zenny.

Kombinat Item Shop	Kombinat Weapon Shop
-----	-----
Healing Herb- 10z	Heat Shotel- 9500z
Vitamin- 50z	Piercing Edge- 14500z
Antidote- 12z	Beryl Rod- 7200z
Eye Drops- 20z	Gale Javelin- 9100z
Panacea- 100z	Raptor Claws- 5800z
Ammonia- 200z	AP Shells- 10000z
Caro- 200z	Sage's Frock- 9300z
Frog- 200z	Spiked Gauntlets- 6800z
Top- 200z	Lacquer Armor- 8000z
Hanger- 200z	Lacquer Shield- 6500z
	Lacquer Helm- 5500z

Exit Kombinat when you're done browsing, and you'll automatically make camp. While camping, some of your party members will converse with their inner self to find out why they really came on this journey with Ryu. You'll break camp when the scene ends and emerge in the Lost Shore region.

\*\*\*NOTE- You will be able to return to the other part of the world later, so don't worry about not being able to get back.\*\*\*

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Exploring the Lost Shore Region  
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ITEMS..... None  
ENEMIES... Assassin, Audrey, Multi Bot, Thrasher  
SKILLS.... Disembowel (Assassin)  
NOTICE.... New Dragon Gene Available (Trance)

You'll notice that this region is very barren compared to others that you've been to. There's a fishing spot to the far east that's home to the game's most hard to catch fish (There's also a Manillo there that sells the coveted Life Armor and Royal Sword).

NEW DRAGON GENE AVAILABLE: TRANCE

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To the north lies a Yggdrasil tree's grove. Enter the grove and check behind the tree for the Trance gene. Now, go to the Steel Grave to the northeast of Kombinat.

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Steel Grave  
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ITEMS..... UV Glasses, Speed Boots, Spanner  
ENEMIES... Assassin, Audrey, Multi Bot, Thrasher  
SKILLS.... No new skills

First, head northwest from the junction, and follow this path all the way up to a ladder hanging off a brown ledge. Climb up that ladder and pick up the UV Glasses in the chest at the top. Go back down and climb up the ladder a little ways southeast. Once you're at the top, slide down the ramp to the right. Use your camera angles to check in the small space on the right side of the ramp to find a chest containing Speed Boots. Now walk to the right and climb up the next ladder. Go northwest, past the two openings in the floor, and climb down the ladder at the end of the walkway. If you brought Momo in your party, have her blast away the weak door with her gun, and then head inside the next room. Get the Spanner fishing rod in the chest in this room, and then go back outside. When you get back outside, head southeast past the two openings in the floor again, and take the dirt path to the northeast. Follow this path all the way to the end to exit the Steel Grave. Once you're back on the world map, rest if you need to, put Momo in your party, and then enter the Colony to the north.

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The Colony  
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ITEMS..... Key, Deep Diver, Wisdom Fruit  
ENEMIES... Assassin, Codger, Thrasher, Toxic Man (1), (2), (3)  
SKILLS.... Bad Back (Codger), Ebonfire (Codger when using Magic Shuffle)  
NOTICE.... New Dragon Gene Available (Failure)

When you enter the Colony, the first thing you'll notice is the big radar dish on top of the tower. Momo suggests that you go check it out, so head up the three main stair sets ahead of you and go through the doorway at the end. In this room you'll find a portal, just like the one in the basement of castle Wyndia. Once you regain control, get the Key in the satchel on top of the portal and exit the way you came in. Head to the left and down the stairs.

NEW DRAGON GENE AVAILABLE: FAILURE



Jump off the ledge to the left, and check around the northwest corner of this area to find the Failure gene.

From there, descend the stairs to the right and go through the doorway at the bottom. Check this room for a Deep Diver, and then exit the way you came in. Now, go back up the stairs you just came down, and take the path to the left of the stairs. Follow this path southeast, then northeast past the ledge, and through the passageway at the end. Pass through this small room, and exit it to the right. Climb up the stairs to the right, and take this path all the way to the end to reach a chest containing Wisdom Fruit. From there, back track a few steps to the ledge on the side of the path. Jump off of it to plummet through a window and into the next room.

Have Momo examine the panel to the right and insert the Key you found. In order to activate the portal, you must align the three mirrors in this room so that the laser beam will deflect off of them and hit the fuse at the other end of the room. To adjust the mirrors, hit the switch on its base. Turn the south mirror two times, the east mirror two times, and the west mirror three times. Then hit the switch to fire the laser and activate the portal. Now, exit this room to the left, return to the portal room, and get on the portal to teleport out of here.

Once you arrive at your destination, get off the portal and exit this room. As soon as you leave the room, Honey will get away from you and run off again. Follow Honey northeast and up the ladder at the end of the path. From there, head right and through the door at the end of the hall to emerge in the freighter at Steel Beach!? Yes it's true; you just went all the way back across the sea to where you started in an instant. While you're pondering about how you're ever going to see god at this rate, Momo finds a connection between god and the portals. She suggests that you all go back down to the portal to investigate, so choose three party members and return to the room with the portal.

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Fixing Relay Point A  
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ITEMS.... Hourglass, Lacquer Staff, 4000z, Lacquer Shield, Barbarossa, Skill Ink

ENEMIES... Codger, Dragon Fly, Insector, Reaper, Tank Bot

SKILLS.... Tornado (Insector), Transfer (Tank Bot)

NOTICE.... New Dragon Gene Available (Radiance)

Inspect the panel next to the portal to find out that there's something wrong with the antenna. Exit this room the way you came in, and head southeast down the path. Go left at the corner and follow this path over to a pair of stair sets. Ascend the stairs farthest to the left, follow this path northwest, and go up the stairs at the end. From here, walk right and down to the area with the four switches and the big green block (let's just call this the "four switches area"). Examine the green block, read the instructions, and reset the switches. The four switches in this area (that have the red, blue, light green, and brown dots on them) operate the jacks that raise and lower the four beams in this area. Each switch can only be hit once without resetting them all, and more than one jack can be lowered or raised by each switch. First, hit the blue switch, pass under the eastern beam, and go through the door there. In this next room, head up the stairs, go to the right, and then go down the next set of stairs. Walk left along

this path and pick up the Hourglass in the chest.

Return to the four switches area and reset the switches. Once the switches are reset, hit the light green switch and pass under the southern beam. Head up the stairs to the right and go through the door at the top. Take this next path all the way around, and go through the doorway at the end. Walk left across the northern beam, and pick up the Lacquer Staff in the chest. Then, go back to the four switches area and reset the switches. Hit the blue, light green, and brown switches in that order. Pass under the western beam, and go up the stairs to the left. Walk across the west, south, and east beams, and then pass under the northern beam to reach the big stair set. Climb up it, and then head right. Use your camera angles to check around the east end of the room for a satchel containing 4000z. Walk over to the southwest end of this room and go up the stairs there.

In this room, you'll find a large pit with a pillar in the center. Examine the diagram on the northern wall to find out that the switch that unlocks the door in this room is on top of the pillar in the center of the pit. In order to reach the switch, you must ride the three floating platforms. When you get on a platform, it will move in the opposite direction of where you got on it. It will keep moving until it reaches the side of the pit or another platform. First, ride the platform in the northeast corner to the left. Now, ride the platform in the northwest corner downward. Ride the platforms in the southwest corner to the right, then up, then left (almost circling the pit in a counter-clockwise direction). Then just ride the same platform down to reach the pillar in the center of the pit. Step on the switch, and then get back on the moving platform to open the locked door.

Head through the door, and then go up the stairs to the left. Then head right, ignoring the next set of stairs going up, and pick up the Lacquer Shield in the chest at the end of the path. Now, go back and head up the next stair set. Walk southeast and exit this area through the passageway at the end. Pick up the Barbarossa in the chest and go back inside. Head to the northwest end of this room and go through the doorway there. Take this path left, go down the two small stair sets at the end, and then climb up the next small stair set to reach a chest containing Skill Ink. Now, exit this room through the doorway on the left. Take this outside path to the right and through the next door. Head northwest up this next path, and then go up the stairs to the right. Ascend the next set of stairs and exit this room through the doorway on the right. Walk left and climb up the ladder to finally reach the antenna. Examine the control panel to find out how to fix the antenna. Just turn it in the direction that makes the least amount of static noise. Once it's fixed, go all the way back down to the portal room.

NEW DRAGON GENE AVAILABLE: RADIANCE

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Inspect its control panel, select the Container Yard, and get on the portal. When you get to the Container Yard, cross over the crate to the right and pick up the Radiance gene. Then get back on the portal, return to Relay Point A, and then teleport to the Dragnier.

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ITEMS..... Skill Ink, Ivory Dice  
ENEMIES... None  
SKILLS.... No new skills  
NOTICE.... New Dragon Gene Available (Infinity)  
          New Master Available (Ladon)

Once you arrive at your destination, get off of the portal and exit this room. When you emerge outside, you'll find yourself in a small village in the middle of a barren wasteland. Strangely, when the people see you come out of the portal room, they'll call for a celebration. At the banquet, the people will reveal to you that they're all members of the Brood race, and they recognized Ryu as one of them. It turns out that the Brood survivors of the great war hundreds of years ago fled to this place and gave up their powers so they could hide from the Urkan god. After the banquet, Ryu will fall asleep and have a strange dream. When you wake up, the lady in this room will tell you that the rest of your group is waiting outside for you. So, check the drawers in this room for a Skill Ink and then go outside.

Rei will be waiting for you outside, and he tells you that Garr's feeling pretty glum right now. Head northwest to the area above the portal room and talk to Garr. He explains to you how he feels about being in a place surrounded by people who are his sworn enemies. And after Rei adds a sagacious statement to the conversation, Griol will confront you and tell you that the elder wishes to meet with you. Now, exit the Dragnier back onto the world map and put Garr and Nina in your party. Then, return to the Dragnier and climb down the ladder in the center of the village. Go down the ladder after that, and then climb up the next ladder. Then ascend the stairs at the top. Head northeast up this next hallway and exit it at the end (But take note to the mural on the wall because it should look very familiar). In this next area, go through the first passageway on the right, and get the Ivory Dice from this room. Exit the way you came in, and enter the last room on the right to meet the elder.

Be sure to listen carefully to the conversations that you have with the elder, so you know what's going on and why. First, Ryu will talk to him, and then he'll want to speak with Garr. After the elder is done talking to Garr, he'll want to talk to Nina. When he asks to talk to Ryu again, be sure to leave and change party members first. Once you have some more desirable members in your party, have Ryu approach the elder and tell him that you're ready for what comes next. In a nutshell, the full power of the Brood was invested into the elder, and he wants to pass that power onto Ryu. But in order for that to happen, Ryu must take the power from him. And since this underground room has been reinforced with magic barriers to prevent this power from being detected by Myria, Ryu will be unable to use his dragon powers. All I can say is good luck, because it's time to battle the Elder.

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Boss Fight: ELDER \

HP: 5000 |  
Exp- 6000 |  
Zenny- none |  
Item- Dynamite |

Recommended Team- Ryu, Rei, Momo  
Recommended Formation- Attack, Chain  
Recommended Level- 30

This guy is a really tough brute considering he's hundreds of years old, and that 5000 HP isn't going to be easy to deplete without your dragon form. The Elder has some really devastating spells which include Inferno, Myollnir, and Sirocco. He also has Double Blow, which can be really nasty in this battle, because the Elder has got some very high attack power. Have Ryu cast Shield about three or four times, and cast Barrier at least once on everybody. Rei should use Speed on anyone who doesn't already have an extra turn, and Momo should increase everyone's attack power by casting Might or War Shout. If you go heavy on assist magic early on, then the battle will go much more smoothly. Then, have Ryu use the most powerful spells and skills he has (That's dependant on the skills that you've given him), and have Rei use Weretiger. Rei will end up being your most vital attacker, because if you increase his power enough with assist magic, his attacks in Weretiger form can do 700-1000 damage. While Rei's pounding away at the Elder, Momo and Ryu should concentrate on healing and attacking with their most powerful spells when they get the chance.

NEW DRAGON GENE AVAILABLE: INFINITY

After the battle, the elder will fade away leaving behind the very essence of the Brood's true power, the Infinity gene. Pick it up and then go back outside (You should now have all 18 genes!).

You'll talk to Griol once you get outside, and he tells you that the goddess Myria is to the north across the desert. He assigns Horis to guide you to the desert. So once you regain control, go speak with Horis and tell him that you're ready to go. Then exit onto the world map, head north, and enter the Factory.

NEW MASTER AVAILABLE: LADON

Now that you have collected all 18 dragon genes, head over to the area above the portal room in Dragnier and have Ryu examine the blank wall frame there. Ladon's image will appear and he will offer his service as a master (the final master in the game). Ladon's feature skill is Aura, one of the most powerful attacks in the game. His stat gains also make him one of the best masters for any high level character.

The Factory

ITEMS..... Wisdom Seed, Artemis' Cap, Skill Ink, Ammonia, Rockbreaker,  
Aries Spear, Fish-head, Sage's Frock, Homing Bomb, Hourglass  
ENEMIES... Boss Goblin, Egg Gang, Giant Orc, Gold Egg, Hobgoblin,  
Pipe Bomb  
SKILLS.... Magic Ball (Egg Gang)

The beginning of the Factory is a big, and somewhat confusing, maze of

dirt paths, so bear with me. And beware: the enemies here are much tougher than those that you've encountered in new areas before. First, head up the path and then down the sloping path to the right to reach a junction. Walk up the incline going northeast, and take this path around to a chest containing a Wisdom Seed. Go back down to the junction and head right to another junction. Walk down the sloping path farthest to the right and go southwest. Go northwest at the next fork and follow this path up to a chest containing an Artemis' Cap. Then return to the fork, head south down the sloping path, and go west at the next junction. Take this path down all the way to the end to find a Skill Ink in a chest. Go back to the junction, head right, and take this path all the way up to a doorway going inside.

Once you're inside, go up the stairs on the right side of the hall and pick up the Ammonia in the satchel in this small room. Then climb back down the stairs and head up the hallway. Go through the doorway at the end of the hall, and climb down the ladder hidden in the north end of this small room. Pick up the Rockbreaker in the chest and climb back up the ladder. Exit this room the way you first came in and take the dirt path to the left. Follow it down and around to a junction. Head left and follow this path up to a weak looking section of wall on the left. Have Momo blast it away with her gun, and then go through the opening. Get the Aries Spear inside and exit this small area the way you came in. Return to the last junction, head right, and ascend the stairs to the north. Go up the next set of stairs to the northwest, and then exit this next area to the southeast. Pick up the Fish-head in the chest, go back inside the way you came out, and descend the previous stair set. Go through the door near the blue switch, but don't hit the switch.

From here, walk up to an area with some blue switches and electrical livewire lines on the floor. The active livewire is impassible and you will take damage if you walk into it. The switches can either activate or deactivate certain livewire lines, so make sure your party members aren't standing on any inactive lines before you hit any switches. The two switches that are accessible to you right now also lower the brownish-red cubes that are blocking your path, but they only stay lowered for a short amount of time. To get where you need to go, first hit the switch farthest to the left, and then hurry over to the other switch. Hit it and then dash straight up the path across the two lowered platforms to reach the stairs at the other end. Head down the small stair set and then go through the door on the left. Walk northeast up this hall, and then to the right at the corner. Go through the first doorway on the left, and take this narrow path down to a chest containing a Sage's Frock. Exit this area the way you came in, continue down this hall, and go through the next doorway at the bend.

In this next area, climb up the ladder to the left and head north. Descend the stairs to the left and hit the blue switch at the bottom to turn off the livewire line in this area. Pick up the Homing Bomb in the chest above you, and then head back up the stairs you just came down. Walk south and climb back down the ladder there. Head to the right, and hit the blue switch next to the door. Go straight up a little ways and hit the blue switch to the right of the stairs to raise a platform that allows you to access those stairs. Head up the small ramp and stair set to the left, and examine the panel on this platform. Read the instructions to find out that the workbot in the area below can be used to hit the switches in the area.

When you activate the workbot program, the robot will move however you move (E.g. when you walk left, it will move to the left). When you

position the workbot near a switch, turn so that it faces the switch and hit the Triangle button. Try to use the two cubic objects in the area to manipulate the workbot. Hit all three switches, and then go back down the stairs. Once again, head left and climb up the ladder at the southwest end of this area. Walk northwest up this path, past the stairs on the left, and go right at the junction at the end. At first, ignore the door at the corner, and head down to the end of the path to reach a chest containing an Hourglass. Now go through the door you passed up before. Ascend the long staircase, and then slash the panel to the left of the door with Ryu's sword. That will open the door, so go through it to exit the Factory. Head north a small ways on the world map and you'll set up base camp. It's time to cross the desert.

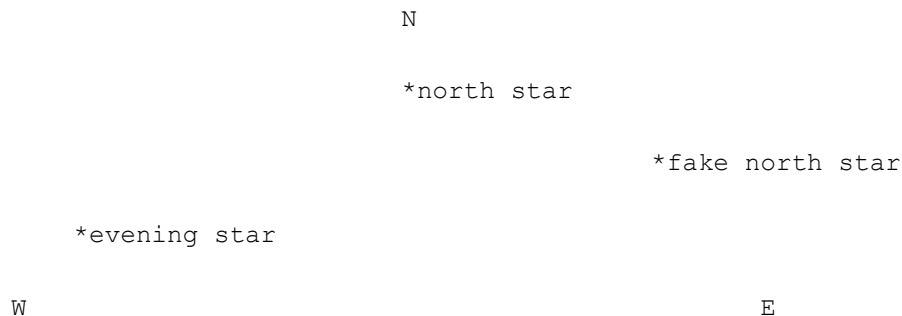
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## X. The Desert of Death

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ITEMS..... Water Jug, Radka Meat  
ENEMIES... Cacti, Drak, Magmaite, Scorpion  
SKILLS.... Cure (Drak), Feign Swing (Manmo)

At base camp, Horis will give you a briefing about the Desert of Death. Talk to Horis again and he'll give you a list of help topics to choose from. Make sure you read all the topics very carefully, especially when he tells you about how to use the stars to travel. Refer to this diagram in case you forget:



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Remember that the north star will always be to the north, and it will not change its position at all. The fake north star is usually to the northeast, and it can change position. The evening star is to the west, it moves west as you walk north, and it sinks lower and lower in the sky as you walk east. Also take note that it's four turns (or four d-pad taps) to change a cardinal direction.

Now, here are the traditional directions to the Oasis. First, follow the north star for two nights so that the evening star hangs in the sky directly to the west. Then head east until the evening star sinks below the horizon and you can no longer see it (it should be about two and a

half nights). Once the evening star disappears, head north again for about three nights, and you should reach the Oasis.

But if you really want to cake-walk through the desert, here's the ULTIMATE SHORTCUT. From the start, turn so that you're facing between the true and fake north stars (it should be 1 turn right from facing north). Now just walk in that direction until you reach the Oasis. Too easy, right?

Be sure to follow these directions and not the directions that Horis writes down for you, because they are wrong. When you're ready, examine the big vase near the save book and fill your canteen with water (you'll get 16 helpings). Then rest up, save your game, and head out into the desert.

EXTRA NOTE: There are a few good items that can be found in the desert, the most noteworthy being the Life Armor and Royal Sword. Going after these items is entirely optional, and some of them can even be obtained through other means. Normally, getting these items requires taking multiple trips through the desert, but there is actually a way to get from the Factory to the Oasis while picking up both the Life Armor and Royal Sword along the way! If you're interested in getting any of these optional items, check the Long Trips in the Desert section under Side Quests.

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Traveling in the Desert  
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While walking in the desert, there are a few things you need to be aware of:

Making/Breaking camp- A half of a day will pass each time you rest. Be sure to make camp at daybreak, so that you'll break camp at nightfall. If you set up camp too early, it'll still be daytime when you break camp. When the sun starts to rise as you're walking, keep walking until a message comes up telling you to make camp. To make camp press Start.

Water- You start with 16 helpings of water, and one helping is enough for all three party members. About twice each night, a message will come up saying that you should drink some water. When that happens, take a few steps and use one helping of water from your item inventory. Beware, if you walk too far without drinking any water, your max HP will go down permanently until you rest at an inn.

Random battle fields- About two to three times a night you will enter a random battle field. It's just like any ordinary battle field except that sometimes you might get something extraordinary in the satchel that can be found in each field. When you exit a random battle field, make sure to use the stars to point yourself in the right direction, because you may not be facing the right way.

When things go wrong- If you get completely lost and you run out of water, there is a way out. Make camp and talk to the rakda (BoF3's substitute for a camel). It'll take you back to base camp so that you can start over.

For the last few nights, be sure to put desirable members in your party. After the last night of walking, the Oasis will still be nowhere in sight. Your group decides to try to climb to the top of an

inconspicuous hill, so that they can get a better look around. But as you approach the hill, it will start to move and a huge desert monster will emerge from it. It's time once again to do battle.

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Boss Fight: MANMO

HP: 3200  
Exp- 6000  
Zenny- 1000  
Item- Power Food  
Recommended team- Ryu, Rei, Momo  
Recommended Formation- Attack, Chain  
Recommended level- 30

Compared to the last boss you fought, the Manmo is a sinch. The main thing you have to fret about is its high reprisal rate. Manmo also has Quake, Focus, and Feign Swing, but the latter two abilities are useless. First have Ryu transform using the Infinity, Trance, and Radiance genes, while Rei casts Speed and Momo casts Might on Ryu. In Kaiser form, use your strongest physical attack skills (I personally prefer Shadowwalk or Aura). Rei should use Weretiger, and Momo should back up the party through healing and more Might on Ryu. This guy doesn't have much HP so you should be able to take him down quickly. If you cast Focus twice and use Shadowwalk in Kaiser form or Aura in Warrior form, you may be able to take Manmo out in one hit.

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Once you've dealt with Manmo, you'll automatically make camp. It turns out that the intense desert conditions have caused Nina to suffer a severe heat stroke. You can't continue on with her in this condition, so you have to do something. After you regain control, exit the tent and you'll talk to Rei. He mentions the rakda, so go over and talk to it. It seems that these creatures are useful for something other than desert travel. So slash the poor thing with your sword. The meat of the rakda has restorative properties that can relieve a heat stroke. Collect the rakda meat and go back to the tent. Talk to Rei again, and then go back inside the tent. After giving her the meat, Nina regains enough strength to make it to the Oasis with the rest of the group.

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The Oasis  
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ITEMS..... 800z  
ENEMIES... None  
SKILLS.... No new skills

When you arrive at the Oasis, your party will be exhausted and the chief of the village invites you in to rest. And once everyone's been given a chance to relax, Ryu and Garr ask the village chief about god. The chief doesn't know anything about god, but he does tell you about an ancient city to the north called Caer Khan. Once Nina recovers, choose three party members and explore the Oasis. Search the village for 800z, and stock up on items at the local shop if you want. After



you've explored the village, exit the Oasis to the north (Take the path in the middle of town going up the hill).

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XI. Myria Station  
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The Desert region is very small, so there's not really much to explore. But before you go to Caer Khan, put Garr in your party and enter the [?] spot to the right of Caer Khan. Go inside the building in this area, and have Garr push against the wooden crate to the right. The crate will shatter, revealing two ladders that let you access the portal here (And the Radiance gene if you haven't already gotten it). You can now use the portals to travel freely anywhere in the world. Now, return to the world map and enter Caer Khan.

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Caer Khan  
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ITEMS..... Protein, Moon Tears  
ENEMIES... None  
SKILLS.... No new skills

Even though this place is an old, abandoned city, its technology is more advanced than any other place you've been to yet. It's only remaining inhabitants are the two machine soldiers that run the weapon and item shops. Take the time to stock up on items and buy the best weapons and armor you can afford, because you're going to need them.

Caer Khan Item Shop	Caer Khan Weapon Shop
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Healing Herb- 10z	Seeking Sword- 20000z
Vitamin- 50z	Blessed Staff- 11000z
Antidote- 12z	Gunginir- 22000z
Eye Drops- 20z	Brass Claws- 11000z
Panacea- 100z	Atomic Bomb- 16000z
Ammonia- 200z	Royal Armor- 18000z
Titan Belt- 3000z	Force Armor- 22000z
High Boots- 3000z	Protectors- 11000z
Wisdom Ring- 3000z	Mind Shield- 18000z
Lion's Belt- 3000z	Sun Mask- 7200z

From the area where the shops are, go left and down the small stair set on the side of the road. Then head down the next set of stairs just to the south. Walk southeast and go inside the small building at the end of the path. Search this room for a Protein, and return outside to the area where the shops are. Head up the street going northeast, and enter the building on the left at the street's end. Go forward a little ways to find a small robot on the ground that looks just like Honey. Well that's weird...

Anyway, continue northwest up the hall into the next room. Walk up this next hallway and climb up the stairs at the end. Proceed to the left, staying as far away from the checkered area as possible. Don't be tempted to go after that chest just yet, because you'll see why. Go

down the stairs at the left end of the room, and go through the door at the bottom. Hit the blue switch in this room to turn off the lights. Exit this room the way you came in and climb back up the stairs. With the lights off, the moving laser beams guarding the checkered area should now be visible. Avoiding the lasers, make your way over to the chest in the middle and pick up the Moon Tears inside. Then, head over to the large staircase at the right end of the room, and climb up it. Head right and carefully make your way across the checkered area here. Exit this room through the doorway on the left.

From here, head north to another door going inside, and go through it. Examine the large computer terminal at the other end of the room, deactivate the emergency lockout mode, and choose "OK" for Platform 1. Then, exit this room the way you came in, and walk southwest to a ledge. Jump off of it and go left to reach the street. Walk northwest up the street and go inside the building at the end. Examine the small terminal to open the gate at the top of the stairs. Head up the stairs to the left and pass through the open gate. Follow the purple tile and exit this room to the right. When you get outside, you'll hear a message over a loud speaker saying something about the Orbital Station Myria. Once you regain control, climb up the stairs and get on the platform to ride it to Myria Station. After you arrive, get off the platform and head up to the station's main entrance. It's locked, so you're going to have to use the Worker's Area. Head to the right from the main entrance, and go down the stairs at the end of the path to get inside.

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Myria Station: Worker's Area  
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ITEMS.... Gas Shells, Wisdom Fruit, 800z, Hourglass, Napalm, 400z,  
Life Shard (2)

ENEMIES... Adept, Armor, Death Bot, Nitemare, Tank Bot

SKILLS.... Meditation (Adept), Triple Blow (Death Bot)

First head southeast down this hall to a junction near an elevator shaft. Walk right and then downwards to a passageway. Go through it and pick up the Gas Shells in the chest. Head back inside and return to where the elevator shaft is. Take the path to the right of the lift around and northwest to a doorway leading outside. Walk up this path all the way to the end and check the end of the narrow path to the left for a Life Shard. Go back inside, return to the junction, and climb up the stairs to the left of the elevator shaft. Hit the blue switch near the elevator, and then go back down the stairs. Examine the elevator panel and ride the elevator to the Arrival Platform. Once you're there, get the Wisdom Fruit inside the chest, and then ride the elevator down to the Maintenance Deck. Head up this outside path, and ride the elevator at the end up to the Worker's Area. Now, go through the door on the left and pass through this next small room. In this next area, head right and follow the hallway around to a stair set. Climb up it and examine the two panels in this small area.

Once you've released the main entrance and laser locks, go back down the stairs and head left. Take this hallway all the way around, and go through the unlocked door on the right (the one that's just before the next stair set). Check the cabinets and lockers in this room for 800z, an Hourglass, and Napalm. Be sure to use the rest and save area in this room as often as you need to. When you're done here, exit back into the hallway. Go up the stairs at the end of the hall, check this small room

for 400z, and exit through the doorway to emerge in Myria Station's main room.

Take time to explore the main room. The station's main entrance is now unlocked and is to the southeast. Also, check the cabinets at the east end of the room for a Life Shard. One thing that you're sure to notice is the gold and green colored tile. These aren't there just for show. They're actually paths that guide you to different parts of the station. Your first stop is the main laboratory, so follow the gold path to the upper level of the main room, and go through the door at the end.

-----  
Myria Station: Laboratory  
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ITEMS..... 10000z, Holy Robe, Swallow Eye, Ammonia, Skill Ink,  
Ivory Dice, Slicer, HE Shells, Giant Shield, Dragon Shield,  
Dragon Helm, Demonsbane

ENEMIES... Clone, Hopper, Ice Drake, Newt, Red Drake

SKILLS.... Mighty Chop (Newt)

First, ride the conveyor belt going northwest to the other end of the room. Then, take the narrow path to the left of the conveyor belts down to a chest containing 10000z. Now, exit this room through the door in the northwest corner. Pass through the healing room and head up this next hall. Go through the northernmost door at the end of the hall, and pick up the Holy Robe in this small room. Exit the way you came in, and leave this hallway through the doorway on the left. Continue up the golden path and go through the door at the very end. When you enter this room, you'll see a horrible monster sleeping in the adjacent room. You'll spot a key card on the ground in front of the monster, so you'll have to go get it. Once you regain control, examine the panel in this area to turn off the sleeping gas in the adjacent room. Pick up the Swallow Eye from the cabinet, and then exit this room the way you came in. Follow the gold path back down, and enter the first room on the right (going from northwest to southeast). Grab the Ammonia at the left end of the room, and examine the small panel at the right end of the room.

There are three panels (two in this room and one in the next room) that control the flow of electricity in the shock floor in the next area. Your objective is to create a clear path across the shock floor so that you don't take much, or any damage while walking across it. When you examine a panel, three grids will appear, but you can only control one grid at each panel. To cut off the flow of electricity, you need to align the pluses (red) and the minuses (blue). You can adjust the grid by hitting right or left on the d-pad. For example, if a - is in a spot on one grid and a + is in the same spot on another grid, then no electricity will be running to the corresponding spot on the shock floor. Once you've made a desired adjustment, hit X to confirm it, and you'll get a brief birds-eye view of the adjusted shock floor. From left to right, adjust the first panel in this room 2 times to the left, and adjust the second one 2 clicks to the right. Now, exit this room the way you came in, and continue down the gold path. Go inside the next room on the right, and adjust the panel in here 1 time to the left. Then head up the small stair set to the right, and carefully walk across the shock floor. Ride the lift on the other side down.

From here, head right and continue to the right at the junction. Take

this path down, and exit it through the passageway at the end. Check around this area for a chest containing Skill Ink, and then exit the way you came in. Return to the junction, walk left, and exit this short hallway through the doorway at the end. Go left and then northwest. Head through the next door on the right, and take this hall all the way up to a dead end. Check around this area for an Ivory Dice, back track down the hall a ways, and then go through the next door. Ride the lift up, pick up the Slicer in the chest in this next area, and then go inside the next room to come face to face with the monster. But just as you think you're going to have an easy time snatching that key card, the monster awakens with a literally glass-shattering scream. It's time to fight the Chimera.

---

Boss Fight: CHIMERA

HP: 7500  
Exp- 9000  
Zenny- 2000  
Item- Firecracker  
Recommended team- Ryu, Rei, Momo  
Recommended Formation- Chain, Attack  
Recommended level- 35

The Chimera shouldn't give you too much trouble, that is, if you don't take it too lightly. The major attack that you should be concerned with is the Paralyzer. Like its name suggests, this attack causes paralysis, a nasty status change that you probably haven't seen too much of yet in this game. If everyone in your party gets paralyzed, it's all over, so don't let that happen. The only other thing you should worry about are its attack spells like Inferno and Blizzard, which do moderate damage. Start the battle by having Ryu cast Shield, Rei cast Speed on anyone who doesn't have an extra turn, and Momo use Might or War Shout on the party. Then Ryu should transform into the Kaiser using the Infinity, Trance, and Radiance genes, and hit the beast with strong attack skills like Shadowwalk or Triple Blow (That is, if he can spare the AP. If you're low on AP, use the Force and Gross genes, and bash away with Aura). Have Rei wait until the end of the fight to use Weretiger, just so he can help cure anyone who gets paralyzed. Momo should keep the party healthy and throw in some attack spells like Myollnir when she can.

---

After you defeat the Chimera, pick up the card key it was guarding. It's a level-B security card key, but it doesn't look very important. Then, ride the lift the Chimera was sitting on down. Exit this room through the doorway, and pick up the HE Shells in the chest. Continue to the right and into the next area. Have Rei pick the lock on the next door, and then get the Giant Shield, Dragon Shield, and Dragon Helm from the three chests. Now, go all the way back to the station's main room. From there, go back to the part of the Worker's Area where there were two locked doors that required key cards. Unlock and go through the level-B door using the card you just got, and get the Demonsbane in the chest. Also note the small army of robots that look just like Honey. If you don't have Rei and Momo in your party, then make a stop in

the room with the beds and switch party members before you continue. Now, return to the main room again, and follow the green path to the upper level of the room. Then, go through the door at the end to reach the path to Eden.

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### XIII. Eden

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ITEMS..... Protein, Magic Shard, Ginseng, Wisdom Fruit, Silver Tiara,  
Dragon Spear, Force Armor, Soul Gem

ENEMIES... Foul Weed ,Goo King, Hopper, Plant 42, Wraith, Eye Goo,  
Goo Titan

SKILLS.... No new skills

First, ride the escalator up, and exit this area through the door on the left. Pass through the healing room, and walk right to find a door overgrown by harmful plants. Have Momo equip the HE Shells and shoot down the plants so you can access the door (Note- If you have to go back and put Momo in your party, while you're there, place Rei in your party also). Then go through the door.

In this next area, head northwest at the junction and pick up the Protein in the chest at the end of the path. Return to the junction and go northeast. Head around the corner and onto the grassy area at the end of the path. Walk upwards and to the left to reach an incline going down this hill. Go down it and get the Magic Shard in the chest. Then, head up this grassy area, and climb over the hill on the left. Walk southeast from there to get back on the path. Take this path all the way up and around to a locked door. Have Rei pick the lock, and then go inside. Check the cabinets in this room for a Ginseng and a Wisdom Fruit, and then exit through the doorway at the other end (Also be sure not to step on any plants in this room, or you'll take damage). From here, head left and check behind the trees along this stretch to find a chest containing a Silver Tiara. Continue to the left, over the small knoll, to reach a door in the northwest corner of this area. Go through it, get the Dragon Spear in the chest, and then exit the way you came in. Walk back down to the grassy area, and climb up the stairs there. Take this path to the right, and go through the door at the end. Head up this next hallway, and ride the lift at the end up to Eden  
\*\*\*CAUTION: SPOILER AHEAD\*\*\*.

When the lift reaches Eden, you'll be amazed at the outdoor-like scenery. But, you're still just inside another room. Head south from the lift to reach a chest containing Force Armor. Return to the lift and head north to find a chest containing a Soul Gem. From there, go left and cross the bridge going across the stream. Once you get to the other side, you'll see some birds fly over to the Brood warrior who beckoned you in your dreams as a child. But this time there's something strangely familiar about him. It's Teepo! After practically ignoring Rei's excitement about him being alive, Teepo will talk to Ryu. You'll see a flashback about how Teepo found out he was a dragon, and you'll flashback to other scenes in the past. Then, Teepo will cut to the chase and ask Ryu to relinquish his powers. When Ryu refuses, Teepo sends Ryu into a deep dream where he'll be able to look into the thoughts and hearts of him and his friends.

-----  
Ryu's Dream  
-----

ITEMS.... Shaman's Ring, Hourglass, Gems  
ENEMIES... Mad Gong, Thanotos, Vile Weed  
SKILLS.... Chill (Arwan)

The bad part about the dream maze is that it can be a confusing mission, and you have to fight random battles with just Ryu. The good part is that it's the last hard mission in the game. And remember to listen closely to what all of your party members have to say, because I won't put it down. First, head northwest to the next lit section of the path to find Nina. She'll talk to you a few times as you continue through this area. Listen to Nina, and then examine the dragon statue. It tells you to go back, so go back to where you just came from to find Rei. Hear what he has to say, and then inspect the dragon statue to heal yourself and save your game.

Continue northwest to find a dragon statue with a plaque on either side of it. Examine the plaque to the left, and then try to get the chest on the left. You'll fall through the floor. Inspect the statue in this area, and tell it that you really want what's in the box. Then, walk left and pick up the Shaman's Ring in the chest. Head northeast and step into the swirling shaft of light to get transported back near the rest/save point. Continue northwest from the save point again, and return to the area with the dragon statue and the two plaques. Examine the statue, and it'll tell you to pray in front of it. This is where most people lose it. After talking to it, stand there and don't move until it illuminates the path ahead. From the next patch of light, head northeast to another part of the path. Walk southeast from there to reach the chest containing Gems that you couldn't reach before. Return to the main path and this time go southwest to another side path leading to an Hourglass (in another chest that you couldn't access before). Go up the main path, and you'll find Momo. Listen to her, continue up the path, and walk into the swirling shaft of light to get transported to a new area.

In this area, you'll find colored portals on the ground that can transport you to different parts of this area. From here, head left from the first junction. Go right at the next junction, and then left at the one after that. Follow this path down, and step onto the yellow portal at the end. Now, walk northeast to find Garr. Talk to him, continue up the path, and then step onto the purple portal to the left. Then, head right at the next junction and northwest at the one after that. Transport yourself using the green portal, and then listen to Peco (Yep, that's right, he can talk). Afterwards, continue up the path and step onto the blue portal. You'll encounter a likeness of yourself, but when Teepo gives himself away, you walk right through the fake image. Continue up the path a little ways to find Teepo. Seeing that you're still not going to give up your power, Teepo leaves you battle with a monster and stay in your dream forever.

\_\_\_\_\_  
Boss Fight: ARWAN \

HP: 2400 |

Exp- 5000 |

Zenny- none  
Item- none  
Recommended Team- Ryu  
Recommended Formation- None  
Recommended Level- 38

The Arwan's not too hard. The attacks you need to look out for are Blizzard, Chill, and Sleep. Blizzard and Chill are frost attacks which do moderate damage, and you've seen Sleep before so I don't have to explain that. Equip the Dream Ring, and then hit Arwan with the most powerful holy property attacks you have. Aura in warrior form will do over 2000 damage to this guy, but if you have any holy attacks that are less costly AP wise, use them instead. If you have a Holy Avenger, equip it and use your most powerful melee skills, such as Shadowwalk, to deal some massive damage without using dragon form. You're going to want to beat this guy using as little AP as you can afford to, because believe me, you want to come out of this battle with as much AP as possible.

Once you've put an end to Arwan, Ryu will be brought out of his dream. Teepo explains that you wouldn't have died if you were beaten by Arwan; you would just lose your power. Realizing that you won't give up your powers freely, Teepo decides that the only alternative left is to kill you. Choose three party members and a formation, and choose them well because Teepo's not kidding around. Get ready to fight Dragon Lord.

---

Boss Fight: DRAGON LORD

HP: 12500  
Exp- 15000  
Zenny- 3000  
Item- Dragon Blade, Dragon Armor  
Recommended Team- Ryu, Rei, Momo  
Recommended Formation- Chain, Attack  
Recommended Level- 38

Teepo is definitely the most powerful boss you've battled yet. He's got a very strong arsenal of spells including Inferno, Blizzard, Myollnir, Triple Blow, and Howling. Believe it or not, his most deadly spell is probably Howling, because mass confusion among your party members in a fight like this can cost you the whole battle. To counter this, equip your party with some items that give protection against confusion (Balance Rings will suffice). For this battle, it's best to leave the assist magic to Rei and Momo, and to have Ryu use Accession right off the bat, that is, after doing a bit of thievery. Have Rei use Pilfer and you should easily swipe Teepo's Dragon Blade. Equip the sword to Ryu and then transform (this should be on your second turn). Having the Dragon Blade equipped will increase Ryu's damage output tremendously. If Ryu has a lot of AP, the ultimate Kaiser form (Infinity, Trance, and Radiance genes) is ideal. You'll automatically gain that vital protection against confusion, and your stats will go

through the roof. After a War Shout or two, Shadowwalk in this form, for me, did 1600-1800 damage every time just in Chain formation. Using Focus twice before attacking can yield over 5000 damage with one hit! But if you don't have much AP, it's best to use the Force and Gross genes.

While Ryu's pounding away in dragon form, have Rei cast Speed on anyone who doesn't have an extra turn, and have Momo use spells like Protect, Shield, Barrier, Might, and War Shout on the party. Once Rei is done speeding everyone up, he should use Weretiger. Momo should continue to cast assist magic throughout the entire battle, and of course, she should heal the party when necessary. If you take a look at Dragon Lord's HP, you'll see that this isn't going to be a short fight. But, just keep at it and you'll emerge victorious.

---

Even in his final moments, Teepo will still side with Myria. But, in his last breaths, he tells you that all he ever wanted was for life to be the way it was when you were just kids. He'll then turn into a Whelp dragon and fade away, leaving behind Card Key A. Pick it up, ride the lift back down, and return to the main room. Go back to the Worker's Area and unlock the level-A security door there. Pick up the Light Bangle inside and, once again, go back to the main room. Have you noticed that door at the left end of the main room that's been locked this whole time? Well, with this new card key you can unlock it. That door leads to the final stretch. Compared to crossing an ocean and a desert, there's not much more standing between you and the goddess.

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XIII. The Final Confrontation  
-----  
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ITEMS..... None  
ENEMIES... Goo King, Mist Man, Night Bat, Revenant, Vampire  
SKILLS.... Evil Eye (Vampire), Thunder Strike (Mist Man)

Just a fair word of warning; the random battle enemies in this area are extremely tough, so make sure your characters' levels are at least in the high 30's. Anyway, first head up the hallway and go right at the first junction. Walk northwest at the next junction, and then left at the fork after that. Follow this path down and go through the door at the end to reach a strange new area.

-----  
The Reminiscent Battle Rooms  
-----

ITEMS..... Swallow Eye, Moon Tears, Cupid's Lyre, Hourglass  
ENEMIES... None  
SKILLS.... No new skills

In this next area, you'll find a maze of rooms that collectively make up what I like to call The Reminiscent Battle Rooms. Each outside door



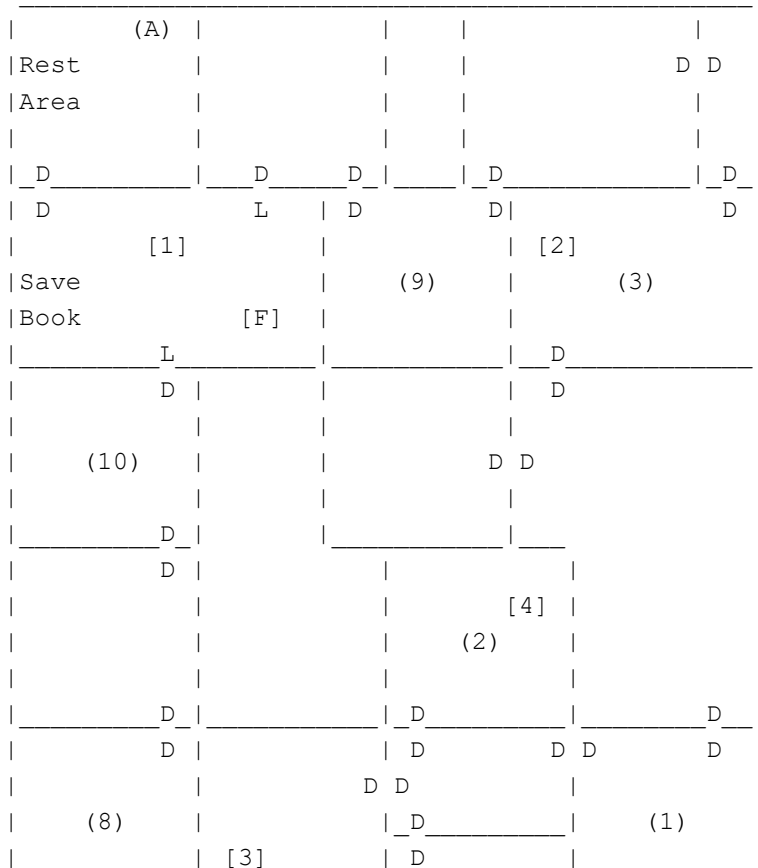
in this area is marked with a light above it. White lights mark rooms that you've already been too, and red lights mark rooms that you haven't been to. Red-marked doors may be locked or unlocked. In these rooms, you can fight old bosses all over again, but there's an even stranger twist to it. There may be more than one of them. The following diagram is a rough map of the area which shows where all of the bosses and items are located:

-----  
 Checklist and Legend  
 -----

Bosses	Items	Doors	Ladders
(1) 3 Nues	(A) Cupid's Lyre	D = Open on that side	[1]
(2) 2 Huge Slugs	(B) Hourglass		[2]
(3) 2 Mikbas	(C) Moon Tears	L = Locked on that side	[3]
(4) Dodo	(D) Swallow Eye		[4]
(5) Angler			[5]
(6) 2 Ammonites			[F] = Ladder to the final area.
(7) Manmo			
(8) 5 Rockies			
(9) Gaist			
(10) 3 Stallions			

You can paste the map into Notepad and use the Ctrl+F search function to quickly find points on the map by searching for the number/letter designation found in the above table. For example, if you wanted to find out where the Cupid's Lyre is on the map, you would type "(A)" (without quotation marks) into the search box.

-----  
 Myria Station Boss Rooms: F1  
 -----



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|_D_____||_____||_____D_|
| D _____| _____| D |
| _____| _____| D D _____|
|_____||_____||_ENTRANCE_|

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Myria Station Boss Rooms: F2  
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|_____||_____||_____||_____||
| (C) D D | | | |
|_____||_____||_____||_____||
| _____D_____|| [5] | | |
| L | (6) | [2] | |
| [1] L D | | | |
|_L_ |_L_ |_D_ |_____||
| D | | D | | D |
| | | | D D |
| (7) | | (5) | | |
| | (B) | | | |
|_D_____||_____||_____||_____||
| D | | | | |
| L D | | | | [4] |
| | (4) | | | |
|_D_____||_____D_____||_____||
| D | | D | | |
| | D D | | | |
| (D) | | | | |
|_____|| | | |
| | [3] | | |
|_____||

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As you're making your way through the maze, you'll come across rooms with chests inside containing a Swallow Eye and Moon Tears. There's a save room and a room where you can rest within the maze, and your first objective should be to find it. The great thing is that you don't have to fight random battles here. But if the battles from the previous hall wore you out, the best way to reach the rest/save rooms is to head left from the beginning, that way you only have to fight the 5 Rockies and 3 Stallions before you get there. Even when you reach the rest/save room, you should still continue to explore the maze and fight all the old bosses you can, because you could use the practice and the exp.

When you get to the save room, head through the door to the right of the save book to reach the room where you can rest. Rest up, grab the Cupid's Lyre in the chest, and return to the save room to save your game. Now, if there's anything you need to do, anything at all (like side quests, leveling up, etc...) do it now because you're approaching the game's end. Take care of any unfinished business, and then descend the ladder in the southern corner of the room.

-----  
The Long Awaited Meeting  
-----

ITEMS..... None

ENEMIES... Goo King, Mist Man, Night Bat, Revenant, Vampire

SKILLS.... No new skills

Once you reach the bottom of the stairs, Honey will take off again, and you know what that means by now. Follow her down the hall, and you'll witness Honey opening a huge gate that was blocking your path. It turns out that Honey is a Navigator, a type of robot designed to guide people through Myria Station. Continue up the hall and go down the lift at the end to reach the core of the station. This next hallway will light up, and one of Myria's servants will appear. Walk down the hallway and go through the doorway at the end (Note- This is the last area where you will have to fight random battles, so equip the Holy Mantle and walk, don't dash, through this hall to lessen the chances of having to fight here). The path in this last area is pretty straightforward. Follow it all the way around, listening carefully to the messages that come up along the way, and ride the small lift at the end to the centermost platform. Ryu's Eye will shine, and finally, the goddess Myria will appear before you.

Pay close attention to your conversation with Myria, because I'm not going to give anything away here. Eventually, she'll tell Ryu to choose his own fate. Talk to all of your friends, and then talk to Myria again. You'll be posed with the game's final question; to give up your power and live in a world controlled by Myria, or keep your Brood powers and journey into a world covered by desert. Make this decision based on the opinion of Myria, your party members, and most of all yourself. If you choose to give up your power, you won't fight the final boss, and you won't see the game's real ending. But if you choose your own path, Myria will have no choice but to kill you. Carefully pick three party members and a battle formation. It's time to show the goddess what the Brood is really made of!

---

Final Boss Fight: MYRIA

HP: 20000

Exp- none

Zenny- none

Item- Napalm

Recommended Team- Ryu, Rei, Momo

Recommended Formation- Attack, Chain

Recommended Level- 40

Well, this is it, the final battle. Myria has a huge array of all the game's major spells including Inferno, Blizzard, Myollnir, Sirocco, Death, and Restore. But that's just the beginning. Her trademark spell is Venom, which hits all of your party members with several different status changes including blindness, poison, and confusion. Evil Eye can be equally devastating because it paralyzes. Near the end of the fight, Myria will cast Holocaust which does about 150 damage to all of your party members. Like the battle with Dragon Lord, you'll want to beat Myria as quickly as possible, so have Ryu transform using the Infinity, Trance, and Radiance genes right away. Believe me, the benefits of the ultimate Kaiser form definitely outweigh the high AP usage in this fight (For me, Shadowwalk did 1500-2000

damage every time). Just make sure you have a healthy supply of Wisdom Fruits and you'll be able to maintain the Kaiser form.

Even though Myria can use Sanctuary to negate your assist spells, she doesn't use it often, so have Rei and Momo cast spells like Speed, Protect, Shield, Might, and War Shout to help the party. Once you're done casting assist magic, Rei should expend most of his AP using the strongest attack skills he has, and then he should use Weretiger. Momo should concentrate on keeping everyone's HP near or at maximum at all times, and she should also supply Ryu with Wisdom Fruits when his AP gets low. The best advice I can give for this battle is to keep your HP up. If you find yourself in a desperate situation (such as low HP and bad status changes), use your rare and valued items, like Moon Tears or Hourglasses, to save you. After all, this is the battle you've been saving them for. My final words of wisdom to you are to not hold anything back. This is the game's final battle, so pull out all the stops and use spells like Bonebreak and Celerity. Good luck!

Congratulations on defeating the final boss and beating the game! Now sit back, relax, and enjoy the game's ending (And the cool Japanese credits at the end). But don't be hasty to turn off the game when you reach the fin screen. Wait and save your game under cleared save (Press start after the song plays through once).

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## 6. DRAGONS AND THEIR GENES

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The entire BoF series is unique because of the main character's, Ryu's, ability to transform into different kinds of dragons. BoF3's dragon gene system, though, is probably the best out of the five games that are currently on the market. The dragon gene system allows you to create different dragon forms by "splicing" up to three different genes together. You attain these genes along your journey by gaining them naturally, or by finding them encased in chrysm ore in certain places. There are 18 genes in all, and here's a list of them.

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### Dragon Gene List (In Chronological Order)

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-----  
Flame

-----

Description- Grants a Flame property

AP cost- 5

How acquired- Automatically gained after meeting Nina in the Wyndian  
dungeon.

-----

Defender

-----

Description- Grants a form emphasizing Defense

AP cost- 8

How acquired- Automatically gained after escaping from Sunder at  
Mt. Boumore.

-----

Reverse

-----

Description- Reverses abilities and properties

AP cost- 3

How acquired- At the [?] spot south of Mt. Boumore.

-----

Thorn

-----

Description- Enhances special characteristics

AP cost- 8

How acquired- Behind a tree at Momo's rocket crash site near the Tower.

-----

Frost

-----

Description- Grants a Frost property

AP cost- 5

How acquired- Near the house below the bridge at the Maekyss Gorge.

-----

Thunder

-----

Description- Grants an Electric property

AP cost- 5

How acquired- Behind the [?] hut in the northeastern Rhapala region.

-----

Eldritch

-----

Description- Grants a form emphasizing Intelligence

AP cost- 8

How acquired- At the top of the Lighthouse near Rhapala.

-----

Miracle

-----

Description- Grants a form emphasizing size

AP cost- 16

How acquired- Inside Mt. Zublo.

-----

Shadow

-----

Description- Grants a Shadow property

AP cost- 5

How acquired- Automatically gained after defeating the Dragon Zombie.

-----

Fusion

-----

Description- Combines power with allies'

AP cost- 16

How acquired- Automatically gained after defeating the Dragon Zombie.

-----

Force

-----

Description- Grants a form emphasizing Power

AP cost- 8

How acquired- In the Underground Laboratory at the Plant.

-----

Gross

-----

Description- Enhances abilities

AP cost- 8

How acquired- At the Tidal Caves.

---

???

---

Description- When spliced...?

AP cost- 8

How acquired- In the [?] hut west of Steel Beach.

-----

Mutant

-----

Description- Randomizes abilities and properties

AP cost- 3

How acquired- Along the shore at Steel Beach.

-----

Trance

-----

Description- When spliced...?

AP cost- 8

How acquired- At the Yggdrasil tree's grove in the Lost Shore region.

-----

Failure

-----

Description- Unknown

AP cost- 1

How acquired- At the Colony.

-----

Radiance

-----

Description- Grants a Radiant property

AP cost- 5

How acquired- In the alcove near the portal at the Container Yard.

-----

Infinity

-----

Description- Unleashes the full power of the Brood

AP cost- 40

How acquired- Automatically gained after defeating the Elder.

When you use Accession, a menu will come up displaying all of the genes you have. Select "Pick" to begin splicing genes. You can pick up to three genes to be in the splicing, and the AP costs of the genes that you are using are added together to make the total AP cost for the transformation. You can also select "Data" to pick from a list of gene combinations that you've used recently. From that list, you can add a gene combination to your "Best" list by hitting the Square button.

While in dragon form, you will expend AP every turn (or every two turns if you have an extra turn). The amount of AP you lose each turn depends on the form you're in and the genes you used. If you don't have enough AP to maintain dragon form when the time comes to lose AP, you will revert back into your normal form. You will also return to your human form if your HP as a dragon reaches zero. You can also choose to revert back to human form by selecting it from the dragon abilities list.

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#### Making Dragon Abilities

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The special abilities that each dragon transformation yields relies almost entirely on the genes that you use. In many cases, certain genes (especially the elemental genes) will grant abilities pertaining to it. There are also other skills and spells that may come up as a result of specific combinations of genes. Now here is a listing of these basic gene combination-ability yields (Note- These apply only to the dragon types that have elemental variance, which include Whelp, Dragon, Behemoth, and Warrior. These will be covered in more detail in the next section).

Gene Combination | Standard Abilities

-----  
Flame | Flame Claw, Flame Breath  
-----

Frost | Frost Claw, Frost Breath  
-----

Thunder | Thunder Claw, Thunder Breath  
-----

Shadow | Chlorine, Shadow Breath  
-----

Radiance | Shining Claw, Divine Breath  
-----

Flame+Shadow | Flame Claw, Flame Breath, Ebonfire, Chlorine,  
Shadow Breath

Defender | Counter  
-----

Eldritch | Remedy, Restore, Vitalize  
-----

Eldritch+Flame | Flame Claw, Flame Breath, Inferno, Remedy, Restore,  
-----

| Vitalize

-----  
Eldritch+Frost | Frost Claw, Frost Breath, Blizzard, Remedy, Restore,  
Vitalize

Eldritch+Thunder | Thunder Claw, Thunder Breath, Myollnir, Remedy,  
Restore, Vitalize

Eldritch+Shadow | Chlorine, Shadow Breath, Death, Remedy, Restore,  
Vitalize

Eldritch+Radiance | Shining Claw, Divine Breath, Resurrect, Remedy,  
Restore, Vitalize

Eldritch+Flame+ | Flame Claw, Flame Breath, Inferno, Ebonfire,  
Shadow | Shadow Breath, Chlorine, Death  
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### Dragon Types

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This is a list of all the different types of dragons that you can transform into. First there will be a paragraphed description of the type of dragon, followed by a general ability list, typical gene combinations that produce that type of dragon, and stat changes for HP, Power, and Defense for basic types. The percentages for the stats represent the percent of Ryu's stats in normal form, with a 100% signifying no change. Also take note that I will not be listing AP cost, as it is easy to calculate yourself. The initial transformation cost is simply the combined costs of all the genes you use. AP consumption per turn is always half of the initial transformation cost (rounding up when there is a decimal). Now, on to the list.

NOTE: I'm no hacker, nor do I claim to be. The percent values for each dragon form are based upon apparent changes in damage, not stats (with the exception of HP). They were derived from extensive damage testing and observation, so they may not closely correlate to true changes in base stats. If you want some numbers hacked straight from the game, check out Secrets FAQ by ZC Liu. Also, if you have Excel on your computer and want to have a lot of fun messing around with gene combos, then check out the Excel spreadsheet located at the following link:

<http://dk.speedrunwiki.com/BOF3/BoF3%20Stat%20Gains.xls>

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### Whelp

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Your typical baby dragon. Whelps are very small and have tiny claws and wings. They are elementally diverse, which means that they can have either a Flame, Frost, Electric, Radiance, Shadow, or normal property. Whelps usually provide only a small increase in stats, but that greatly varies depending on the genes you use.

Special abilities:



Whelp Breath  
Blind  
Elemental Claw/Breath

Typical gene combinations: Single elemental genes, Defender, Thorn, Reverse, Gross, Eldritch, Element+Gross, Any combination with Failure not including Infinity, Element+Reverse

Elemental Whelp

-----

HP- 120%  
Pwr- 175%  
Def- 120%

Defender Whelp

-----

HP- 150%  
Pwr- 175%  
Def- 130%

Thorn Whelp

-----

HP- 120%  
Pwr- 150%  
Def- 120%

Eldritch Whelp

-----

HP- 120%  
Pwr- 110%  
Def- 110%

Gross Whelp

-----

HP- 150%  
Pwr- 230%  
Def- 120%

Reverse Whelp

-----

HP- 120%  
Pwr- 150%  
Def- 120%

Failure Whelp

-----

HP- 100%  
Pwr- 100%  
Def- 100%

-----  
Dragon  
-----

A large full grown Whelp. They look just like stereotypical dragons, having large wings and a long tail. Dragons are elementally diverse, and they usually give a moderate increase in HP, power, and defense. But again, this depends on the genes you're using.

Special abilities:

Dragon Breath  
Snap  
Elemental Claw/Breath

Typical gene combinations: Element+Defender, Element+Thorn,  
Element+Defender+Thorn, Element+Defender+Reverse,  
Element+Thorn+Reverse, Element+Eldritch, Element+Eldritch+Defender,  
Element+Eldritch+Thorn, Element+Eldritch+Reverse

Defender Dragon

-----

HP- 210%  
Pwr- 200%  
Def- 140%

Thorn Dragon

-----

HP- 180%  
Pwr- 225%  
Def- 125%

Eldritch Dragon

-----

HP- 180%  
Pwr- 150%  
Def- 110%

-----  
Behemoth  
-----

A huge and heavily built beast that walks on four short legs. The Behemoth has large spikes on its back, and it breathes very heavily. They are elementally diverse, and very unique because the transformation fuses all of your party members together into one being. Behemoths give a sharp increase in HP, power, and defense, but they typically have low agility.

Special abilities:

Meteor Strike  
Charge  
Blitz  
Elemental Claw/Breath

Typical gene combinations: Most combinations using Miracle

Elemental Behemoth

-----

HP- 330%  
Pwr- 400%  
Def- 150%

Defender Behemoth

-----

HP- 360%  
Pwr- 390%  
Def- 200%

Thorn Behemoth

-----

HP- 360%  
Pwr- 500%  
Def- 200%

#### Eldritch Behemoth

-----  
HP- 330%  
Pwr- 250%  
Def- 150%

#### Gross Behemoth

-----  
HP- 360%  
Pwr- 500%  
Def- 180%

#### Reverse Behemoth

-----  
HP- 280%  
Pwr- 300%  
Def- 130%

-----  
Mammoth  
-----

Looks just like the Behemoth, except they're a brownish gold color. However, Mammoths do not have elemental counterparts, and they fuse all of your party members into one creature. They have more HP than any other dragon, and besides that, their stats are similar to a Behemoth's, with the exception of bad defense.

#### Special abilities:

Meteor Strike  
Giant Growth

Typical gene combinations: Most combinations using Miracle and ???

#### Mammoth

-----  
HP- 1000%  
Pwr- 320%  
Def- 70%

-----  
Trygon  
-----

It looks just like a dragon, except it's a brownish-gold color. They are not elementally diverse, and their stats are very similar to those of normal dragons.

#### Special abilities:

Dragon Breath  
Snap  
Flame Breath  
Frost Breath  
Thunder Breath

Typical gene combinations: Flame+Frost+Thunder

Trygon

-----

HP- 220%

Pwr- 270%

Def- 130%

-----  
Warrior  
-----

Warriors are half human and half dragon in appearance. They have a human-like figure, but have wings and a tail. Warriors have elemental counterparts, and they specialize in power and agility. Their downfall is their low HP.

Special abilities:

Aura

Gambit

Focus

Elemental Claw/Breath

Typical gene combinations: Most combinations using Force

Elemental Warrior

-----

HP- 130%

Pwr- 400%

Def- 110%

Defense Warrior

-----

HP- 150%

Pwr- 400%

Def- 120%

Thorn Warrior

-----

HP- 100%

Pwr- 500%

Def- 110%

Eldritch Warrior

-----

HP- 130%

Pwr- 330%

Def- 110%

Gross Warrior

-----

HP- 150%

Pwr- 500%

Def- 110%

Reverse Warrior

-----

HP- 180%

Pwr- 300%

Def- 120%

---

### Myrmidon

---

Looks just like the Warrior, except they're a tan and orange color. Myrmidons don't have elemental counterparts, and their stats are similar to those of a Warrior's, except their HP and power are a lot higher.

Special abilities:

Gambit  
Aura  
Flame Strike  
Frost Strike  
Wind Strike  
Thunder Strike  
Holy Strike  
Aura Breath

Typical gene combinations- Most combinations using Force and Trance

### Myrmidon

-----  
HP- 180%  
Pwr- 500-600% (Randomized)  
Def- 120%

---

### Pygmy

---

A very small worm-like dragon. They are not elementally diverse, and they overall have low stats.

Special abilities:

Magma Breath  
Dragon Breath  
Snap

Typical gene combinations: Mutant+???

### Pygmy

-----  
HP- 100%  
Pwr- 10%  
Def- 70%

---

### Tiamat

---

A very large, blue serpent that hovers in a coiled up position. They are similar to Behemoths because the transformation fuses all of your party members into one being. Tiamats have a good amount of HP and otherwise well-rounded stats, as well as immunity to all negative status changes. A very good dragon form indeed!

Special abilities:

Doom Breath  
Shadow Breath

## Venom Breath

Typical gene combinations: Trance+Shadow

Tiamat

-----

HP- 250%

Pwr- 300%

Def- 140%

-----  

### Wildfire

-----

A close and powerful relative to the Whelp. The Wildfire looks just like a Whelp, except it's a reddish-orange color, and they're one of a kind. This form greatly reduces your HP, but it gives a strong increase in power, and an unbelievable rise in defense.

Special abilities:

Whelp Breath

Charge

Typical gene combinations: Miracle+Thorn+Reverse

Wildfire

-----

HP- 10%

Pwr- 470%

Def- 200%

-----  

### Hybrid

-----

These are probably the most unique dragons in the game. The Hybrid dragon takes on the characteristics of your other party members, therefore their appearance and stats vary. There's a Hybrid form for each of your party members, except Garr (he's a guardian after all).

Special abilities:

-----  
Rei Hybrid | Shadowwalk, Dragon Breath, Tempest

-----  
Nina Hybrid | Temptation, Typhoon, Lightning, Inferno, Blizzard

-----  
Momo Hybrid | Combustion, Speed, Protect, Might, Restore, Remedy

-----  
Peco Hybrid | Geo Breath, Dream Breath, Venom Breath,  
| Dragon Breath

-----  
Super Rei Hybrid | Shadowwalk, Dragon Breath, Hurricane

-----  
Super Nina Hybrid | Temptation, Typhoon, Lightning, Inferno, Blizzard,  
| Sirocco, Myollnir

-----  
Super Momo Hybrid | Combustion, Speed, Protect, Might, Restore, Remedy,  
| Vitalize, Ragnarok

-----

Super Peco Hybrid | Gaea's Breath, Dream Breath, Venom Breath,  
| Dragon Breath

---

Typical gene combinations:

Rei Hybrid- Fusion (With Rei and Momo or Rei and Nina in your party)  
Nina Hybrid- Fusion (With Nina and Peco or Nina and Garr in your party)  
Momo Hybrid- Fusion (With Momo and Nina or Momo and Peco in your party)  
Peco Hybrid- Fusion (With Peco and Rei or Peco and Garr in your party)

Super Rei Hybrid- Fusion+Force  
Super Nina Hybrid- Fusion+Eldritch  
Super Momo Hybrid- Fusion+???  
Super Peco Hybrid- Fusion+Shadow

Rei Hybrid

-----  
HP- 150%  
Pwr- 220%  
Def- 110%

Nina Hybrid

-----  
HP- 120%  
Pwr- 140%  
Def- 110%

Momo Hybrid

-----  
HP- 150%  
Pwr- 230%  
Def- 110%

Peco Hybrid

-----  
HP- 250%  
Pwr- 210%  
Def- 120%

---

### Kaiser

---

The ultimate dragon form. After transforming, Ryu appears the same, except he is a radiant golden color. There are basically three kinds of Kaiser dragons; controlled, uncontrolled, and ultimate. The controlled Kaiser gives you a moderate raise in stats, and the uncontrolled Kaiser grants you very high stats, but is completely berserk. The ultimate Kaiser, however, provides the greatest increase in stats, it's not berserk, and best of all it's completely resistant to status changes. The only down fall of this form is the huge AP cost (53 AP for the initial transformation and 27 AP per turn. Believe me, if your max AP is low, that hurts).

Special abilities:

Kaiser Breath  
Howling  
Bonebreak  
All abilities and skills of Ryu

Typical gene combinations:  
Infinity+Failure for controlled  
Infinity+Radiance+Trance for ultimate  
All other combinations using Infinity are uncontrolled

Failure Kaiser

-----

HP- 120%  
Pwr- 150%  
Def- 110%

Ultimate Kaiser

-----

HP- 300%  
Pwr- 450%  
Def- 170%

These are just the most common dragons and gene combinations. To really get the most out of the gene system, you have to experiment and try all the gene combos you can think of.

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7. SPELLS

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A. Character Spells

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Key

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Spell... Level at which the spell is learned

Ryu	Rei	Teepo
-----	---	-----
Heal..... Start	Pilfer..... Start	Flare..... Start
Purify..... 4	Jolt..... 9	Frost..... 4
Protect..... 6	Slow..... 12	Simoon..... 7
Rejuvenate.. 10	Silence.... 13	Iceblast... 13
Shield..... 16	Speed..... 16	Fireblast.. 14
Raise Dead.. 19	Lightning.. 19	
Remedy..... 20	Death..... 29	
Vitalize.... 23	Myollnir... 38	
Barrier..... 26	Weretiger.. Event	
Restore..... 29		
Resurrect... 31		
Vigor..... 34		
Bonebreak... 36		
Accession... Event		



Nina	Momo	Peco
----	----	----
Cyclone..... Start	Heal..... Start	Dream Breath.. 10
Frost..... Start	Purify..... Start	Venom Breath.. 17
Jolt..... Start	Identify.... Start	Rejuvenate.... 20
Simoon..... 7	Foretell.... Start	Purify..... 21
Blunt..... 9	Protect..... Start	Icebreath..... 30
Weaken..... 10	Silence..... Start	Firebreath.... 31
Iceblast..... 12	Sleep..... 12	
Slow..... 13	Quake..... 13	
Typhoon..... 15	Confuse..... 14	
Lightning.... 16	Speed..... 17	
Drain..... 18	Rejuvenate.. 19	
Leech Power.. 23	Might..... 20	
Blizzard..... 28	Remedy..... 24	
Sirocco..... 33	Raise Dead.. 27	
Myollnir..... 37	Ragnarok.... 29	
	Vitalize.... 33	
	Restore..... 36	

Garr

----
Pyrokinesis.. Start
Flare..... Start
Fireblast.... 14
Gambit..... 21
Kyrie..... 26
Inferno..... 30

## B. Spell List

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 -----  
 This list includes all of the game's spells and skills. Although I still may be missing one or two, the important ones are all here. On the left you'll find the spell names and their descriptions, and on the right is their AP cost and the different ways in which the spells can be acquired. Use the following key for spell acquisition abbreviations:

By leveling up = LV  
 From a Master = MS  
 From an enemy = EN  
 In a dragon form = DR  
 From an event = Event

Spell name.....	Description	AP cost	How Acquired
Accession.....	Change into dragon form	0	Event
Aura.....	Holy attack vs. one target: Pwr X2	20	MS DR
Aura Breath.....	Holy: damage altered by HP	0	DR
Backhand.....	Attack vs. one target: non-lethal	0	MS
Bad back.....	Your enemy threw its back out...	0	EN
Barrier.....	Raise one target's magic defense	4	LV MS
Benediction.....	Restores all dead members...?	20	MS EN
Berserk.....	Raises Pwr for 3 turns: then death	2	MS EN

Blind.....	Attack: induces blindness	0		EN
Blitz.....	Attack vs. all: user's HP halved	0		EN
Blizzard.....	Frost attack vs. all targets	10		LV MS DR
Blunt.....	Lower one target's Pwr	1		LV
Bone Dart.....	Bone attack: causes confusion	3		EN
Bonebreak.....	Attack: usable at fixed intervals	0		LV DR
Burn.....	Flame attack vs. one target	1		EN
Celerity.....	Abilities up: usable at fixed time	0		MS
Charge.....	Damage altered based on Def	0		MS EN DR
Charm.....	Increases chance of finding item	0		MS
Chill.....	Frost attack: lowers Agil	7		EN
Chlorine.....	Attack: poisons target	0		DR
Combustion.....	Flame&wind attack vs. all targets	0		DR
Confuse.....	Induce confusion in one target	2		LV
Counter.....	Auto counter-attack when in use	0		MS DR
Cure.....	Restores HP and status	18		EN
Cyclone.....	Wind attack vs. one target	3		LV
Death.....	Destroy one target	5		LV DR
Demonbane.....	Attack: extra damage to devils	1		MS
Disembowel.....	Fatal blow: MAX HP down	0		MS EN
Divine Breath...	Holy: damage altered by HP	0		DR
Doom Breath.....	Neutral: damage altered by HP	0		DR
Double Blow.....	Double attack vs. one target	2		EN
Douse.....	Weaken one target vs. flame attacks	1		EN
Dragon Breath...	Breath: damage altered by HP	0		DR
Drain.....	Steal one target's HP	3		LV
Dream Breath...	Induce sleep in all targets	3		LV DR
Ebonfire.....	Attack: non-elemental	5		EN DR
Enlighten.....	Raises user's Intelligence	2		MS
Evil Eye.....	Paralyze single target	7		EN
Feign Swing.....	Take a practice swing	0		MS EN
Fireblast.....	Flame attack vs. all targets	5		LV
Firebreath.....	Flame: damage altered by HP	4		LV
Flame Breath....	Flame: damage altered by HP	0		DR
Flame Claw.....	Flame attack vs. one target	0		DR
Flame Strike....	Flame attack vs. one target	1		EN DR
Flare.....	Flame attack vs. one target	2		LV
Flying Kick.....	Damage altered based on Agil	0		EN
Focus.....	Raise Pwr when used: max. X2	0		MS EN
Foretell.....	Determine the outcome of combat	0		LV
Frost.....	Frost attack vs. one target	2		MS
Frost Breath....	Frost: damage altered by HP	0		DR
Frost Claw.....	Frost Attack vs. one target	0		DR
Frost Strike....	Frost attack: induces sleep	4		EN DR
Gaea's Breath...	Earth: damage altered by HP	0		DR
Gambit.....	Critical damage if enemy is hit	0		LV
Geo Breath.....	Earth: damage altered by HP	0		DR
Giant Growth....	Attack vs. multiple targets	0		DR
Gloom.....	Turns single target into undead	1		EN
Heal.....	Heal light wounds on one target	4		LV
Holy Strike.....	Holy attack vs. one target	2		MS DR
Howling.....	Attack: induces confusion	0		DR
Hurricane.....	Wind: damage altered by HP	0		DR
Iceblast.....	Frost attack vs. one target	5		LV
Icebreath.....	Frost: damage altered by HP	4		LV
Identify.....	Displays enemies' data	0		LV
Inferno.....	Flame attack vs. all targets	10		LV MS DR
Influence.....	Bait enemy	0		EN
Intimidate.....	Cancel one target's movement	0		MS EN
Jolt.....	Electric attack vs. all targets	3		LV

Jump.....	Jump attack (random damage)	0		EN
Kaiser Breath...	Neutral: damage altered by HP	0		DR
Kyrie.....	Destroy undead	5		LV MS
Last Resort.....	Raises Pwr by lowering Def to 0	0		EN
Lavaburst.....	Flame attack vs. all targets	7		EN
Leech Power.....	Steal one target's AP	0		LV
Lightning.....	Electric attack vs. all targets	7		LV DR
Magic Ball.....	Attack using solid ball of magic	2		MS EN
Magma Breath....	Flame: damage altered by HP	0		DR
Meditation.....	Raises Int when used: max. X2	0		MS EN
Meteor Strike...	Comet: damage altered by HP	0		DR
Might.....	Raise one target's Pwr	4		LV DR
Mighty Chop.....	Attack vs. one target: ignores Def	0		MS EN
Mind Flay.....	Attack: lowers Intelligence	0		EN
Mind Sword.....	Attack target with magic sword	2		MS EN
Mind's Eye.....	Raises to-hit% temporarily	0		MS
Monopolize.....	Steals all EXP	0		MS
Multistrike.....	1-3 attacks: half damage	0		EN
Myollnir.....	Electric attack vs. one target	10		LV MS DR
Pilfer.....	Steals item from enemy	0		LV
Protect.....	Raise one target's Def	2		LV DR
Purify.....	Cures poison	4		LV MS
Pyrokinesis.....	Flame attack vs. one target	1		LV
Quake.....	Earthquake (attack vs. all targets)	7		LV
Ragnarok.....	Comet (attack vs. all targets)	12		LV DR
Raise Dead.....	Chance of restoring dead member	10		LV
Recall.....	Cast random magic spell	2		MS
Rejuvenate.....	Heal medium wounds on one target	7		LV
Remedy.....	Cures all status changes	7		LV DR
Resist.....	Invulnerability for 1 turn	2		MS EN
Rest.....	Restores a few HP and AP	0		EN
Restore.....	Heal heavy wounds on one target	12		LV DR
Resurrect.....	Restore dead member	20		LV DR
Risky Blow.....	Critical damage if enemy is hit	0		MS EN
Sacrifice.....	Target = Fatal wound: user = death	1		EN
Sanctuary.....	Dispels all support magic	5		MS EN
Shadow Breath...	Death vs. all targets	0		DR
Shadowwalk.....	Warp attack: critical blow	8		MS
Shield.....	Raise all targets' Def	4		LV MS
Shining Claw....	Holy attack vs. one target	0		DR
Silence.....	Stop magic use by all targets	2		LV
Simoon.....	Flame&wind attack vs. one target	4		LV
Sirocco.....	Flame&wind attack vs. all targets	12		LV MS DR
Sleep.....	Induce sleep in all targets	3		LV
Slow.....	Lower one target's Agil	1		LV
Snap.....	Attack: lowers Defense	0		EN
Snooze.....	Restores a few HP and AP (user sleeps)	0		EN
Speed.....	Raise one target's Agil	2		LV DR
Spirit Blast....	Attack vs. one target: ignores Def	0		EN
Steal.....	Steals item from enemy	0		MS
Sudden Death....	Casts Death on random target	1		MS
Super Combo.....	Attack (one target): press button	12		MS
Target.....	Raises to-hit %: damage halved	0		EN
Tempest.....	Wind: damage altered by HP	0		DR
Temptation.....	Causes confusion: abilities down	0		DR
Thunder Breath..	Electric: damage altered by HP	0		DR
Thunder Clap....	Electric attack vs. one target	4		EN
Thunder Claw....	Electric attack vs. one target	0		DR
Thunder Strike..	Electric attack: paralyzes	4		EN DR
Timed Blow.....	Damage = HP: user fatally wounded	0		EN

Tornado.....	Fatally wounds random targets	4   EN
Transfer.....	Share AP with one target	10   EN
Triple Blow....	Triple attack vs. one target	5   EN
Trump.....	Usable at OAP: casts random spell	0   MS
Tsunami.....	Reduces all targets' HP by half	8   EN
Typhoon.....	Wind attack vs. all targets	7   LV MS DR
Unmotivate.....	Target loses will to fight	0   MS EN
Venom Breath....	Poison all targets	3   LV DR
Vigor.....	Heal heavy wounds on all targets	50   LV
Vitalize.....	Heal medium wounds on all targets	20   LV DR
Wall of Fire....	Flame attack vs. one target	4   EN
War Shout.....	Raise all targets' Pwr	6   MS
Ward Of Light...	Raises Def & counterattack%	5   MS
Weaken.....	Lower one target's Def	1   LV
Weretiger.....	Raises Pwr: slowly become berserk	0   Event
Whelp Breath....	Breath: damage altered by HP	0   DR
Wind Strike....	Wind attack vs. one target	1   EN DR

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## 8. MASTERS

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Another thing that makes BoF3 unique from other RPG's is its master system. Along your journey you'll come across masters, people or things that teach others the skills they know. But most masters won't just take you under their wing for nothing. There's usually a requirement that you have to meet before a master will take you on as an apprentice. When you're under a master, your stats will raise differently when you level up. Typically, some stats will go up more and others will go up less depending on the master. There's two good ways to approach the double-edged sword of the master system:

**Aggressive:** Play to your strengths. All of your party members have stats that are naturally low, and others that are naturally high. Put your characters under masters that will boost the stats that are already high for them, and disregard their low stats. Examples- Rei under Meryleep, Garr under Bunyan, Nina or Momo under Emitai.

**Conservative:** Strengthen your weaknesses. You never know when you'll run into an enemy that can exploit your weaknesses. Eliminate your weaknesses so your characters will be well-rounded. Examples- Garr under Meryleep, Nina under Bunyan, Rei under Mygas or Emitai.

Considering how limiting your level ups are (in terms of quantity and quality), most prefer the aggressive approach. Overall, the aggressive approach allows for the most efficient development of powerful characters.

Besides the change in stats, of course, you'll also be able to learn new skills while under masters. If you level up enough levels to gain a new skill, just go talk to your master and they'll grant it to you.

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Master List

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Mygas  
-----

Requirements- Give him all of your zenny, no matter what the amount.

Location- The [?] grove near McNeil village

Effects-

Pwr: -1  
Def: -1  
Int: +2  
AP: +1

Skills-

Frost..... 1 level  
Meditation..... 4 levels  
Magic Ball..... 6 levels  
Typhoon..... 8 levels

-----  
-----  
Bunyan  
-----

Requirements- Visit Mt. Myrneg.

Location- Cedar Woods

Effects-

Pwr: +2  
Def: +1  
Int: -3  
HP: +2  
AP: -2

Skills-

Risky Blow..... 2 levels  
Focus..... 5 levels  
Super Combo..... 8 levels  
Disembowel..... 10 levels

-----  
-----  
Durandal  
-----

Requirements- None

Location- [?] hut on the outskirts of Wyndia

Effects- None

Skills-

Unmotivate..... 1 level  
Feign Swing..... 2 levels  
Backhand..... 3 levels

-----  
-----  
D'lonzo

-----  
Requirements- Have 15 different weapons in your inventory (That's not including equipped ones).

Location- Coffee Shop

Effects-

Pwr: +1

Agl: +1

HP: -1

AP: -2

Special: Accuracy up

Skills-

Monopolize..... 2 levels

Intimidate..... 3 levels

Steal..... 4 levels

-----  
Giotto  
-----

Requirements- Have a Rodmaster rating in fishing.

Location- [?] spot on the beach west of Rhapala

Effects-

Pwr: -1

Def: -1

Int: -1

Agl: -1

HP: +4

AP: +3

Skills-

Trump..... 2 levels

Berserk..... 5 levels

Sudden Death..... 8 levels

-----  
Fahl  
-----

Requirements- Fight 30 battles without resting.

Location- The Arena town of Gemel

Effects-

Pwr: +1

Def: +3

Int: -3

Agl: -3

HP: +4

Skills-

Charge..... 2 levels

Counter..... 4 levels

Resist..... 6 levels

-----  
Meryleep  
-----

Requirements- Visit the faerie village at least once and give her the Flower Jewel (Note- The Flower Jewel can be found in the [?] spot behind the small mountain to the west of the Maekyss Gorge. Put Peco in your party and have him bash the tree and the Flower Jewel will fall out. There's also a Wisdom Fruit inside the tent).

Location- [?] forest in Eastern Wyndia (Note- Have Peco kick a rock into the spring)

Effects-

Pwr: -1  
Def: -1  
Agl: +2  
HP: -1

Skills-

Charm..... 2 levels  
Shadowwalk..... 5 levels  
War Shout..... 8 levels

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Hondara

---

Requirements- Learn the Backhand skill from Durandal.

Location- Urkan Tapa

Effects-

Pwr: -2  
Int: +1  
AP: +1

Special: Holy property up

Skills-

Purify..... 2 levels  
Kyrie..... 5 levels  
Benediction..... 8 levels

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Emitai

---

Requirements- Pay him 10000z.

Location- [?] hut in the Dauna Hills region

Effects-

Pwr: -2  
Def: -2  
Int: +4  
AP: +4

Skills-

Barrier..... 2 levels  
Mind Sword..... 4 levels  
Enlighten..... 6 levels

---

Yggdrasil

---

Requirements- Have Peco in your party and give it a Wisdom Fruit.

Location- Yggdrasil tree's grove near the Plant

Effects-

Pwr: -2

Def: +1

Int: +2

HP: -1

AP: +1

Special: Weak vs. flame

Skills-

Sanctuary..... 2 levels

Recall..... 5 levels

Shield..... 8 levels

-----  
Hachio  
-----

Requirements- Give him the ingredients he requests (Beef Jerky, Swallow Eye, Angler, and Martian Squid).

Location- Castle Wyndia's kitchen

Effects-

Pwr: +2

Def: +1

Int: -1

Agl: -1

HP: +2

AP: -2

Skills-

Mighy Chop..... 2 levels

Demonbane..... 4 levels

-----  
Bais  
-----

Requirements- Find everyone in Hide&Seek (adult).

Location- Wyndia

Effects-

Pwr: +1

Skills-

Chain Formation.... 3 levels

-----  
Lang  
-----

Requirements- Find everyone in Hide&Seek (adult).

Location- Wyndia

Effects-

Def: +1

Skills-



Cupid's Lyre (Item)- 3 levels

-----  
Lee  
-----

Requirements- Find everyone in Hide&Seek (adult).

Location- Wyndia

Effects-

Int: +1

Skills-

Magic Formation.... 3 levels

-----  
Wynn  
-----

Requirements- Find everyone in Hide&Seek (adult).

Location- Wyndia

Effects-

HP: +1

Skills-

Refuge Formation... 3 levels

-----  
Deis  
-----

Requirements- Tell her "I like you this way" when you first meet her at the Cave of Ages. Then call her Ma'am.

Location- Cave of Ages at the base of Mt. Zublo

Effects-

Pwr: +1

Def: -3

Int: +3

Agl: +1

HP: -3

AP: +3

Skills-

Inferno..... 2 levels

Blizzard..... 5 levels

Myollnir..... 8 levels

Sirocco..... 11 levels

Celerity..... 15 levels

-----  
Ladon  
-----

Requirements- Have all 18 dragon genes.

Location- Dragnier

Effects-

Pwr: +2

Def: +2  
Int: +2  
Agl: +1  
HP: -6  
AP: -6

Skills-

Mind's Eye..... 3 levels  
Holy Strike..... 5 levels  
Ward Of Light..... 7 levels  
Aura..... 9 levels

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9. ENEMY ENCYCLOPEDIA

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Here is an in-depth listing of all of the game's random battle monsters, as well as some sub-bosses. The main list in alphabetical order will come first, and will be followed by an enemy list by location. Each enemy on the main list will have this setup:

-----  
Enemy Name  
-----

HP- The amount of health the enemy has (a ~ indicates an approximation)  
Exp- Total amount of experience points the enemy yields  
Zenny- Normal amount of money the enemy drops  
Steal Item- Item that can be stolen/dropped by the enemy  
Drop Item- Item that can ONLY be dropped by the enemy  
Location- Places/dungeons where the enemy can be found  
Abilities- The spells and skills that the enemy can use

Notes- Observations about the enemy as well as strategies for defeating the enemy.

Please take note that boss stats will not appear in this section. Refer to the point of the walkthrough at which the boss is encountered to view boss stats. Also, the stats for the ArchMage and Berserker can be found in the Challenge Monsters section. If you want even more information on enemies that isn't found in this guide, you should check out second advent's Enemy Database on GameFAQs. Now, without further delay, here is the main list.

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Enemy List  
(In Alphabetical Order)

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Adept

-----

HP- 190

Exp- 650

Zenny- 550

Steal Item- Holy Robe

Drop Item- Shaman's Ring

Location- Myria Station

Abilities- Magic Shuffle, Meditation

Notes- The Adept is probably one of the weakest enemies that you'll find in the main and worker's areas of Myria Station. They usually like to spend their first turn casting Meditation to power up their magic attacks and then use Magic Shuffle, which casts a random spell. Due to their low HP you can probably take these guys down using regular attacks without too much difficulty. Just don't toy around with them, because Magic Shuffle can sometimes yield very powerful spells.

-----

ArchMage

-----

HP- 3000

Exp- 48000

Zenny- 2000

Steal Item- Soul Gem

Drop Item- Holy Avenger (100% assured)

Location- Container Yard

Abilities- Benediction, Mind Sword, Myollnir

Notes- See the Challenge Monsters section (Ctrl+F Challenge Monsters)

-----

Armor

-----

HP- 275

Exp- 1220

Zenny- 100

Steal Item- Claymore

Drop Item- Gideon's Garb

Location- Myria Station

Abilities- Frost Strike, Risky Blow

Notes- These guys are unique in that they have a special kind of armor which greatly reduces the damage they take from physical attacks (hence the name Armor). However, this armor can be "cracked" if you hit the Armor with a few physical attacks. Once this happens, they will be very vulnerable to physical attacks. The main attack that you have to worry about from them is Frost Strike, which can do a good deal of damage and induce sleep. Equip your weaker characters with Rings of Ice and Dream Rings to reduce casualties. It also might be worth it to cast Charm on these guys before you kill them in hopes of getting that Gideon's Garb armor for Garr.

-----

Armor Bot

-----

HP- 65  
Exp- 45  
Zenny- 0  
Steal Item- Breastplate  
Drop Item- Marbles  
Location- Momo's Tower  
Abilities- Charge

Notes- The Armor Bot is similar to the Proto Bot except they have higher defense. Use electric spells like Jolt to not only inflict a very good amount of damage to them, but also confuse them as well.

-----  
Assassin  
-----

HP- 160  
Exp- 225  
Zenny- 380  
Steal Item- Lgt. Clothing  
Drop Item- Katzbalger  
Location- Steel Grave, Colony  
Abilities- Disembowel, Target

Notes- This cousin of the Tricker can be both annoying and deadly, especially while fighting them in groups or among a few other enemies. They are pretty fast and like to use Disembowel A LOT. This attack itself is nonlethal, however it brings the victim down to one HP, which makes it very easy for other enemies to finish that character off if you can't heal quickly enough. The good thing is that their HP isn't all that high, so your strongest melee skills should be able to take them out in one hit. Just remember to give anyone who gets hit by Disembowel immediate attention, even if it's after the battle.

-----  
Audrey  
-----

HP- 175  
Exp- 330  
Zenny- 110  
Steal Item- Green Apple  
Drop Item- Mandrake  
Location- Steel Grave  
Abilities- Devour, Pollen

Notes- Nothing too special here. Just pound these guys with physical attacks before they get a chance to blind your party with Pollen. Bat Amulets and UV Glasses will prevent Pollen from taking any effect.

-----  
Barb Bulb  
-----

HP- 155  
Exp- 125  
Zenny- 110  
Steal Item- Croc Tear  
Drop Item- Ginseng  
Location- Tidal Caves

Abilities- Steroids

Notes- Barb Bulbs have a very passive and sometimes annoying fighting style. They will usually cast Steroids on their first turn to increase their attack power and then let their very high reprisal rate do the rest. Rely on powerful physical blows or electric spells to defeat them effectively. Kill them using as few hits as possible to reduce the damage you take from their reprisals.

---  
Bat  
---

HP- 6  
Exp- 8  
Zenny- 0  
Steal Item- Berries  
Drop Item- None  
Location- Mt. Glaus Caverns, McNeil Manor Roof  
Abilities- Gloom

Notes- A very easy enemy to defeat. They'll either defend or hit you with weak physical attacks. Your regular attacks will be able to take them out in one hit. However, if you manage to damage a Bat without killing it, it will cast Gloom.

-----  
Berserker  
-----

HP- 12000  
Exp- 30000  
Zenny- 3000  
Steal Item- Aries Gloves  
Drop Item- Rufad's Spear  
Location- Container Yard  
Abilities- Berserk, Fire Whip

Notes- See the Challenge Monsters section (Ctrl+F Challenge Monsters)

-----  
Big Bulb  
-----

HP- 110  
Exp- 100  
Zenny- 75  
Steal Item- Mandrake  
Drop Item- Life Shard  
Location- Underground Laboratory  
Abilities- Pollen

Notes- The first thing that should be noted about the Big Bulb is that they regenerate 55 HP every turn. They also seem to get stronger either as the battle goes on or the more you use magic on them. Your regular attacks should suffice against them. Just make sure you do more damage than they regenerate.

-----  
Blood Bat

-----  
HP- 35  
Exp- 55  
Zenny- 30  
Steal Item- Berries  
Drop Item- None  
Location- Lighthouse  
Abilities- Syphon

Notes- Blood Bats are generally annoying, because they'll usually suck away your health with Syphon on the first turn and then run away. They're also very hard to hit with physical attacks. Use spells that attack all enemies, such as Typhoon, to kill them quickly.

-----  
Blue Goblin  
-----

HP- 120  
Exp- 95  
Zenny- 75  
Steal Item- Beef Jerky  
Drop Item- Scramasax  
Location- Mt. Levett  
Abilities- Jolt

Notes- It's one of the more powerful members of the Goblin family, but still not much of a threat. Their Jolt spell can cause noticeable damage, but that's about it. Also, these guys will follow orders from Boss Goblins if they are present. Just kill them off with regular attacks.

----  
Bolt  
----

HP- 10  
Exp- 160  
Zenny- 85  
Steal Item- Berries  
Drop Item- Royal Dagger  
Location- Steel Beach, Black Ship, Relay Point A  
Abilities- Frost Strike

Notes- Like all of the bolt-type enemies, these guys are annoying to fight. They're extremely hard to hit with physical attacks, so rely on level 2 or 3 magic spells to defeat them. Also consider equipping your weakest characters with Rings of Ice and Dream Rings to negate the effects of Frost Strike.

-----  
Bolt Archer  
-----

HP- 10  
Exp- 190  
Zenny- 100  
Steal Item- Berries  
Drop Item- Panacea

Location- Steel Beach, Black Ship, Relay Point A

Abilities- Blind, Lucky Strike

Notes- Bolt Archers are quite fast, and they can cause a lot of damage due to their frequent Lucky Strikes. Like with all of the Bolts, you'll have a very tough time hitting them with regular attacks, so use your stronger magic spells to kill them.

-----  
Bolt Lord  
-----

HP- 20

Exp- 320

Zenny- 550

Steal Item- Berries

Drop Item- Lacquer Helm

Location- Black Ship

Abilities- Heal

Notes- This is the game's most rarely encountered enemy. Even though they are extremely rare, they are not all that special while you're fighting them. If there are other Bolts in the battle with him, the Bolt Lord will use regular attacks on your party and cast Heal on his comrades. However, once the Bolt Lord is all by itself, it will panic and heal your party. With this in mind, kill off all the other enemies in the battle first, let the Bolt Lord heal you, and then finish it off with regular attacks (you'll land a hit sooner or later).

-----  
Bolt Mage  
-----

HP- 10

Exp- 185

Zenny- 180

Steal Item- Berries

Drop Item- Robe of Wind

Location- Steel Beach, Black Ship, Relay Point A

Abilities- Iceblast, Jolt, Silence

Notes- Unlike its Nut-type counterpart, the Bolt Mage is fairly powerful. Occasionally they will cast Silence on the first turn to prevent you from using magic, which is your prime weapon against Bolts. Also, their attack spells can do a good amount of damage. Since it is very hard to land hits with physical attacks, try eliminating them quickly with magic.

-----  
Bomber  
-----

HP- 100

Exp- 102

Zenny- 45

Steal Item- Vitamin

Drop Item- Ivory Dice

Location- Dump, Lighthouse

Abilities- Air Raid

Notes- Bombers can be fairly hard when your first encounter them at the Dump, but are much less of a threat when you meet them again in the Rhapala region. Like all the Bomb-type enemies, these guys have high defense. Also, their Air Raid attack can cancel out your turns. Have your physically stronger characters use their regular attacks, while more magically inclined characters cast wind-based spells like Cyclone and Typhoon.

-----  
Bomb Seed  
-----

HP- 250  
Exp- 212  
Zenny- 150  
Steal Item- Vitamin  
Drop Item- Ivory Dice  
Location- Tidal Caves  
Abilities- Sacrifice

Notes- These guys will most likely defend until you manage to inflict a good amount of damage to them, at which time they'll get angry and cast Sacrifice, a suicidal attack which randomly brings all of your party members' HP down to 1. With this in mind, make sure you eliminate all the other enemies in the battle before going after the Bomb Seed. Once the Bomb Seed is alone, try to kill it before it can use Sacrifice.

-----  
Boss Goblin  
-----

HP- 25  
Exp- 12  
Zenny- 8  
Steal Item- Waistcloth  
Drop Item- Brass Helm  
Location- Cedar Woods, Outside McNeil Manor, Mt. Levett, Factory  
Abilities- Influence

Notes- Like its name suggests, the Boss Goblin will use the Influence skill to command the other Goblins (which will usually appear along with it) to attack a specific character. The only Goblin who will not take orders from the Boss Goblin is the powerful Hobgoblin, which will actually attack the Boss if it casts Influence. If caught alone, the Boss Goblin will flee. While fighting them early in the game, have Rei try to steal Waistcloths off of them while Ryu and Teepo try to learn Influence. Kill off the Boss first, then go after the other enemies.

-----  
Cacti  
-----

HP- 160  
Exp- 510  
Zenny- 210  
Steal Item- Croc Tear  
Drop Item- Ginseng  
Location- Desert of Death  
Abilities- Pollen



Notes- These guys are somewhat passive fighters, as they let their high reprisal rate do most of the work and occasionally pester your party with the Pollen spell. However, since their HP is quite low, they won't last long against you. Take them out with physical attacks or ice based spells like Blizzard.

-----  
Cerebus  
-----

HP- 65  
Exp- 72  
Zenny- 45  
Steal Item- Beef Jerky  
Drop Item- Vitamins  
Location- Angel Tower  
Abilities- Howling

Notes- The main thing you have to fret about while fighting the Cerebus is its Howling ability, which can induce confusion to all of your party members. Wear some equipment that may offer some protection against confusion, such as Life Sandals, and just hack away with your regular attacks. With the exception of Howling, these guys are pretty easy to beat.

-----  
Clone  
-----

HP- 90  
Exp- 320  
Zenny- 255  
Steal Item- Vitamin  
Drop Item- Bell Collar  
Location- Myria Station Laboratory  
Abilities- Blind, Flame Strike

Notes- Although probably one of the weakest enemies you'll fight in Myria Station, the Clone is much stronger than its Lizard counter part. Equip Rings of Fire (which can be stolen off of the powerful Red Drakes in the same area) to absorb the damage from Flame Strike. Regular attacks will suffice in defeating them.

-----  
Codger  
-----

HP- 225  
Exp- 380  
Zenny- 230  
Steal Item- Rare Book  
Drop Item- Skill Ink  
Location- Colony, Relay Point A  
Abilities- Bad Back, Flying Kick, Magic Shuffle

Notes- The Codger can vary in difficulty depending on which abilities it decides to use. Magic Shuffle can sometimes produce some very nasty spells, so be cautious. However, you'll luck out if he uses Bad Back, which does absolutely nothing at all. If you're fighting them at Relay

Point A, they'll often come paired with a Tank Bot, who will feed the Codger AP using Transfer. Just take them out as quickly as you can using regular attacks.

-----  
Curr  
-----

HP- 23  
Exp- 7  
Zenny- 4  
Steal Item- Antidote  
Drop Item- None  
Location- Mt. Glaus, Mt. Glaus Caverns  
Abilities- Chlorine

Notes- They're more of a pest than a tough enemy, as they like to use Chlorine to poison you. If Rei is in your party, have him use Pilfer to snatch the Antidotes they're carrying, so that you can cure any poison that they may induce during the battle.

-----  
Death Bot  
-----

HP- 450  
Exp- 960  
Zenny- 100  
Steal Item- Damascus Mail  
Drop Item- Atomic Bomb  
Location- Myria Station  
Abilities- Barrier, Might, Protect, Triple Blow

Notes- Despite their name, Death Bots aren't really too threatening. They'll spend their first few turns casting assist spells before proceeding to attack your party with Triple Blow and regular attacks. So you'll probably be able to take them out long before they begin to attack, however, it may be worthwhile to let a Death Bot live to attack at one point or another so you can learn Triple Blow, which is one of the game's best melee skills. Another thing to take note about is that they are weak against electric attacks, so spells like Myollnir will do massive damage.

-----  
Dragon Fly  
-----

HP- 75  
Exp- 250  
Zenny- 60  
Steal Item- Panacea  
Drop Item- None  
Location- Relay Point A  
Abilities- Snap

Notes- You'll usually find them in small groups along with an Insector or two. Since the Insector is, by far, the more powerful enemy, take them out first and then focus on the Dragon Flies. However, once left alone, they can be prone to run away. Just make sure you pick them off quickly with regular attacks or a nice spell vs. all.

----  
Drak  
----

HP- 340  
Exp- 850  
Zenny- 350  
Steal Item- Titan Belt  
Drop Item- Mind Shield  
Location- Desert of Death  
Abilities- Cure, Typhoon

Notes- Every single time you fight one of these guys, they'll be paralyzed by the desert heat, which completely disables them from fighting. But if you cure their paralysis with a Panacea or the spell Remedy, the Drak will be able to attack you. Aside from using normal attacks, the Drak will occasionally cast Typhoon and the excellent learnable healing spell, Cure.

-----  
Doksen  
-----

HP- 140  
Exp- 46  
Zenny- 24  
Steal Item- N/A  
Drop Item- N/A  
Location- Inside McNeil Manor  
Abilities- Heal

Notes- This is the last ghost sub-boss that you fight while going through the McNeil Manor with just Ryu and Teepo in your group. Luckily, they didn't save the best for last, as Doksen is ridiculously easy. Instead of casting the Heal spell he has on himself, he'll use it to heal YOU! So just hack away at him with regular attacks while he heals you until he goes down. And like with all of the ghosts in McNeil Manor, equipping the Silver Knife will cause you to do a far greater amount of damage.

-----  
Egg Gang  
-----

HP- 270  
Exp- 560  
Zenny- 420  
Steal Item- Beads  
Drop Item- Ivory Dice  
Location- Factory  
Abilities- Double Blow, Magic Ball, Ovum

Notes- Egg Gangs can be frustrating to fight mainly because of their Ovum attack, which induces a unique status change that transforms the victim into an egg, making them powerless to attack and extremely vulnerable to enemy attacks. However, there is a way to use Ovum to your advantage. If a character ends the battle while still in the "egg" state, all of their HP and AP will be restored, so you can let the Egg Gangs cast Ovum on you to indirectly heal yourself for free. They'll

usually cast Ovum on the first turn, which can make this even easier. Just remember not to get in over your head trying to get the free healing, or you may find yourself in trouble.

-----  
Eye Bulb  
-----

HP- 60  
Exp- 80  
Zenny- 42  
Steal Item- Mandrake  
Drop Item- Vitamins  
Location- Dump  
Abilities- Rest, Silence

Notes- The main thing that should be noted about the Eye Bulb is that it regenerates 30 HP per turn. Also, they'll usually cast Silence on their first turn, so rely on heavy physical attacks from Ryu and Momo to defeat them. It helps if you put Ryu in the lead of an attack formation. Once they've been damaged, they like to cast Rest to restore a small bit of their HP and AP, so be sure to constantly attack them.

-----  
Eye Goo  
-----

HP- 12  
Exp- 2  
Zenny- 4  
Steal Item- Healing Herb  
Drop Item- Vitamin  
Location- Cedar Woods, Yraall Road, Road to Mt. Glaus, Mt. Glaus, Eden  
Abilities- Snooze

Notes- The Eye Goo is among the first and easiest enemies in the game. All they can really do is use regular attacks, which don't do very much damage at all. However, if you use the Blind skill (learned from Rippers) on them, they'll give you a lot more Exp. Also, if you let them live for several rounds, they may cast Snooze.

-----  
Fire Slug  
-----

HP- 61  
Exp- 94  
Zenny- 50  
Steal Item- Panacea  
Drop Item- Moxa  
Location- Dump, Dauna Mine  
Abilities- Firebreath

Notes- The only thing you have to fret about the Fire Slug is its Firebreath attack, which has the potential to do a lot of damage. The attack is HP based, so the less HP the Fire Slug has, the less damage Firebreath will do. So the key to fighting these guys is to deal out as much damage as you can before they get a chance to attack to greatly reduce the casualties from Firebreath.

-----  
Fly Man  
-----

HP- 135  
Exp- 160  
Zenny- 140  
Steal Item- Scale Mail  
Drop Item- Flame Spear  
Location- Underground Laboratory  
Abilities- Firebreath, Flame Strike

Notes- The Fly Man specializes in fire based attacks, so try to equip a Ring of Fire, Magma Armor, or any other type of equipment that resists damage from fire. They like to use Firebreath a lot, so cause damage to them quickly to reduce the effectiveness of Firebreath. There's nothing much else to worry about here except Flame Strike, which may be worthwhile to learn. Just take them down with normal attacks or ice magic.

-----  
Foul Weed  
-----

HP- 680  
Exp- 1700  
Zenny- 250  
Steal Item- Power Food  
Drop Item- Protein  
Location- Path to Eden (Myria Station)  
Abilities- Absorb, Devour

Notes- These guys have quite a lot of HP, but since they start off the battle asleep, you'll be able to get some good hits in (or possibly even kill them) before they get a chance to attack. The Foul Weed has attacks that can drain your HP but that's just about it. They'll probably take a little longer to kill than the usual random enemy, but you really shouldn't have any trouble with them.

-----  
Galtel  
-----

HP- 145  
Exp- 36  
Zenny- 4  
Steal Item- N/A  
Drop Item- N/A  
Location- Inside McNeil Manor  
Abilities- Blunt, Slow, Weaken

Notes- He is the third of the ghost sub-bosses which you must fight in McNeil Manor. Overall, he's not too tough, mainly because he spends most of his time casting stat reduction spells on your party. Just keep using regular attacks until he dies. Remember that Silver Knives will cause extra damage, Ryu's Heal spell will also cause some good damage as well.

-----  
Ghost

-----  
HP- 65  
Exp- 90  
Zenny- 80  
Steal Item- Wisdom Seed  
Drop Item- Buckler  
Location- Lighthouse  
Abilities- Cyclone, Jolt, Sleep

Notes- These guys are very annoying, mainly because of their Sleep spell. They usually cast Sleep on the first turn and then proceed to hit your party with their various level 1 attack spells. The best thing you can do for yourself here is equip your best attacker, such as Ryu or Garr, with a Dream Ring or at least Life Sandals to prevent Sleep from taking effect (you can find a Dream Ring inside the Lighthouse). They should go down after two or three good hits.

-----  
Ghoul  
-----

HP- 65  
Exp- 22  
Zenny- 20  
Steal Item- Leather Armor  
Drop Item- High Boots  
Location- Wyndian Catacombs, Dauna Mine  
Abilities- Bone Dart

Notes- The Ghoul is not all that threatening. It can use Bone Dart, but it only employs it on rare occasions. Like all undead monsters, the Ghoul can be damaged by healing spells and holy-based attacks. If you're fighting them in the catacombs, Ryu will most likely be able to kill them in one hit with the Silver Knife equipped.

-----  
Giant Crab  
-----

HP- 155  
Exp- 230  
Zenny- 150  
Steal Item- Belladonna  
Drop Item- Blizzard Mail  
Location- Black Ship  
Abilities- Death, Double Blow

Notes- You'll find Giant Crabs only in the latter area of the Black Ship (the path you take to get up to the bow). Although their HP isn't incredibly high, their defense is. You'll want to try to defeat these guys quickly because they like to use Death quite often.

-----  
Giant Orc  
-----

HP- 245  
Exp- 480  
Zenny- 260

Steal Item- Titan Belt  
Drop Item- Tiger's Cap  
Location- Factory  
Abilities- Blitz, Magic Belt, Protect

Notes- These guys are quite more formidable than their lesser counter part, the Orc. This is mainly because they regenerate 122 HP per turn, and like the regular Orcs, they have a fairly high reprisal rate. Besides relying on their counterattacks to damage you, they'll also occasionally cast Blitz. To reduce the amount of reprisals that may potentially be dished out to your group, power up with a move like Focus before attacking or kill them using non-counterable magic spells.

-----  
Giant Roach  
-----

HP- 150  
Exp- 85  
Zenny- 0  
Steal Item- Healing Herb  
Drop Item- Vitamin  
Location- Dauna Mine, Underground Laboratory  
Abilities- Douse, Jump

Notes- Giant Roaches will act differently depending on what other kinds of enemies are present in the battle. Normally, they'll just use Jump, which usually does miniscule damage. However, if there are enemies in the battle that use fire based attacks, the Giant Roaches will cast Douse, which makes the victim very vulnerable to fire. If this is the case, kill off the fire users first to defeat the purpose of their Douse spell, then take care of the roaches themselves.

-----  
Goblin  
-----

HP- 10  
Exp- 2  
Zenny- 5  
Steal Item- Bent Sword  
Drop Item- Old Popper  
Location- Cedar Woods, Yraall Road  
Abilities- Unmotivate

Notes- These guys are in contention with the Eye Goo as being the weakest enemy in the game. You'll usually encounter them in small groups and there will almost always be a Boss Goblin amongst them, telling the Goblins who to attack by using Influence. Once you kill off their leader the Boss Goblin, they'll cast Unmotivate, which is literally a useless yet learnable skill. Just kill them with regular attacks.

-----  
Gold Egg  
-----

HP- 500  
Exp- 100  
Zenny- 20000 (Initially)

Steal Item- Diamond Ring  
Drop Item- Divine Helm  
Location- Factory  
Abilities- Ovum, Resist

Notes- The gold version of the Egg Gang is much more elusive, and as you can see, can offer an absolutely enormous zenny pay-off. However, each time you strike them with a physical blow, their zenny value will drop significantly. Not only that, but the Gold Egg is fast, and it tends to run away most of the time. If it doesn't flee, it may cast Resist to nullify all of your attacks. If you encounter one, unleash your most powerful melee skills to kill it as quickly as possible and still get a decent reward money-wise. It helps if you have a Chain formation with a super fast character, such as Rei, in the lead position.

-----  
Gonger  
-----

HP- 70  
Exp- 30  
Zenny- 27  
Steal Item- MultiVitamin  
Drop Item- Life Shard  
Location- Mt. Boumore, Momo's Tower  
Abilities- Venom Breath

Notes- These guys are a bit of a nuisance, mainly because they use Venom Breath most of the time to induce mass poison on your party. Equip some Life Sandals to slightly reduce the risk of getting poisoned and just hit them with your normal attacks. Be sure to cure any poison you get after the battle using Antidotes.

-----  
Gonghead  
-----

HP- 31  
Exp- 8  
Zenny- 10  
Steal Item- Vitamin  
Drop Item- Life Shard  
Location- Yraall Road, Road to Mt. Glaus, Mt. Glaus  
Abilities- Giant Growth

Notes- These guys are your prime source of Vitamins in the early parts of the game. Neither their normal attack nor Giant Growth really do much damage, so just constantly use Rei's Pilfer ability to swipe their Vitamins (it may take a few tries).

-----  
Gooley  
-----

HP- 48  
Exp- 9  
Zenny- 4  
Steal Item- Marbles  
Drop Item- None



Location- Random Battlefields near McNeil village, Eden

Abilities- Ebonfire

Notes- You'll probably encounter Gooeys very early in the game and notice that they are in a petrified state (rendering them completely harmless). If you come back to fight them after Ryu has reached level 53, they'll no longer be frozen. Not only that, but they will also be able to cast the spell Ebonfire, which is one of the game's rarest learnable skills. So consider trying to learn Ebonfire once you've beaten the game.

-----  
Goo King  
-----

HP- 1500

Exp- 15000

Zenny- 1000

Steal Item- Green Apple

Drop Item- Goo King Sword

Location- Path to Eden (Myria Station), Eden, Myria Station Final Area

Abilities- Charge, Ragnarok, Sirocco, Tornado

Notes- Like its name suggests, the Goo King is the most powerful of the goos... and that's an understatement! For the most part, Goo Kings will just flee whenever you encounter them. However, if you steal their Green Apple, the Goo King will get angry and extract revenge by pelting your party with ultra-powerful spells like Ragnarok and Sirocco. An angry Goo King is not to be taken lightly at any level, so ALWAYS be cautious. Having Rings of Fire will protect you from its painful Sirocco spell. Besides the good amount of experience you gain by slaying one of these powerhouses, there is also another reward to consider: the Goo King Sword, which is Ryu's best weapon. To increase your chances of having the Goo King drop its sword just cast Charm. The chances of getting the sword are still extremely low, even after doing that, but if you fight enough of them, you may just get lucky. Getting the Goo King Sword takes luck, period.

-----  
Goo Titan  
-----

HP- 350

Exp- 660

Zenny- 200

Steal Item- Life Shard

Drop Item- Protectors

Location- Forest in Eastern Wyndia, Ogre Road, Mt. Levett, Eden

Abilities- Burn, Timed Blow

Notes- Goo Titans are considerably powerful when you meet them as an adult, and can be extremely tough if you pick a fight with them during childhood. Their Burn spell does a light amount of damage, and Timed Blow can obviously be devastating if the Goo Titan is near full HP. However, they seem to rarely use Timed Blow unless you're fighting them in Eden. Equip a Ring of Fire to absorb their Burn attack and hit them with regular attacks or melee skills. Goo Titans are also a great source of Life Shards, so try stealing from them whenever you get the chance.

-----  
Guard  
-----

HP- 47  
Exp- 12  
Zenny- 24  
Steal Item- Healing Herb  
Drop Item- Iron Helm  
Location- Inside McNeil Manor  
Abilities- None

Notes- The Guard is probably the most resilient enemy in McNeil Manor because they like to use Healing Herbs on themselves when they get low on HP. Just keep attacking them until they go down (I believe they can only use one Healing Herb each).

-----  
Hobgoblin  
-----

HP- 380  
Exp- 800  
Zenny- 300  
Steal Item- Power Food  
Drop Item- None  
Location- Factory  
Abilities- Intimidate, Spirit Blast

Notes- These guys are the most powerful members of the goblin clan... so much that they are the only goblins that won't submit to the orders of the Boss Goblin. You'll usually fight them along with a Boss Goblin or another of its kind. If a Boss Goblin is present in the battle and casts Influence (which it will unless you kill it first), the Hobgoblin will defiantly murder the Boss. The Hobgoblin's attacks can do a good amount of damage so make sure to keep an eye on your HP, especially if you are using a formation that lowers defense (such as the Chain formation). Normal attacks should suffice for defeating them. Also, try to steal from them if you get the chance, because these guys are an excellent way to get Power Foods.

-----  
Hopper  
-----

HP- 175  
Exp- 380  
Zenny- 120  
Steal Item- Fat Frog  
Drop Item- Balance Ring  
Location- Myria Station Laboratory  
Abilities- Air Raid, Hypnotize

Notes- The major thing you have to worry about with these guys is their Hypnotize spell, which induces confusion. Simply equip a Balance Ring, Ivory Charm, or a Light Bangle to nullify the attack. Also, their Air Raid attack can cause some good damage, as well as cancel your turn. Either kill them with regular attacks, or hit them with electricity to take them down quickly.

-----  
Hyper Bot  
-----

HP- 64  
Exp- 120  
Zenny- 0  
Steal Item- Cuirass  
Drop Item- Ginseng  
Location- Momo's Tower  
Abilities- Blitz

Notes- Unlike most of the other robot-type enemies you'll encounter in the game, the Hyper Bot is immune to electricity. Its Blitz attack can deal a lot of damage, so make sure to keep your HP up before entering battles. However, once the Hyper Bot uses Blitz, its HP will be cut in half, which should allow you to kill it off quickly.

-----  
Ice Drake  
-----

HP- 350  
Exp- 2050  
Zenny- 250  
Steal Item- Ring of Ice  
Drop Item- Dragonfang  
Location- Myria Station Laboratory  
Abilities- Frost Breath, Howling

Notes- These guys, along with their flame-type clones, are quite powerful. Not only will they use Howling to confuse you, but their Frost Breath attack can deal huge damage if used at full HP. Be sure to equip some accessory, such as a Balance Ring, to ward off the confusion from Howling. The key here is to damage the Ice Drake quickly, because the less HP it has, the less effective its Frost Breath will be. Obviously, they are most vulnerable to fire-based attacks. If you are fighting them for the first time, be sure to swipe their Ring of Ice, so that next time you fight them, you'll have some good protection against Frost Breath.

-----  
Ice Toad  
-----

HP- 80  
Exp- 63  
Zenny- 45  
Steal Item- Life Shard  
Drop Item- Soul Gem  
Location- Momo's Tower  
Abilities- Icebreath

Notes- These guys aren't all too tough as long as you can damage them quickly. Like most breath attacks, their Ice Breath does damage based on how much HP they have. The more HP they have, the more damage the attack will do, and likewise, the attack will do a lot less damage when their HP gets low. Fire-based attacks are super effective against them, so have Nina use Simoon, while Momo attacks with Flame Chrysm equipped. The Ring of Ice that you can win from the crystal puzzle at the

beginning of the Tower will also be of great help against them.

-----  
Insector  
-----

HP- 275  
Exp- 520  
Zenny- 220  
Steal Item- Beef Jerky  
Drop Item- Gale Javelin  
Location- Relay Point A  
Abilities- Tornado, Typhoon

Notes- As you can see, the Insector specializes in wind attacks. While Typhoon only does a moderate amount of damage, Tornado is always threatening, because it randomly drops all fighters' HP down to 1. With this in mind, you won't want to mess around with them for very long. Just defeat them using normal attacks or some good level 2 or 3 spells.

-----  
Kassen  
-----

HP- 62  
Exp- 38  
Zenny- 20  
Steal Item- N/A  
Drop Item- N/A  
Location- Inside McNeil Manor  
Abilities- Drain, Leech Power

Notes- Kassen is the second ghost sub-boss that you fight while going through McNeil Manor. He specializes in attacks that sap away your HP and AP, which can be quite annoying. However, Kassen shouldn't last long, as his HP is pretty low. Just hit him with normal attacks and Ryu's Heal spell until he goes down. Remember that having a Silver Knife equipped will allow you to do some major damage.

-----  
King Toad  
-----

HP- 210  
Exp- 280  
Zenny- 150  
Steal Item- Healing Herb  
Drop Item- Life Shard  
Location- Black Ship  
Abilities- Icebreath, Influence

Notes- These guys are kind of unique in that they are the only other enemy in the game besides the Boss Goblin that can cast Influence. They'll usually only use Influence if there are some Sleepys in the battle along with it. Otherwise, the King Toad will most likely use Icebreath, which can inflict a good amount of damage. Equip a Ring of Ice and other armor that resists frost-based attacks, such as the Blizzard Mail. If you don't have a lot of frost protection handy, you'll want to cause a lot of damage to the King Toad as quickly as

you can to reduce the effectiveness of its Icebreath.

-----  
Lava Man  
-----

HP- 113  
Exp- 90  
Zenny- 75  
Steal Item- Vitamin  
Drop Item- Firecracker  
Location- Mt. Zublo  
Abilities- Fireblast, Flare, Inferno

Notes- Lava Men aren't too hard to cope with when fighting them normally. Just put on some equipment that protects against fire-based attacks, such as a Ring of Fire, Asbestos Armor, or Magma Armor. Then hit them with regular attacks or anything ice-based (Momo's Ice Chrysm works extremely well here). However, if you want some more experience points, you can use fire-based attacks on them to power them up and increase the amount of Exp they give. Each time you use fire on them, their Exp will increase, however, they will also get a lot stronger. BE VERY CAREFUL WHEN RAISING THEIR EXP! The Lava Man will start to get extremely powerful after just 2-3 charges.

-----  
Lizard  
-----

HP- 45  
Exp- 28  
Zenny- 25  
Steal Item- Panacea  
Drop Item- None  
Location- Momo's Tower, Mt. Zublo  
Abilities- Blind

Notes- Lizards can be particularly annoying, because they will always target the character with the lowest HP. This can spell big trouble for some of your physically weaker characters, like Nina and Momo, in the earlier parts of the game. But since you'll usually encounter them in small groups, you can use the Influence spell (learned from Boss Goblins) to command the Lizards to attack their allies. Otherwise their low HP make them easy to kill with Ryu's physical attacks.

-----  
Lizard Man  
-----

HP- 128  
Exp- 160  
Zenny- 102  
Steal Item- Broad Sword  
Drop Item- Flame Shield  
Location- Mt. Zublo, Angel Tower  
Abilities- Rejuvenate, Shield, Wind Strike

Notes- The Lizard Man is to be noted most for its ridiculously high reprisal rate, which will end up causing the most damage. You'll usually find them amongst a small group of lesser Lizards. They will

most always cast Shield on their first turn before proceeding to hit you with regular attacks, as well as the occasional Wind Strike. Try to defeat it using as few hits as possible, by employing power-up skills like Focus, to reduce the amount of blows you take from reprisals. Don't even bother to attack with your physically weaker characters, such as Nina, unless you're going to use uncounterable magic spells.

-----  
Mad Gong  
-----

HP- 230  
Exp- 850  
Zenny- 0  
Steal Item- Ginseng  
Drop Item- N/A  
Location- Ryu's Dream  
Abilities- Charge

Notes- You'll be fighting these guys with just Ryu in your party, but there's really nothing to worry about here. They'll use Charge most of the time, which doesn't do very much damage at all. Just hit them with a few regular attacks to kill them.

-----  
Mage Goo  
-----

HP- 22  
Exp- 6  
Zenny- 20  
Steal Item- Healing Herb  
Drop Item- Wisdom Seed  
Location- Cedar Woods, Yraall Road, Road to Mt. Glaus, Mt. Glaus, Eden  
Abilities- Burn

Notes- Probably one of the more powerful goo enemies that you'll encounter at the very beginning of the game, but the Mage Goo still isn't all that tough. Their Burn attack can cause a decent amount of damage, and that's about it. It would be a very good idea to have Ryu learn Burn from them to use later on against the nut people you'll have to fight.

-----  
Magmaite  
-----

HP- 400  
Exp- 1300  
Zenny- 300  
Steal Item- Napalm  
Drop Item- Royal Armor  
Location- Desert of Death  
Abilities- Air Raid, Flying Kick, Lavaburst

Notes- These guys are much stronger than their cousin back at Mt. Zublo, the Vulcan, and apparently more agile as well. The Magmaite's Air Raid and Flying Kick attacks do a lot of damage, not to mention they also have very high defense. They can also use Lavaburst,

but they don't employ it very often. The best way to kill them is to just chip away using strong melee skills like Shadowwalk. However, if you have Momo in your party, you can use her Quake spell to deal a bunch of damage.

-----  
Man Trap  
-----

HP- 45  
Exp- 24  
Zenny- 40  
Steal Item- Pointed Stick  
Drop Item- Panacea  
Location- Road to Mt. Glaus  
Abilities- Devour, Dream Breath

Notes- The Man Trap can be quite a powerful enemy at the very beginning of the game. They start the battle off asleep, so take advantage of this free turn by killing them before they get an opportunity to attack. However, once you wake them up, they'll use Dream Breath to put you to sleep and then proceed to sap away your HP with Devour. Ryu and Rei should hit the Man Trap with regular attacks, while Teepo casts Flare.

-----  
Mist Man  
-----

HP- 450  
Exp- 5200  
Zenny- 400  
Steal Item- Seeking Sword  
Drop Item- Mist Armor  
Location- Myria Station Final Area  
Abilities- Thunder Strike

Notes- There's no denying that the Mist Man is quite a formidable foe. The biggest threat from them is their Thunder Strike attack, which can paralyze your characters. It helps if you equip your weakest character (or the character at the front of your formation) with a Thunder Ring. Also, like its close relative the Armor, the Mist Man has a special armor that makes its defense ultra-high until the armor is cracked. To break the armor, you must hit the Mist Man with a few physical attacks. Either destroy them with some powerful level 3 magic spells like Myollnir, or break through their armor and take them down with physical attacks. Strong melee skills like Shadowwalk are also effective here.

-----  
Multi Bot  
-----

HP- 115  
Exp- 300  
Zenny- 0  
Steal Item- Silver Mail  
Drop Item- Barrier Ring  
Location- Steel Grave  
Abilities- Iceblast, Rejuvenate, Thunder Clap, Wall of Fire

Notes- The Multi Bot is a very unique enemy, because it will use different attacks depending on what kind of attacks you use on it. If you use ice-based, fire-based, or electric-based attacks, the Multi Bot will retaliate with Iceblast, Wall of Fire, and Thunder Clap respectively. If you just use regular attacks, the Multi Bot will defend and let its extremely high reprisal rate do all the work. Also, if you use a healing spell on the Multi Bot, it'll actually start casting Rejuvenate on your party. Just power up with a move like Focus to defeat them with as little hits as possible.

-----  
Newt  
-----

HP- 250  
Exp- 1550  
Zenny- 350  
Steal Item- Heat Shotel  
Drop Item- Mind Shield  
Location- Myria Station Laboratory  
Abilities- Mighty Chop, Shield, Simoon

Notes- A slightly upgraded version of the Lizard Man, but without the ridiculous reprisal rate. The Newt's Mighty Chop skill does miniscule damage, while its Simoon spell can prove to be a little more injurious. Equip Rings of Fire to negate Simoon completely and just defeat them using normal attacks.

-----  
Night Bat  
-----

HP- 75  
Exp- 350  
Zenny- 58  
Steal Item- Power Food  
Drop Item- Protein  
Location- Myria Station Final Area  
Abilities- Gloom

Notes- Although the Night Bats are probably the weakest of all the enemies in the final area of the game, they are still not to be taken too lightly. Their normal attacks can do quite a bit of damage, and they'll often cast Gloom to make your party members undead. Be careful if this happens, because in the undead state, healing spells will HURT you. Just take them out with normal attacks or a decent group-affect spell. If you find these guys in a battle with a Vampire, be sure to kill them first before going after the Vampire. Also, while Night Bats offer minimum Exp, fighting them is a great way to obtain mass amounts of Power Foods.

-----  
Nitemare  
-----

HP- 215  
Exp- 850  
Zenny- 220  
Steal Item- Hawk's Ring



Drop Item- Burglar Garb  
Location- Myria Station  
Abilities- Magic Ball, Sleep, Syphon

Notes- These guys can be very annoying, as they almost always cast Sleep on the first turn before proceeding to attack your party with Syphon and Magic Ball. So be sure to equip your party with Dream Rings. Luckily, they are extremely weak against holy-type attacks, so skills such as Demonbane and Holy Strike will constitute one hit kills. Weapons with a holy property, such as the Ascension, Holy Avenger, and Rufad's Spear will also get the job done nicely.

-----  
Nut Archer  
-----

HP- 5  
Exp- 25  
Zenny- 14  
Steal Item- Berries  
Drop Item- Panacea  
Location- Mt. Boumore  
Abilities- Lucky Strike

Notes- These guys are probably the most annoying members of the nut family, due to their high agility and frequent critical hits. Like all of the nut people, the Nut Archer is extremely evasive, so don't bother trying to hit them with normal attacks. Use a simple spell like Burn or use a Molotov to kill them easily.

-----  
Nut Mage  
-----

HP- 5  
Exp- 17  
Zenny- 18  
Steal Item- Molotov  
Drop Item- Berries  
Location- Mt. Myrneg, Wyndian Catacombs, Eygnock Road, Mt. Boumore  
Abilities- Flare

Notes- Nut Mages are probably the weakest of the nut people, because they're pretty slow, and their Flare spell only causes a light amount of damage. However, the item situation for the Nut Mage is very unique. If you defeat the Nut Mage before it can use Flare (which they will always use on the first turn), then they are 100% assured to drop their Molotov. This allows you to kill them using your own Molotovs for free.

-----  
Nut Troop  
-----

HP- 5  
Exp- 15  
Zenny- 16  
Steal Item- Berries  
Drop Item- Broad Sword  
Location- Mt. Myrneg, Wyndian Catacombs, Eygnock Road, Mt. Boumore  
Abilities- Double Blow

Notes- The Nut Troop isn't too much of a threat. Like all of its kind, they are very hard to hit with physical attacks, so use weak spells such as Burn to kill them. Also, it would be a very good idea to learn Double Blow from them early on in the game, as it is a very useful skill.

---  
Orc  
---

HP- 100  
Exp- 58  
Zenny- 62  
Steal Item- Bronze Shield  
Drop Item- Titan Belt  
Location- Mt. Boumore (back side), Momo's Tower  
Abilities- Last Resort

Notes- Orcs are most notable for their extremely high reprisal rate and their trademark Last Resort spell, which will sacrifice all of the Orc's defense to increase their attack power. Have Nina refrain from using physical attacks, and instead use spells like Blunt or Weaken on the Orc, while Ryu and Momo attack. It may prove useful to have an attack formation with Ryu in the lead, so that he can deal a bunch of damage, especially after they use Last Resort. Also, at some point in time, you should consider learning Last Resort to give to one of your tank characters later in the game.

-----  
Pain Weed  
-----

HP- 80  
Exp- 57  
Zenny- 40  
Steal Item- Bat Amulet  
Drop Item- None  
Location- Dump  
Abilities- None

Notes- Although it's very easy to get the Pain Weed confused with its close relative the Rank Weed, there is a very distinct difference between them. The Pain Weed absorbs magic attacks as HP, so you must defeat them using physical attacks. And since you'll almost always find Pain Weeds and Rank Weeds together in battle, make sure you don't mix up the two and accidentally attack the Pain Weed with magic.

-----  
Phantom  
-----

HP- 140  
Exp- 115  
Zenny- 200  
Steal Item- Belladonna  
Drop Item- Crepe Cape  
Location- Angel Tower  
Abilities- Death

Notes- You're really going to want to kill these guys quickly, because they like to use Death a lot. Equip your most valued attackers with a Talisman or Diamond Ring to ward off Death, and proceed to kill them using normal attacks. And remember, since the Phantom is an undead enemy, holy-based attacks (such as Ryu's Silver Knife) and healing spells will damage them.

-----  
Pipe Bomb  
-----

HP- 145  
Exp- 495  
Zenny- 180  
Steal Item- Vitamin  
Drop Item- Ivory Dice  
Location- Factory  
Abilities- Air Raid, Protect, Sacrifice

Notes- While the Pipe Bombs don't have very much HP, they make up for it with their extremely high defense, which they'll reinforce even further by casting Protect. Try to take them down one at a time, because they like to use Sacrifice when they get low on HP. Powerful melee skills like Shadowwalk may be able to kill them in one hit. They also have a slight weakness towards electricity, so Myollnir should yield a one hit kill as well.

-----  
Plant 42  
-----

HP- 220  
Exp- 1200  
Zenny- 0  
Steal Item- Mandrake  
Drop Item- Vitamins  
Location- Path to Eden (Myria Station)  
Abilities- Snap

Notes- Despite their unique name, there's nothing really unique about the Plant 42. Their normal attack does a light amount of damage, while Snap just does a pathetic amount of damage. They also tend to attack Foul Weeds if they are present in the battle. Just use normal attacks to kill them. Momo's HE Shells should take them out in one hit.

-----  
Pooch  
-----

HP- 260  
Exp- 57  
Zenny- 10  
Steal Item- Vitamin  
Drop Item- N/A  
Location- Outside McNeil Manor  
Abilities- Snap

Notes- Pooch is the first of the many sub-bosses you fight during the McNeil Manor mission. Just have Ryu and Teepo use regular attacks while Rei uses Pilfer to snatch that Vitamin. It will take quite a few

rounds, but you should be able to defeat Pooch without much trouble.

-----  
Proto Bot  
-----

HP- 65  
Exp- 30  
Zenny- 0  
Steal Item- Marbles  
Drop Item- Cuirass  
Location- Momo's Tower  
Abilities- None

Notes- The Proto Bot is the easiest of the three robot-type enemies you'll fight in the Tower. There's really nothing to worry about here, as their regular attacks don't do very much damage. Just have Ryu and Momo use normal attacks. Nina's Jolt spell will do quite a bit of damage, as well as induce confusion.

-----  
Puff Goo  
-----

HP- 21  
Exp- 15  
Zenny- 7  
Steal Item- Healing Herb  
Drop Item- Vitamin  
Location- Road to Mt. Glaus, Mt. Glaus  
Abilities- None

Notes- Most of the time, Puff Goos will simply defend and let their fairly high reprisal rate do the attacking for them, while occasionally using normal attacks. Simply use your regular attacks to beat them. If Rei is in your party, have him use Pilfer to pick up some extra Healing Herbs.

-----  
Rank Weed  
-----

HP- 80  
Exp- 57  
Zenny- 40  
Steal Item- Bat Amulet  
Drop Item- None  
Location- Dump  
Abilities- Weaken

Notes- While the almost identical Pain Weed absorbs magical attacks, the Rank Weed is very weak against magic. While Ryu and Momo pound on the Pain Weed (which usually appears in the battle with the Rank Weed), Nina should attack the Rank Weed with magic. Just make sure not to confuse the Rank Weed and the Pain Weed. They look VERY similar to each other, so make sure you know which one you're attacking.

-----  
Reaper  
-----

HP- 240  
Exp- 420  
Zenny- 270  
Steal Item- Magic Shard  
Drop Item- Phantom Dress  
Location- Relay Point A  
Abilities- Focus, Multi Strike

Notes- Reapers are undead creatures, so any holy-based attacks or healing spells will do a lot of damage to them. They'll usually use Focus on the first turn and then hit you with Multi Strike, which doesn't even do very much damage. However, both Focus and Multi Strike are learnable skills. Also, fighting Reapers is a great way to accumulate massive amounts of Magic Shards. Be sure to cast Charm on them to make stealing those Magic Shards easier.

-----  
Red Drake  
-----

HP- 350  
Exp- 2050  
Zenny- 250  
Steal Item- Ring of Fire  
Drop Item- Dragonfang  
Location- Myria Station Laboratory  
Abilities- Flame Breath, Howling

Notes- Red Drakes and their frost-type counterparts can be tough to cope with. Their Flame Breath attack does a lot of damage when their HP is high, and they can induce mass confusion with Howling. Equip as many people as you can with Balance Rings to prevent the confusion, and quickly deal out as much damage as you can. Since Flame Breath is HP-based, if the Red Drake has low HP, Flame Breath won't do nearly as much damage. Since they have an affinity for fire, use frost-based attacks to deal out major damage. You may also want to snatch their Ring of Fire the first few times you fight them, so that in future battles, you'll have complete protection against their deadly Flame Breath attack.

-----  
Revenant  
-----

HP- 290  
Exp- 1500  
Zenny- 500  
Steal Item- Belladonna  
Drop Item- Diana's Dress  
Location- Myria Station Final Area  
Abilities- Chill, Lucky Strike, Multistrike

Notes- Compared to some of the other enemies you have to fight in the game's final area, the Revenant isn't all too tough. Their Chill spell causes some decent frost damage and can lower the agility of your entire party. Multi Strike can also take off a good amount of HP if they get enough hits with it. Equip Rings of Ice to protect yourself from Chill, and pound them with holy-based attacks such as Holy Strike and Demonbane, or use holy-property weapons like the Holy Avenger. They

tend to come in small groups, so Kyrie can also prove to be extremely useful against them.

-----  
Ripper  
-----

HP- 20  
Exp- 7  
Zenny- 5  
Steal Item- Berries  
Drop Item- Swallow Eye  
Location- Cedar Woods, Yraall Road, Road to Mt. Glaus, Mt. Glaus,  
Mt. Myrneg, Eygnock Road  
Abilities- Blind

Notes- Rippers can be slightly annoying in the very early stages of the game, mainly because they're pretty fast and like to use Blind. Just use your normal attacks to kill them, and be sure to learn Blind at one point or another, as it will prove useful in raising the Exp of Eye Goos.

-----  
Roach  
-----

HP- 60  
Exp- 10  
Zenny- 0  
Steal Item- Healing Herb  
Drop Item- N/A  
Location- Inside McNeil Manor  
Abilities- Jump

Notes- These guys are probably the hardest enemies inside the manor, because they can appear in large groups, and their Jump attack has the potential to cause a lot of damage. If you're trying to conserve AP, try just using regular attacks on them, but if you get into trouble, start employing Teepo's Simoon spell.

-----  
Rocky  
-----

HP- 280  
Exp- 87  
Zenny- 0  
Steal Item- Life Shard  
Drop Item- N/A  
Location- Outside McNeil Manor  
Abilities- Jump, Ovum

Notes- Rocky is probably one of the tougher sub-bosses you'll fight during the McNeil Manor mission. This is mainly due to his Ovum spell, which turns the victim into an egg and renders that character helpless. His Jump attack can potentially take off quite a bit of damage as well. Have Ryu use normal attacks and Healing Herbs when necessary, while Rei uses Pilfer and Teepo casts Simoon. It should take quite a few turns to take Rocky down.

-----  
Scorpion  
-----

HP- 185

Exp- 620

Zenny- 320

Steal Item- Antidote

Drop Item- Protein

Location- Desert of Death

Abilities- Chlorine, Double Blow, Tornado

Notes- Scorpions are one of the more solid enemies that you fight in the desert, but they're still not too tough. They'll usually just use light attacks like Chlorine and Double Blow, but keep in mind that they are also capable of casting the devastating Tornado spell. Their main weakness is electricity, so spells like Lightning or electric based weapons such as the Barbarossa and Royal Sword work well here.

-----  
Slasher  
-----

HP- 98

Exp- 95

Zenny- 70

Steal Item- Berries

Drop Item- Swallow Eye

Location- Ogre Road, Mt. Levett, Tidal Caves

Abilities- Mind Flay

Notes- Slashers are fast and like to pester your most intelligent characters with Mind Flay, which does miniscule damage but also reduces intelligence. There's really nothing to fear here, however, because they are easily taken out with normal attacks. They have a weakness towards wind attacks, so Ryu or Rei can defeat them with ease using the Feather Sword. The Typhoon spell is also very effective here.

-----  
Sleepy  
-----

HP- 120

Exp- 95

Zenny- 66

Steal Item- Baby Frog

Drop Item- Fat Frog

Location- Tidal Caves, Black Ship

Abilities- Hypnotize, Snooze

Notes- Sleepys are typical nuisance fighters. Their own attacks won't do much damage, but they often cast Hypnotize to confuse your party members. Equip status protection accessories such as Balance Rings or Life Sandals to help prevent confusion from occurring. Either beat them down with regular attacks or exploit their weakness towards electricity by casting spells like Lightning.

-----  
Slug  
-----

HP- 47  
Exp- 35  
Zenny- 20  
Steal Item- None  
Drop Item- None  
Location- Dump, Dauna Mine  
Abilities- Chlorine

Notes- These guys are pretty weak, but their Chlorine attack (which they use quite often) can be annoying. They usually come in small groups, which often contain one or two Fire Slugs as well. Since the Fire Slugs are much more of a threat, take care of them first and then go after the lesser Slugs with regular attacks.

-----  
Spectre  
-----

HP- 30  
Exp- 150  
Zenny- 75  
Steal Item- Wisdom Seed  
Drop Item- Barrier Ring  
Location- Lighthouse, Angel Tower  
Abilities- Depress, Leech Power

Notes- Spectres are among the few extremely annoying enemies that prefer to make direct attacks on your AP instead of your HP. They'll usually cast Depress on the first turn, which saps AP from all of your party members, and follow up with Leech Power, another spell that steals AP. Especially if you are making your way through the Lighthouse, you'll want to protect your precious AP, so exterminate Spectres with extreme prejudice. Kill them as quickly as you can with physical attacks. It helps if you have a somewhat fast attacker, such as Ryu, at the front of an attack formation.

-----  
Spiker  
-----

HP- 250  
Exp- 240  
Zenny- 125  
Steal Item- Antidote  
Drop Item- Soul Gem  
Location- Tidal Caves  
Abilities- Giant Growth, Rejuvenate, Venom Breath

Notes- These guys have a very solid amount of HP, so it's going to take a few good hits to bring them down. But, the annoying part about just using normal attacks is that the Spiker has a very high reprisal rate. However, the Spiker is most annoying because of its Venom Breath attack, which poisons all of your party members. Also, they like to cast Rejuvenate to heal themselves after taking heavy damage. Use strong melee skills or electric spells to kill them quickly. Personally, I find that using Rei's Weretiger coupled with Influence is a very effective way of taking them down quickly with no AP cost.

-----



## Tank Bot

-----

HP- 275

Exp- 500

Zenny- 0

Steal Item- Wisdom Seed

Drop Item- Wisdom Fruit

Location- Relay Point A, Container Yard, Myria Station

Abilities- Sacrifice, Transfer, Vitalize

Notes- Tank Bots are the only enemy in the game that can use the unique (and learnable) Transfer spell, which they'll often use to feed AP to their allies. They sometimes may even pointlessly cast Transfer on themselves. If you catch them by themselves or bring them down to low HP, they may use Sacrifice. Use regular attacks or any electric-based attacks to defeat them. If Ryu has the Royal Sword (or possibly even the weaker Barbarossa), he will be able to take them out with one hit.

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## Tar Man

-----

HP- 78

Exp- 70

Zenny- 15

Steal Item- Clay Vase

Drop Item- MultiVitamin

Location- Mt. Myrneg, Mt. Boumore

Abilities- Tar Baby

Notes- Tar Men are almost impossible to damage unless you freeze them with some kind of ice magic first (or get a critical hit). This is cheaply and easily done by simply casting Frost, which is learned from the game's first master, Mygas. Once you freeze the Tar Man, not only will you be able to deal damage to it, but it'll also be rendered completely harmless. From there, simply finish the Tar Man off with normal attacks.

-----

## Thanotos

-----

HP- 200

Exp- 755

Zenny- 0

Steal Item- Clothing

Drop Item- N/A

Location- Ryu's Dream

Abilities- Blizzard, Drain, Leech Power

Notes- The Thanotos is probably the toughest enemy that you'll find in Ryu's Dream. You only fight them in the second area of Ryu's Dream, and they usually come grouped with another enemy or two. Try to eliminate them quickly with holy-based attacks, because they like to steal your HP and AP with Drain and Leech Power, while occasionally casting Blizzard. Although their Blizzard doesn't do all that much damage, equipping a Ring of Ice will help not only against the Thanotos, but against the next boss you have to face as well.

-----  
Thrasher  
-----

HP- 90  
Exp- 185  
Zenny- 110  
Steal Item- Wisdom Seed  
Drop Item- None  
Location- Steel Grave, Colony  
Abilities- Timed Blow, Watch Enemy

Notes- The key to fighting Thrashers is to either damage or kill them before they get a chance to attack. The reason being that they really like to use Timed Blow, which can cause quite a bit of damage if they are at full HP. However, once they use Timed Blow, their HP will be reduced to one, making them easy to finish off. Since they tend to come in relatively large groups, Typhoon is a nice spell to use for taking them all out in one shot. Their weakness to wind-based attacks also make them very vulnerable to the Feather Sword.

-----  
Thunder  
-----

HP- 46  
Exp- 16  
Zenny- 18  
Steal Item- Taser  
Drop Item- None  
Location- Wyndian Catacombs, Lighthouse  
Abilities- Jolt

Notes- You'll most often find Thunders amongst a small group of Volts. On the very first turn, the Thunder will cast Jolt on itself and his Volt comrades, which will super-charge the Volts, allowing them to cast Jolt on you. The charged Volts will also give you more experience points, however, their combined Jolts can cause some serious damage. If you want the extra Exp, kill the Thunder last. Both Thunders and Volts seem to be weak against the Silver Knife, so equip it if you have it.

-----  
Torast  
-----

HP- 115  
Exp- 32  
Zenny- 8  
Steal Item- N/A  
Drop Item- N/A  
Location- Inside McNeil Manor  
Abilities- Sleep

Notes- He is the first, and probably the most annoying of the McNeil ghosts that you'll fight throughout the manor. This is mainly because of his Sleep spell. However, his normal attacks don't do too much damage, and as long as you brought plenty of Healing Herbs along for the mission, then you should be fine. His Sleep attack just annoyingly prolongs the fight. Just use regular attacks to kill him and heal if

necessary. Remember that Silver Knives will cause extra damage.

-----  
Toxic Fly  
-----

HP- 40  
Exp- 70  
Zenny- 20  
Steal Item- Antidote  
Drop Item- None  
Location- Underground Laboratory  
Abilities- Chlorine

Notes- These guys are more of a pest than a hard enemy. Toxic Flies tend to come in small groups, and they really like to use Chlorine. Kill them quickly with normal attacks and spells like Typhoon and Lightning to avoid the annoying effects of poison.

-----  
Toxic Man (1)  
-----

HP- 35  
Exp- 335  
Zenny- 25  
Steal Item- Clay Vase  
Drop Item- None  
Location- Colony  
Abilities- Chlorine, Venom Breath

Notes- The Toxic Man is not only unique because it loses HP every round due to their own poisonous body, but they also come in three different forms. You'll usually encounter them in small groups containing their varied versions. There's really no way of telling them apart in battle until you damage them and get a perspective on their HP levels. With a most pathetic amount of HP, this version of the Toxic Man is the weakest. You can more than likely take these guys out in one hit just using your regular attacks.

-----  
Toxic Man (2)  
-----

HP- 175  
Exp- 325  
Zenny- 25  
Steal Item- Clay Vase  
Drop Item- None  
Location- Colony  
Abilities- Chlorine, Venom Breath

Notes- This is the medium version of the Toxic Man. Like the other two versions of the Toxic Man, this one will take poison damage every turn, and it specializes in poison inducing attacks. Try to use holy-based attacks to eliminate them quickly. Equipping Ryu with the Ascension is particularly effective here.

-----  
Toxic Man (3)

-----  
HP- 600  
Exp- 225  
Zenny- 25  
Steal Item- Clay Vase  
Drop Item- None  
Location- Colony  
Abilities- Chlorine, Venom Breath

Notes- Judging by its HP, this is definitely the most solid version of the Toxic Man. Like the other versions, it will lose HP every turn due to poison, and it likes to use poisonous attacks. Since its HP is so high, you may have to employ some high-powered melee attacks to defeat them quickly. However, if you have any low AP-cost holy-type attacks, or any holy property weapons (such as Ryu's Ascension), you will be able to kill them more easily.

-----  
Tricker  
-----

HP- 100  
Exp- 70  
Zenny- 120  
Steal Item- Gems  
Drop Item- Thieves Knife  
Location- Angel Tower, Ogre Road, Mt. Levett  
Abilities- Blind, Flying Kick

Notes- Chances are that you'll first encounter the Tricker in the random battlefields in the Rhapala region. These guys are fast, and they like to annoy you with Blind, while occasionally using Flying Kick, which can do quite a bit of damage. They are also known to run away after one or two turns. Just have your more physical characters use regular attacks, while Nina sticks to level 2 magic spells like Iceblast. Also, their Gems may be worth stealing because they sell for a decent amount of zenny (especially at the antique shop in the faerie village if you've gotten that far yet).

-----  
Vagabond  
-----

HP- 125  
Exp- 88  
Zenny- 80  
Steal Item- Moon Sword  
Drop Item- Mithril Armor  
Location- Ogre Road  
Abilities- None

Notes- There's actually nothing all that special about the Vagabond. They usually come in pairs and will just hit you with regular attacks. You should be able to beat them down with only one or two normal attacks. Besides that, you can steal Moon Swords from them, which are good to sell.

-----  
Vampire

-----  
HP- 1000  
Exp- 6000  
Zenny- 1000  
Steal Item- Burglar Garb  
Drop Item- Lifestealer  
Location- Myria Station Final Area  
Abilities- Death, Evil Eye, Flare, Frost, Triple Blow

Notes- The Vampire is definitely one of the more formidable enemies that you'll meet in the final stages of the game. You'll most often encounter them amongst a flock of Night Bats. As long as there are Night Bats around, the Vampire will regenerate 500 HP every turn, so take out the Night Bats before going after the big guy himself. However, the Vampire will offer double Exp if you kill him while there are still Night Bats around. Once all of the lesser bats are gone, the Vampire will lose his HP regeneration and begin pelting you with some of his more deadly skills such as Triple Blow and Death. Now you'll want to kill the Vampire off quickly using holy-based attacks such as Holy Strike, Demonbane, and Aura. Holy property weapons such as the Holy Avenger also work very well here.

-----  
Vile Weed  
-----

HP- 190  
Exp- 750  
Zenny- 0  
Steal Item- Rice Ball  
Drop Item- N/A  
Location- Ryu's Dream  
Abilities- Death, Heal, Molasses, Myollnir, Shield, Simoon, Sirocco,  
Watch Enemy

Notes- Don't let that very impressive list of abilities scare you. Although the Vile Weed does have those spells, it doesn't have enough AP to cast the really strong ones. Since you'll want to conserve AP as much as possible during this mission, just beat these guys down using normal attacks.

----  
Volt  
----

HP- 34  
Exp- 28  
Zenny- 6  
Steal Item- Taser  
Drop Item- None  
Location- McNeil Manor, Wyndian Catacombs, Lighthouse  
Abilities- Charge, Jolt\*

Notes- Normally, Volts are relatively weak enemies. They'll usually use Charge, which does miniscule damage. However, if they get hit with any type of electric spell (mainly Jolt, which Thunders will cast on them), they will, in turn, be able to cast Jolt which does quite a bit of damage. And since they tend to come in groups when Thunders are around, their cumulative Jolts can be devastating. But when they are

charged with electricity, they give a lot more Exp (84 to be exact). If you're fighting them at McNeil Manor where there are no Thunders around, you can still take advantage of their Exp boost by having Rei cast Jolt on them. Once you charge them up, kill them off with normal attacks. Keep in mind that Silver Knives will cause extra damage to them. Also note that they can only be charged up once.

-----  
Vulcan  
-----

HP- 300  
Exp- 180  
Zenny- 300  
Steal Item- Protein  
Drop Item- Magma Armor  
Location- Mt. Zublo  
Abilities- Lavaburst

Notes- At the beginning of every battle, the Vulcan is completely dormant and practically invulnerable. However, if you hit the Vulcan with a fire-based attack, it'll wake up and begin attacking you with Lavaburst, a moderately powerful (and learnable) fire spell. But the real benefit to waking up the Vulcan is the huge amount of experience they yield. When awoken, they'll give a whopping 900 Exp! This makes them a perfect enemy to fight for leveling up (not to mention stealing Proteins off of as well). Once you wake them up, quickly kill them with any ice-based attacks that you have. Nina should use Iceblast, while Momo attacks with Ice Chrism equipped.

-----  
Wraith  
-----

HP- 100  
Exp- 1250  
Zenny- 275  
Steal Item- Soul Gem  
Drop Item- Divine Helm  
Location- Path to Eden (Myria Station)  
Abilities- Depress, Fireblast, Iceblast, Lightning, Typhoon

Notes- Wraiths are very unique enemies, as there is a certain method you normally must use to kill them. You'll quickly learn that they are completely immune to any kind of physical attacks. However, if you use any elemental spell on them, their special barrier that protects them against that element will be broken. For example, if you use a fire elemental spell on them, their Fire Barrier will be destroyed. Once you destroy an elemental barrier, they will become extremely vulnerable to that element. So the best way to kill them is to have two of your characters cast spells of the same element. Once their barrier is destroyed, even weak level 1 spells should be capable of finishing them off.

-----  
Zombie  
-----

HP- 78  
Exp- 8

Zenny- 8  
Steal Item- Clothing  
Drop Item- Bracers  
Location- Mt. Glaus Caverns, Wyndian Catacombs, Dauna Mine  
Abilities- None

Notes- Zombies are pretty easy to cope with. They start off the battle induced with confusion, and since they tend to come in small groups, they'll often attack each other. You can actually directly control who the confused Zombies attack by using Influence. Normal attacks will suffice to kill them. Remember that since they are undead, healing spells and holy-based attacks will deal incredible amounts of damage.

-----  
Zombie Dr.  
-----

HP- 145  
Exp- 80  
Zenny- 215  
Steal Item- MultiVitamin  
Drop Item- Vitamins  
Location- Dauna Mine, Underground Laboratory  
Abilities- Bone Dart, Vitalize

Notes- The Zombie Dr. is the strongest and most annoying of the zombie-type enemies. This is mainly because they like to use Bone Dart a lot, which causes confusion. However, on rare occasions when it is grouped together with other zombie-type enemies, the Zombie Dr. will cast Vitalize in attempt to heal its allies. But since all of his allies are likely to be undead, the spell will actually kill them instead of heal them. The Zombie Dr. is also undead, so use holy-based attacks to kill it easily.

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-----  
Location Enemy Listings  
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This section lists all the enemies that you can find at each of the game's major locations. The locations are presented in chronological order.

-----  
Cedar Woods / Yraall Road  
-----

Boss Goblin  
Eye Goo  
Goblin  
Gonghead  
Mage Goo  
Ripper

-----  
Road to Mt. Glaus

-----  
Eye Goo  
Gonghead  
Mage Goo  
Man Trap  
Puff Goo  
Ripper

-----  
Mt. Glaus  
-----

Bat (Caverns)  
Curr  
Eye Goo  
Gonghead  
Mage Goo  
Puff Goo  
Ripper  
Zombie (Caverns)

-----  
McNeil Manor  
-----

Bat  
Doksen  
Galtel  
Guard  
Kassen  
Pooch  
Roach  
Rocky  
Torast  
Volt

-----  
Mt. Myrneg  
-----

Nut Mage  
Nut Troop  
Tar Man  
Ripper

-----  
Wyndian Catacombs  
-----

Ghoul  
Nut Mage  
Nut Troop  
Thunder  
Volt  
Zombie

-----  
Eygnock Road  
-----



Eye Goo  
Mage Goo  
Nut Mage  
Nut Troop  
Ripper

-----  
Mt. Boumore  
-----

Gonger  
Nut Archer  
Nut Mage  
Nut Troop  
Orc (Backside)  
Tar Man

-----  
Momo's Tower  
-----

Armor Bot  
Gonger  
Hyper Bot  
Ice Toad  
Lizard  
Orc  
Proto Bot

----  
Dump  
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Bomber  
Eye Bulb  
Fire Slug  
Pain Weed  
Rank Weed  
Slug

-----  
[?] Forest in Eastern Wyndia  
-----

Eye Goo  
Goey  
Goo Titan (Rare)  
Mage Goo  
Puff Goo

-----  
Lighthouse  
-----

Blood Bat  
Bomber  
Ghost  
Spectre  
Thunder

Volt

-----  
Mt. Zublo  
-----

Lava Man  
Lizard  
Lizard Man  
Vulcan

-----  
Angel Tower  
-----

Cerebus  
Lizard Man  
Phantom  
Spectre  
Tricker

-----  
Dauna Mine  
-----

Fire Slug  
Ghoul  
Giant Roach  
Slug  
Zombie  
Zombie Dr.

-----  
Ogre Road  
-----

Goo Titan  
Slasher  
Tricker  
Vagabond

-----  
Mt. Levett  
-----

Blue Goblin  
Boss Goblin  
Goo Titan  
Slasher  
Tricker

-----  
Underground Laboratory  
-----

Big Bulb  
Fly Man  
Giant Roach  
Toxic Fly  
Zombie Dr.

-----  
Tidal Caves  
-----

Barb Bulb  
Bomb Seed  
Slasher  
Sleepy  
Spiker

-----  
Steel Beach (Freighter)  
-----

Bolt  
Bolt Archer  
Bolt Mage

-----  
Black Ship  
-----

Bolt  
Bolt Archer  
Bolt Lord (Rare)  
Bolt Mage  
Giant Crab  
King Toad  
Sleepy

-----  
Steel Grave  
-----

Assassin  
Audrey  
Multi Bot  
Thrasher

-----  
Colony  
-----

Assassin  
Codger  
Thrasher  
Toxic Man (1)  
Toxic Man (2)  
Toxic Man (3)

-----  
Relay Point A  
-----

Codger  
Dragon Fly  
Insector  
Reaper  
Tank Bot

-----  
Factory  
-----

Boss Goblin  
Egg Gang  
Giant Orc  
Gold Egg (Rare)  
Hobgoblin  
Pipe Bomb

-----  
Desert of Death  
-----

Cacti  
Drak  
Magmaite  
Scorpion

-----  
Container Yard  
-----

ArchMage (Rare)  
Berserker (Rare)  
Tank Bot

-----  
Myria Station (Main / Worker's Areas)  
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Adept  
Armor  
Death Bot  
Nitemare  
Tank Bot

-----  
Myria Station Laboratory  
-----

Clone  
Hopper  
Ice Drake  
Newt  
Red Drake

-----  
Path to Eden (Myria Station)  
-----

Foul Weed  
Goo King (Rare)  
Hopper  
Plant 42  
Wraith

-----

Eden

----

Eye Goo

Gooley

Goo King (Rare)

Goo Titan

Mage Goo

Puff Goo

-----  
Ryu's Dream  
-----

Mad Gong

Thanotos

Vile Weed

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Myria Station Final Area  
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Goo King

Mist Man

Night Bat

Revenant

Vampire

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10. GAME LISTS  
  
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This section contains an in-depth listing of all the game's equipment and items. Each type of equipment (weapons, armor, shields, helmets) is listed by character, meaning that each character has their own listing within each type. The equipment is listed in descending order from strongest to weakest (best to worst, if you will), so it's extremely easy to determine a character's ultimate equipment and compare pieces of equipment to each other. After the equipment and accessory lists come the item lists. The items are divided up by type (healing, vital, etc.).

In many of the lists there is a "How Acquired" column. As the name suggests, this column tells you where and how to obtain the corresponding item. For the sake of space, items that can be obtained many different ways may not have every single way listed. Also in an effort to conserve space, the "How Acquired" column is organized based on the following abbreviations, with specific information following in parenthesis:

FN = Found on the field or in a dungeon

PR = Purchased at a store

ES = Enemy Steal item

ED = Enemy Drop item

MS = Manillo Shop

FV = Faerie Village

For example, if a certain item can be stolen from the Lizard Man enemy, it will be listed like this in the "How Acquired" column:

ES (Lizard Man)

Simple enough? Good. Because that's all you need to know to read these lists properly. Onward!

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 -----  
 WEAPONS  
 -----  
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 RYU  
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Weapon	Power	Weight	Other Stats	How Acquired
GooKingSword	180	4	-	ED (Goo King), FV
Royal Sword	158	8	Prop: Electric Casts Lightning	MS, FN (Desert of Death)
Dragon Blade	130	4	Prop: Flame Casts Fireblast	ES (D. Lord)
Holy Avenger	125	4	Prop: Holy Casts Might	ED (ArchMage)
Seeking Sword	110	2	Def+5, Int+5	PR (Caer Xhan), ES (Mist Man)
DamascusSwd	105	4	-	PR (Dragnier)
Demonsbane	99	7	Devil Slayer	MS, FN (Myria Station)
PiercingEdge	91	4	Casts Weaken	PR (Kombinat)
Barbarossa	82	10	Prop: Electric	PR (Junk Town), FN (Relay P. A)
Heat Shotel	76	3	Prop: Flame	PR (Kombinat), ES (Newt)
Ascension	70	4	Prop: Holy	FN (Black Ship)
Heavy Dagger	67	2	Prop: Frost	FN (Middle Sea)
Deadly Blade	55	4	Critical Hit% Up	FN (Tidal Cave)
Baselard	59	3	-	PR (Parch)

Royal Dagger	54	2	Casts Protect	ED (Bolt), FV
HiddenDagger	51	1	Psb. Instant Kill	FV
AshurasSword	50	4	N/A	PR (Syn City)
FeatherSword	48	1	Prop: Wind	FN (Dauna Mine)
Claymore	43	10	-	PR (Wyndia, Arena), ES (Armor)
Flare Sword	38	4	Prop: Flame	PR (Urkan Tapa)
Moon Sword	32	4	-	PR (Arena, Rhapala), ES (Vagabond)
Scramasax	23	2	-	PR (Genmel, Arena), FN (M. Forest), ED (Blue Goblin)
Broad Sword	15	3	-	PR (Wyndia, Genmel), FN (McNeil Manor), ED (Nut Troop), ES (Lizard Man)
Silver Knife	12	1	Prop: Holy	MS, FN (Tower), PR (Syn City)
Bronze Sword	8	2	-	PR (McNeil, Wyndia), FV
BallockKnife	6	1	-	PR (McNeil), FN (Mt. Glaus)
Melted Blade	6	1	-	FN (Dauna Mine)
Dagger	4	1	-	Initial Equip
Bent Sword	2	5	-	PR (Parch), FN (Mt. Glaus, Mt. Boumore), EN (Goblin)

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REI  
-----

Weapon	Power	Weight	Other Stats	How Acquired
Holy Avenger	125	4	Prop: Holy Casts Might	ED (ArchMage)
Lifestealer	108	1	Psb. Instant Kill	ED (Vampire), FV
PiercingEdge	91	4	Casts Weaken	PR (Kombinat)
Slicer	85	1	Critical Hit% Up	FN (Myria Station)

Heat Shotel	76	3	Prop: Flame	PR (Kombinat), ES (Newt)
Heavy Dagger	67	2	Prop: Frost	FN (Middle Sea)
Katzbalger	61	1	-	MS, EN (Assassin), FV
Baselard	59	3	-	PR (Parch)
Royal Dagger	54	2	Casts Protect	ED (Bolt), FV
FeatherSword	48	1	Prop: Wind	FN (Dauna Mine)
Flare Sword	38	4	Prop: Flame	PR (Urkan Tapa)
ThievesKnife	36	1	Enhances Psionics	PR (Syn City), ED (Tricker)
Moon Sword	32	4	-	PR (Arena, Rhapala), ES (Vagabond)
Scramasax	23	2	-	PR (Genmel, Arena), FN (M. Forest), ED (Blue Goblin)
Broad Sword	15	3	-	PR (Wyndia, Genmel), FN (McNeil Manor), ED (Nut Troop), ES (Lizard Man)
Silver Knife	12	1	Prop: Holy	MS, FN (Tower), PR (Syn City)
Bronze Sword	8	2	-	PR (McNeil, Wyndia), FV
BallockKnife	6	1	-	PR (McNeil), FN (Mt. Glaus)
Melted Blade	6	1	-	FN (Dauna Mine)
Dagger	4	1	-	Initial Equip
Bent Sword	2	5	-	PR (Parch), FN (Mt. Glaus, Mt. Boumore), ES (Goblin)

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NINA  
-----

Weapon	Power	Weight	Other Stats	How Acquired
Ouroboros	80	5	Int+10 Casts Raise Dead	FV



BlessedStaff	73	3	Resists Death Casts Heal	PR (Caer Khan)
Thunder Rod	69	10	Prop: Electric Casts Jolt	PR (Junk Town)
Beryl Rod	61	4	Int+5	PR (Kombinat)
HiddenDagger	51	1	Psb. Instant Kill	FV
LacquerStaff	50	3	Casts Silence	FN (Relay P. A)
Ruby Scepter	43	3	Prop: Flame Casts Flare	PR (Parch)
Wind Cutter	34	3	Prop: Wind Casts Cyclone	PR (Syn City), FV
QuarterStaff	28	4	-	PR (Rhapala)
Magician Rod	20	2	Int+3	PR (Genmel), ES (Emitai, Gisshan)
Mace	12	3	-	PR (Wyndia)
Oaken Staff	6	1	-	Initial Equip
PointedStick	1	1	-	ES (Man Trap), FV

-----  
GARR  
-----

Weapon	Power	Weight	Other Stats	How Acquired
Beast Spear	150	15	Drains 1/20 MAX HP per turn	FN (Gaist)
Dragon Spear	110	6	Dragon Slayer	FN (Eden)
Rufad'sSpear	108	2	Prop: Holy Casts Shield	ED (Berserker)
Gunginir	99	10	Accuracy Up	PR (Caer Khan)
Aries Spear	88	4	Devil Slayer	MS, FN (Factory)
Ice Halberd	80	6	Prop: Frost	FV
Gigantess	78	12	-	PR (Junk Town)
Gale Javelin	68	4	Prop: Wind	PR (Kombinat), ED (Insector)
PiercingPike	62	4	-	FV

Flying Spear	50	2	-	PR (Parch)
Flame Spear	42	4	Prop: Flame	ED (Fly Man)
Rood Spear	41	4	-	PR (Syn City)
Halberd	33	4	-	PR (Urkan Tapa)
Long Spear	24	3	-	PR (Rhapala)
Spear	16	2	-	Initial Equip

-----  
MOMO  
-----

Weapon	Power	Weight	Other Stats	How Acquired
Atomic Bomb	198	1	-	PR (Caer Khan), ED (Death Bot)
HE Shells	166	1	Destroys Plants	FN (Myria Station)
AP Shells	158	1	-	PR (Kombinat)
Ghostbuster	155	1	Prop: Holy	FV
Gas Shells	118	1	Induce Confusion	FN (Myria Station)
Flash Shells	96	1	Induce Blindness	FN (Black Ship)
Sleep Shells	80	1	Induce Sleep	FN (Secret Lab)
Homing Bomb	78	1	Accuracy Up	FN (Kombinat, Factory)
ShotgunShell	78	1	-	PR (Junk Town, Syn City)
Ammo	58	1	-	Initial Equip
Flame Chrysm	50	1	Prop: Flame	PR (Rhapala, Junk Town), FN (Tower, Lighthouse), FV
Ice Chrysm	50	1	Prop: Frost	PR (Junk Town), FN (Tower)

-----  
PECO  
-----

Weapon	Power	Weight	Other Stats	How Acquired
Dragonfang	85	1	Dragon Slayer	ED (Red Drake,

					Ice Drake)
Death Claws	73	1	Psb. Instant Kill	FN (Desert of Death)	
Brass Claws	64	1	Casts Simoon	PR (Caer Xhan)	
Rockbreaker	55	1	Prop: Earth	FN (Factory)	
Raptor Claws	46	1	-	PR (Kombinat)	
Tiger Claws	34	1	-	PR (Parch), FV	
Flame Talons	25	1	Prop: Flame	FN (Mt. Zublo)	
Spiked Claws	18	1	-	PR (Rhapala)	
Rippers	10	1	-	PR (Genmel)	
Melted Blade	6	1	-	FN (Dauna Mine)	

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 BODY ARMOR  
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 RYU  
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Armor	Defense	Weight	Other Stats	How Acquired
Life Armor	80	8	Regenerates 1HP per turn/step	MS, FN (Desert of Death)
Mist Armor	75	4	Sacred Armor	ED (Mist Man)
Dragon Armor	73	6	Absorbs Flame	ED (D. Lord)
Royal Armor	72	8	-	PR (Caer Xhan), ED (Magmaite)
Force Armor	65	6	Defense vs psionics Casts Barrier	PR (Caer Xhan), FN (Eden)
DamascusMail	58	6	-	PR (Dragnier), ES (Death Bot)
LacquerArmor	57	8	-	PR (Kombinat)
BlizzardMail	51	8	Resists Frost	FN (Middle Sea), ED (Giant Crab)
Amber BPlate	45	4	-	PR (Parch), FV

Magma Armor	38	8	Absorbs Flame	ED (Vulcan)
Silver Mail	32	6	-	PR (Syn City, Parch), FN (Palet's Lab), ES (Mikba, Multi Bot)
MithrilArmor	26	6	-	PR (Urkan Tapa), ED (Vagabond)
Scale Mail	21	6	-	PR (Arena, Rhapala), ES (Patrio, Garr, Fly Man)
Chain Cap	19	5	-	MS
AsbestosArmr	18	6	Resists Flame	FN (Mt. Zublo)
Lgt.Clothing	16	1	-	PR (Syn City), FN (Dauna Mine)
Breastplate	16	4	-	PR (Genmel, Arena, Rhapala), FN (Tower), ES (Armor Bot), FV
Cuirass	12	6	-	PR (Wyndia, Genmel), ES (Hyper Bot), ED (Proto Bot)
Ranger Garb	7	4	-	PR (Wyndia, Genmel)
Waistcloth	5	3	-	MS, ES (Boss Gbn), FV
LeatherArmor	4	4	-	PR (McNeil, Wyndia), ES (Ghoul)
Clothing	2	3	-	ES (Thanatos, Zombie), FV

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REI  
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Armor	Defense	Weight	Other Stats	How Acquired
Life Armor	80	8	Regenerates 1HP per turn/step	MS, FN (Desert of Death)
Mist Armor	75	4	Sacred Armor	ED (Mist Man)
Royal Armor	72	8	-	PR (Caer Xhan), ED (Magmaite)
Force Armor	65	6	Defense vs psionics Casts Barrier	PR (Caer Xhan), FN (Eden)

Burglar Garb	64	0	Agl+5	ED (Nitemare), ES (Vampire)
DamascusMail	58	6	-	PR (Dragnier), ES (Death Bot)
LacquerArmor	57	8	-	PR (Kombinat)
BlizzardMail	51	8	Resists Frost	FN (Middle Sea), ED (Giant Crab)
Amber BPlate	45	4	-	PR (Parch), FV
Magma Armor	38	8	Absorbs Flame	ED (Vulcan)
Silver Mail	32	6	-	PR (Syn City, Parch), FN (Palet's Lab), ES (Mikba, Multi Bot)
MithrilArmor	26	6	-	PR (Urkan Tapa), ED (Vagabond)
Scale Mail	21	6	-	PR (Arena, Rhapala), ES (Patrio, Garr, Fly Man)
Chain Cap	19	5	-	MS
AsbestosArmrr	18	6	Resists Flame	FN (Mt. Zublo)
Lgt.Clothing	16	1	-	PR (Syn City), FN (Dauna Mine)
Breastplate	16	4	-	PR (Genmel, Arena, Rhapala), FN (Tower), ES (Armor Bot), FV
Cuirass	12	6	-	PR (Wyndia, Genmel), ES (Hyper Bot), ED (Proto Bot)
Ranger Garb	7	4	-	PR (Wyndia, Genmel)
Waistcloth	5	3	-	MS, ES (Boss Gbn), FV
LeatherArmor	4	4	-	PR (McNeil, Wyndia), ES (Ghoul)
Clothing	2	3	-	ES (Thanatos, Zombie), FV

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NINA  
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Armor | Defense | Weight | Other Stats | How Acquired

Diana'sDress	72	4	Blessed Armor	ED (Revenant)
Force Armor	65	6	Defense vs psionics Casts Barrier	PR (Caer Khan), FN (Eden)
Holy Robe	62	3	Blessed Armor	FN (Myria Station), ES (Adept)
Sage's Frock	53	3	Int+5	PR (Kombinat), FN (Factory)
PhantomDress	45	3	Wearer to Undead	ED (Reaper)
Amber BPlate	45	4	-	PR (Parch), FV
Robe of Wind	41	0	Resists Electric, Wind, and Earth Casts Speed	FN (Steel Beach)
Crepe Cape	19	2	-	MS, ED (Phantom), FV
Igt.Clothing	16	1	-	PR (Syn City), FN (Dauna Mine)
Mage's Robes	9	3	-	PR (Wyndia)
LeatherApron	6	4	-	PR (Wyndia)
Waistcloth	5	3	-	MS, ES (Boss Gbn), FV
LeatherArmor	4	4	-	PR (McNeil, Wyndia), ES (Ghoul)
Clothing	2	3	-	ES (Thanatos, Zombie), FV

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GARR  
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Armor	Defense	Weight	Other Stats	How Acquired
Gideon'sGarb	82	12	Pwr+10	ED (Armor)
Life Armor	80	8	Regenerates 1HP per turn/step	MS, FN (Desert of Death)
Mist Armor	75	4	Sacred Armor	ED (Mist Man)
Royal Armor	72	8	-	PR (Caer Khan), ED (Magmaite)
Force Armor	65	6	Defense vs psionics Casts Barrier	PR (Caer Khan), FN (Eden)
DamascusMail	58	6	-	PR (Dragnier), ES (Death Bot)

LacquerArmor	57	8	-	PR (Kombinat)
BlizzardMail	51	8	Resists Frost	FN (Middle Sea), ED (Giant Crab)
Amber BPlate	45	4	-	PR (Parch), FV
Magma Armor	38	8	Absorbs Flame	ED (Vulcan)
Silver Mail	32	6	-	PR (Syn City, Parch), FN (Palet's Lab), ES (Mikba, Multi Bot)
MithrilArmor	26	6	-	PR (Urkan Tapa), ED (Vagabond)
Scale Mail	21	6	-	PR (Arena, Rhapala), ES (Patrio, Garr, Fly Man)
Chain Cap	19	5	-	MS
AsbestosArmr	18	6	Resists Flame	FN (Mt. Zublo)
Igt.Clothing	16	1	-	PR (Syn City), FN (Dauna Mine)
Breastplate	16	4	-	PR (Genmel, Arena, Rhapala), FN (Tower), ES (Armor Bot), FV
Cuirass	12	6	-	PR (Wyndia, Genmel), ES (Hyper Bot), ED (Proto Bot)
Waistcloth	5	3	-	MS, ES (Boss Gbn), FV
LeatherArmor	4	4	-	PR (McNeil, Wyndia), ES (Ghoul)
Clothing	2	3	-	ES (Thanatos, Zombie), FV

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MOMO  
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Armor	Defense	Weight	Other Stats	How Acquired
Mist Armor	75	4	Sacred Armor	ED (Mist Man)
Diana'sDress	72	4	Blessed Armor	ED (Revenant)
Force Armor	65	6	Defense vs psionics Casts Barrier	PR (Caer Xhan), FN (Eden)

Holy Robe	62	3	Blessed Armor	FN (Myria Station), ES (Adept)
Sage's Frock	53	3	Int+5	PR (Kombinat), FN (Factory)
PhantomDress	45	3	Wearer to Undead	ED (Reaper)
Amber BPlate	45	4	-	PR (Parch), FV
Silver Mail	32	6	-	PR (Syn City, Parch), FN (Palet's Lab), ES (Mikba, Multi Bot)
Scale Mail	21	6	-	PR (Arena, Rhapala), ES (Patrio, Garr, Fly Man)
Crepe Cape	19	2	-	MS, ED (Phantom), FV
Chain Cap	19	5	-	MS
AsbestosArmr	18	6	Resists Flame	FN (Mt. Zublo)
Igt.Clothing	16	1	-	PR (Syn City), FN (Dauna Mine)
Breastplate	16	4	-	PR (Genmel, Arena, Rhapala), FN (Tower), ES (Armor Bot), FV
Cuirass	12	6	-	PR (Wyndia, Genmel), ES (Hyper Bot), ED (Proto Bot)
Mage's Robes	9	3	-	PR (Wyndia)
Ranger Garb	7	4	-	PR (Wyndia, Genmel)
LeatherApron	6	4	-	PR (Wyndia)
Waistcloth	5	3	-	MS, ES (Boss Gbn), FV
LeatherArmor	4	4	-	PR (McNeil, Wyndia), ES (Ghoul)
Clothing	2	3	-	ES (Thanatos, Zombie), FV

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PECO  
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How

Armor | Defense | Weight | Other Stats | Acquired  
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Amber BPlate	45	4	-	PR (Parch), FV
Crepe Cape	19	2	-	MS, ED (Phantom), FV
Breastplate	16	4	-	PR (Genmel, Arena, Rhapala), FN (Tower), ES (Armor Bot), FV
Waistcloth	5	3	-	MS, ES (Boss Gbn), FV

\*\*\* NOTE \*\*\*

The Manly Clothes, a special kind of armor not found in the above lists, can be purchased at Syn City and equipped to Ryu, Rei, and Garr. Its stats are Def 10 Wgt 3, and it possesses the same effect as a Soul Gem. Like Soul Gems, the auto-revive feature of the Manly Clothes is a one time use only.

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 SHIELDS  
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 RYU  
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Shield	Defense	Weight	Other Stats	How Acquired
Aries Gloves	44	2	Pwr+10	ES (Berserker)
DragonShield	42	3	Absorbs Flame	FN (Myria Station)
Mind Shield	34	3	Int+5 Casts Leech Power	PR (Caer Xhan), ED (Drak, Newt)
LaquerShield	33	3	-	PR (Kombinat), FN (Relay P. A)
SpikedGntlts	28	1	Pwr+5	PR (Kombinat), FV
Ice Shield	28	3	Resists Frost	FN (Middle Sea)
Kite Shield	28	3	-	PR (Parch)
Flame Shield	25	3	Resists Flame	ED (Lizard Man)
SteelGntlts	21	1	-	PR (Syn City)
MithrlShield	17	3	-	PR (Urkan Tapa)
Protectors	16	1	Resist Status Chng	PR (Caer Xhan),

					FN (Black Ship), ED (Goo Titan), FV
Buckler	12	2	-		PR (Arena, Rhapala), FN (Mt. Boumore), ED (Ghost), FV
BronzeShield	8	2	-		PR (Wyndia, Genmel), ES (Orc)
Gauntlet	5	1	-		PR (Wyndia, Genmel, Rhapala)
Cloth Shield	3	1	-		PR (McNeil), FN (Mt. Glaus)
Bracers	1	0	-		PR (McNeil), ED (Zombie)

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REI  
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Shield	Defense	Weight	Other Stats	How Acquired
Aries Gloves	44	2	Pwr+10	ES (Berserker)
Mind Shield	34	3	Int+5 Casts Leech Power	PR (Caer Xhan), ED (Drak, Newt)
SpikedGntlts	28	1	Pwr+5	PR (Kombinat), FV
Ice Shield	28	3	Resists Frost	FN (Middle Sea)
Flame Shield	25	3	Resists Flame	ED (Lizard Man)
SteelGntlts	21	1	-	PR (Syn City)
MithrlShield	17	3	-	PR (Urkan Tapa)
Protectors	16	1	Resist Status Chng	PR (Caer Xhan), FN (Black Ship), ED (Goo Titan), FV
Buckler	12	2	-	PR (Arena, Rhapala), FN (Mt. Boumore), ED (Ghost), FV
BronzeShield	8	2	-	PR (Wyndia, Genmel), ES (Orc)
Gauntlet	5	1	-	PR (Wyndia, Genmel, Rhapala)
Cloth Shield	3	1	-	PR (McNeil), FN (Mt. Glaus)
Bracers	1	0	-	PR (McNeil), ED (Zombie)

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 NINA  
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Shield	Defense	Weight	Other Stats	How Acquired
Aries Gloves	44	2	Pwr+10	ES (Berserker)
SpikedGntlts	28	1	Pwr+5	PR (Kombinat), FV
SteelGntlts	21	1	-	PR (Syn City)
Protectors	16	1	Resist Status Chng	PR (Caer Xhan), FN (Black Ship), ED (Goo Titan), FV
Buckler	12	2	-	PR (Arena, Rhapala), FN (Mt. Boumore), ED (Ghost), FV
Gauntlet	5	1	-	PR (Wyndia, Genmel, Rhapala)
Bracers	1	0	-	PR (McNeil), ED (Zombie)

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 GARR  
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Shield	Defense	Weight	Other Stats	How Acquired
GiantShield	45	5	-	FN (Myria Station)
Aries Gloves	44	2	Pwr+10	ES (Berserker)
Mind Shield	34	3	Int+5 Casts Leech Power	PR (Caer Xhan), ED (Drak, Newt)
LaquerShield	33	3	-	PR (Kombinat), FN (Relay P. A)
SpikedGntlts	28	1	Pwr+5	PR (Kombinat), FV
Ice Shield	28	3	Resists Frost	FN (Middle Sea)
Kite Shield	28	3	-	PR (Parch)
Flame Shield	25	3	Resists Flame	ED (Lizard Man)
SteelGntlts	21	1	-	PR (Syn City)
MithrlShield	17	3	-	PR (Urkan Tapa)
Protectors	16	1	Resist Status Chng	PR (Caer Xhan), FN (Black Ship), ED (Goo Titan), FV

Buckler	12	2	-	PR (Arena, Rhapala), FN (Mt. Boumore), ED (Ghost), FV
BronzeShield	8	2	-	PR (Wyndia, Gemmel), ES (Orc)
Gauntlet	5	1	-	PR (Wyndia, Gemmel, Rhapala)
Cloth Shield	3	1	-	PR (McNeil), FN (Mt. Glaus)
Bracers	1	0	-	PR (McNeil), ED (Zombie)

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MOMO  
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Shield	Defense	Weight	Other Stats	How Acquired
Aries Gloves	44	2	Pwr+10	ES (Berserker)
Mind Shield	34	3	Int+5 Casts Leech Power	PR (Caer Xhan), ED (Drak, Newt)
SpikedGntlts	28	1	Pwr+5	PR (Kombinat), FV
SteelGntlts	21	1	-	PR (Syn City)
Protectors	16	1	Resist Status Chng	PR (Caer Xhan), FN (Black Ship), ED (Goo Titan), FV
Buckler	12	2	-	PR (Arena, Rhapala), FN (Mt. Boumore), ED (Ghost), FV
Gauntlet	5	1	-	PR (Wyndia, Gemmel, Rhapala)
Bracers	1	0	-	PR (McNeil), ED (Zombie)

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PECO  
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Shield	Defense	Weight	Other Stats	How Acquired
Aries Gloves	44	2	Pwr+10	ES (Berserker)
LaquerShield	33	3	-	PR (Kombinat), FN (Relay P. A)
SpikedGntlts	28	1	Pwr+5	PR (Kombinat), FV

Ice Shield	28	3	Resists Frost	FN (Middle Sea)
Kite Shield	28	3	-	PR (Parch)
Flame Shield	25	3	Resists Flame	ED (Lizard Man)
SteelGntlets	21	1	-	PR (Syn City)
MithrlShield	17	3	-	PR (Urkan Tapa)
Protectors	16	1	Resist Status Chng	PR (Caer Xhan), FN (Black Ship), ED (Goo Titan), FV
Buckler	12	2	-	PR (Arena, Rhapala), FN (Mt. Boumore), ED (Ghost), FV
BronzeShield	8	2	-	PR (Wyndia, Genmel), ES (Orc)
Gauntlet	5	1	-	PR (Wyndia, Genmel, Rhapala)
Cloth Shield	3	1	-	PR (McNeil), FN (Mt. Glaus)
Bracers	1	0	-	PR (McNeil), ED (Zombie)

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HELMETS  
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RYU  
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Helmet	Defense	Weight	Other Stats	How Acquired
Dragon Helm	30	2	Absorbs Flame	FN (Myria Station)
Divine Helm	26	2	Resists Death	ED (Gold Egg, Wraith), FV
Sun Mask	22	1	Resists Flame	PR (Caer Xhan)
Lacquer Helm	21	2	-	PR (Kombinat), ED (Bolt Lord)
UV Glasses	18	1	Resists Blindness	FN (Steel Grave)

PlatinumHelm	18	1	-	PR (Parch)
Tiger's Cap	17	1	Pwr+5	ED (Giant Orc), FV
Mithril Helm	12	1	-	PR (Urkan Tapa), FN (Angel Tower)
Knight'sHelm	8	2	-	PR (Arena, Rhapala)
Glass Domino	6	1	-	PR (Wyndia, Genmel, Rhapala), FN (Catacombs)
Iron Helm	6	2	-	MS, PR (Wyndia), ED (Guard)
Brass Helm	3	1	-	PR (McNeil), ED (Boss Gbn)
Bandana	1	0	-	PR (McNeil), FN (Arena)

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REI  
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Helmet	Defense	Weight	Other Stats	How Acquired
Divine Helm	26	2	Resists Death	ED (Gold Egg, Wraith), FV
Sun Mask	22	1	Resists Flame	PR (Caer Khan)
Lacquer Helm	21	2	-	PR (Kombinat), ED (Bolt Lord)
UV Glasses	18	1	Resists Blindness	FN (Steel Grave)
PlatinumHelm	18	1	-	PR (Parch)
Tiger's Cap	17	1	Pwr+5	ED (Giant Orc), FV
Mithril Helm	12	1	-	PR (Urkan Tapa), FN (Angel Tower)
Knight'sHelm	8	2	-	PR (Arena, Rhapala)
Glass Domino	6	1	-	PR (Wyndia, Genmel, Rhapala), FN (Catacombs)
Iron Helm	6	2	-	MS, PR (Wyndia), ED (Guard)
Brass Helm	3	1	-	PR (McNeil), ED (Boss Gbn)

Bandana	1	0	-	PR (McNeil), FN (Arena)
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NINA  
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Helmet	Defense	Weight	Other Stats	How Acquired
Silver Tiara	23	1	Blessed Armor	FN (Eden)
UV Glasses	18	1	Resists Blindness	FN (Steel Grave)
Tiger's Cap	17	1	Pwr+5	ED (Giant Orc), FV
Laurel	15	0	-	FN (Wyndia Dungeon), MS, FV
Gold Hairpin	14	0	-	PR (Syn City), FN (Mt. Levett)
Knight'sHelm	8	2	-	PR (Arena, Rhapala)
Glass Domino	6	1	-	PR (Wyndia, Genmel, Rhapala), FN (Catacombs)
Brass Helm	3	1	-	PR (McNeil), ED (Boss Gbn)
Bandana	1	0	-	PR (McNeil), FN (Arena)

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GARR  
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Helmet	Defense	Weight	Other Stats	How Acquired
Divine Helm	26	2	Resists Death	ED (Gold Egg, Wraith), FV
Sun Mask	22	1	Resists Flame	PR (Caer Xhan)
Lacquer Helm	21	2	-	PR (Kombinat), ED (Bolt Lord)
UV Glasses	18	1	Resists Blindness	FN (Steel Grave)
PlatinumHelm	18	1	-	PR (Parch)
Tiger's Cap	17	1	Pwr+5	ED (Giant Orc), FV
Mithril Helm	12	1	-	PR (Urkan Tapa), FN (Angel Tower)

Knight'sHelm	8	2	-	PR (Arena, Rhapala)
Glass Domino	6	1	-	PR (Wyndia, Genmel, Rhapala), FN (Catacombs)
Iron Helm	6	2	-	MS, PR (Wyndia), ED (Guard)
Brass Helm	3	1	-	PR (McNeil), ED (Boss Gbn)
Bandana	1	0	-	PR (McNeil), FN (Arena)

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MOMO  
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Helmet	Defense	Weight	Other Stats	How Acquired
Silver Tiara	23	1	Blessed Armor	FN (Eden)
UV Glasses	18	1	Resists Blindness	FN (Steel Grave)
Tiger's Cap	17	1	Pwr+5	ED (Giant Orc), FV
Laurel	15	0	-	FN (Wyndia Dungeon), MS, FV
Gold Hairpin	14	0	-	PR (Syn City), FN (Mt. Levett)
Mithril Helm	12	1	-	PR (Urkan Tapa), FN (Angel Tower)
Knight'sHelm	8	2	-	PR (Arena, Rhapala)
Glass Domino	6	1	-	PR (Wyndia, Genmel, Rhapala), FN (Catacombs)
Iron Helm	6	2	-	MS, PR (Wyndia), ED (Guard)
Brass Helm	3	1	-	PR (McNeil), ED (Boss Gbn)
Bandana	1	0	-	PR (McNeil), FN (Arena)

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PECO  
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Helmet	Defense	Weight	Other Stats	How Acquired
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UV Glasses	18	1	Resists Blindness	FN (Steel Grave)
Tiger's Cap	17	1	Pwr+5	ED (Giant Orc), FV
Laurel	15	0	-	FN (Wyndia Dungeon), MS, FV
Knight'sHelm	8	2	-	PR (Arena, Rhapala)
Glass Domino	6	1	-	PR (Wyndia, Genmel, Rhapala), FN (Catacombs)
Brass Helm	3	1	-	PR (McNeil), ED (Boss Gbn)
Bandana	1	0	-	PR (McNeil), FN (Arena)

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ACCESSORIES  
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Accessory	Stats/Use	Purchase Price	How Acquired
Artemis' Cap	Accuracy Up	-	MS, FN (Dump, Factory)
Balance Ring	Resists Confusion	1000z	ED (Hopper), FV
Barrier Ring	Protection vs. Psionics Up	3000z	ED (Multi Bot, Spectre), FV
Bat Amulet	Resists Blindness	-	FN (Mt. Myrneg), ES (Pain/Rank Weed)
Bell Collar	Increases Enemy Encounter Rate	10000z	MS, ED (Clone), FV
Coupons	All shop prices reduced by 20%	-	FN (Dauna Mine), FV
Cupid's Lyre	Heals 1HP per step	-	FN (Myria Station), MS, Master (Lang)
Diamond Ring	Resists Death	3000z	FN (Angel Tower), ES (Gold Egg), FV
Dream Ring	Resists Sleep	1000z	FN (Lighthouse), ES (Cawer), FV
Hawk's Ring	Surprise Attack Chance Up	-	MS, FN (Tidal Cave), ES (Nitemare)

High Boots	Def+5	3000z	PR (Junk Town, Caer Xhan), FN (Dump), ED (Ghoul), FV
Holy Mantle	Decreases Enemy Encounter Rate	10000z	MS, FV
Ivory Charm	Defense vs. Status Chg & all Elements Up, Heals 1HP per turn/step, Healing effect doubled	-	FV (Exploration)
Life Sandals	Status Chg Protection Up	500z	PR (Wyndia), FV
Light Bangle	Status Chg Protection Up	-	FN (Catacombs, Black Ship, Myria Station)
Lion's Belt	Willpower Up	3000z	PR (Junk Town, Caer Xhan), FN (Dauna Mine), MS, FV
Midas Stone	50% more zenny from battles Agl-10	3000z	PR (Wyndia)
Ring of Fire	Absorbs Flame	-	FN (Mt. Zublo), ES (Red Drake)
Ring of Ice	Absorbs Frost	-	FN (Tower), ES (Ice Drake)
Shaman's Ring	AP Usage -25%	-	FN (Ryu's Dream), ED (Adept), MS, FV
Speed Boots	Agl+10	-	MS, FN (Steel Grave, Desert of Death)
Spirit Ring	AP Usage -50%	-	FV (Gift, Exploration)
Soul Gem	Fully revives wearer from death automatically (One time use)	3000z	FN (Angel Tower, Black Ship, Eden), ED (Ice Toad, Spiker), ES (Wraith, ArchMage), MS, FV
Talisman	Resists Death	500z	PR (Wyndia), FN (Mt. Glaus), FV
Thunder Ring	Absorbs Electric	-	FN (Tidal Cave)
Titan Belt	Pwr+10	3000z	PR (Junk Town, Caer Xhan), ES (Drak, Gnt Orc), ED (Orc), FV
Wisdom Ring	Int+30	3000z	PR (Junk Town, Caer Xhan), FN (Palet's Lab), MS

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 HEALING ITEMS  
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Item	Heals	Target	Purchase Price
Berries	5HP	Single	-
Horseradish	5HP	Single	-
Shaly Seed	5HP	Single	-
Bread	20HP	Single	20z
Cheese	20HP	Single	-
Green Apple	20HP	Single	5z
Healing Herb	40HP	Single	10z
Beef Jerky	100HP	Single	50z
Rakda Meat	100HP	Single	-
Vitamin	100HP	Single	50z
Vitamins	100HP	All	-
MultiVitamin	All HP	Single	300z
Mandrake	All HP (Reduces MAX HP by 10%)	Single	100z
Antidote	Poison	Single	12z
Eye Drops	Blindness	Single	20z
Croc Tear	May cure Status Chg	Single	5z
Vinegar	May cure Status Chg	Single	-
Panacea	All Status Chg	Single	100z
Moon Tears	All HP & Status Chg	All	-
Ammonia	Revives to 1HP	Single	200z

Wisdom Seed	20AP	Single	-
Wisdom Fruit	100AP	Single	-

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STAT BOOSTERS  
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Item	Effect	Best Sources
Life Shard	MAX HP+1	ES (Goo Titan, Ice Toad)
Magic Shard	MAX AP+1	ES (Reaper)
Power Food	Pwr+1	ES (Hobgoblin, Night Bat, Foul Weed)
Protein	Def+1	ES (Vulcan)
Swallow Eye	Agl+1	FN (Desert of Death battlefields)
Fish-head	Int+1	FV (Copy Shop, Gift Shop)
Moxa	Willpower Up	FV (Copy Shop)

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IN-BATTLE ITEMS  
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Item	Use	How Acquired
Belladonna	Casts Death	PR (Junk Town), FV ES (Phantom, Revenant, Gnt Crab)
Dynamite	Casts Quake	PR (Wyndia, Genmel, Junk Town), ES (Elder)
Firecracker	Casts Inferno	PR (Arena, Junk Town, Parch), FN (McNeil Manor), ES (Chimera), ED (Lava Man)
Ginseng	Casts Might	FN (Plant, Eden), MS EN (Barb Bulb, Cacti, Hyper Bot), ES (Mad Gong)
Hourglass	Freezes all combatants but the user	FN (Ogre Road, Relay P. A, Factory, Myria Station, Ryu's Dream)

	for 3 turns	
Icicle	Casts Blizzard	PR (Arena, Junk Town, Parch), FN (Mt. Myrneg)
Ivory Dice	Doubles Exp gained from the enemy	FN (Momo's Tower, Angel Tower, Black Ship, Dragnier, Myria Station), ED (Bomber, Bomb Seed, Egg Gang, Pipe Bomb), MS
Molotov	Casts Flare	PR (McNeil, Wyndia, Coffee Shop, Plant), ED (Nut Mage)
Napalm	Casts Sirocco	PR (Arena), FV, FN (Angel Tower, Myria Station), ES (Myria)
Taser	Casts Lightning	PR (Wyndia, Genmel, Junk Town), ES (Volt, Thunder), FV
Weather Vane	Casts Typhoon	PR (Wyndia, Genmel, Junk Town), FN (Road to Mt. Glaus)

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OTHER ITEMS  
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Item	Use	How Acquired
Faerie Tiara	Allows entry into Faerie world	FN (Lighthouse)
Flower Jewel	Required to unlock Meryleep	FN (Hut northwest of Maekyss Gorge)
Part (A-H)	Needed to fix the Rhapala ship	FN (Steel Beach)
Rice Ball	Nothing	Result of failed copy, ES (Vile Weed)
Skill Ink	Needed to change skills among party members	FN (Cedar Woods, Wyndia Dungeon, Momo's Tower, Lighthouse, Palet's Lab, Black Ship, Relay P. A, Dragnier, Factory, Myria Station), ED (Codger), MS
Water Jug	Used when walking in the desert	FN (Base Camp, Oasis)

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 ANTIQUES  
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Item	Antique Value	How Acquired
Plate	5z	FN (Bunyan's House)
Clay Vase	100z	ES (Tar Man, Toxic Man)
Gems	200z	FN (Manor, Wyndia Castle, Ryu's Dream), ES (Tricker)
Marbles	500z	ES (Proto/Armor Bot, Gooley)
Moldy Vase	1000z	FV (Exploration)
Dirty Rags	1500z	FV (Exploration)
Tea Cup	2000z	FN (Junk Town)
Beads	3000z	ES (Egg Gang)
Rare Book	4000z	ES (Codger)
Old Painting	6000z	FN (Syn City)
Ladon Icon	8000z	FV (Exploration)
Myria Icon	8000z	FV (Exploration)
Lithograph	15000z	FV (Exploration)
Dragon Tear	30000z	FV (Exploration)

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 VITAL ITEMS  
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Item	Description	Where Obtained
Flier	All items 20-30% off!!	Genmel
Wallet	A very old, very used wallet	McNeil Manor
Egg	Some things you can't get rid of	McNeil Manor
Passport	Passport (needed for	Wyndia Castle

	checkpoints)	
Guild Letter	Allows passage through Mt. Zublo	Rhapala
ID Card	Needed for Black Ship's bridge	Black Ship
Guild Badge	A cat--the Porter's Guild symbol	Wharf
Memo	List of repair items needed	Rhapala Ship
Sea Charts	Sailing manual	Parch
Key	Key needed to start the portal	Colony
Card Key A	Allows entry into Secret Level A	Eden
Card Key B	Allows entry into Secret Level B	Myria Station Laboratory
Old Passport	Unusable	Passport expires after Ryu matures
Fountain Pen	Unlimited use of Skill Notes	Fishing Inventor (Hut west of Steel Beach)

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## 11. SIDE QUESTS

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### A. Fishing

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When you're at a fishing spot, you can access the fishing menu by pressing the Square button (just as you would bring up the normal main menu). From here you can select either "Gear, Data, or Rule." Under "Gear" you can change your equipped rod and lure. "Data" displays a list of fish that you've caught, the fishes' sizes, your fishing points, and your fishing rating. The "Rule" menu displays basic fishing controls and tips.

Once you've equipped your desired rod and lure, it's time to cast. Hit the X button, and a green bar will start moving in the meter at the bottom of the screen. This green bar represents your casting power,

and the longer it is the farther the cast will be. Hit the X button again to stop the green bar and cast. To reel in your lure hold the X button. You can maneuver your lure by using the d-pad. The easiest way to hook a fish is to maneuver a lure it likes directly over it, and to make sure the lure is near the same depth as the fish (the darker the fish's shadow, the shallower it is). You can also hook a fish by positioning your lure near it and using techniques (described in "Rule") to attract the fish. The biggest mistake you can make while trying to hook a fish is not keeping a close eye on your depth meter. If you let your lure drag along the bottom, it'll snag and you'll lose it. Believe me, I've lost most of my lures by getting them caught on the bottom, rather than a fish snapping the line.

When you hook a fish, three things will appear in the meter at the bottom of the screen; a green bar cursor, a fish cursor, and a thin red bar. The thin red bar represents the fish's stamina, and the longer the bar the bigger the fish. Hold down the X button and track the fish cursor with the green bar cursor using the d-pad. You're going to want to keep the fish cursor inside your cursor as much as possible, because if the fish cursor breaks away from your cursor for too long, the tension will cause the line to snap. The line will also break if the fish pulls the line out over 60m. To catch the fish, you have to pull it all the way to the shore.

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### Fishing Spots

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#### Spot 1

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Location- Southwest of the Checkpoint in the Dauna Hills region  
Target fish- Pirana, Trout, Rainbow Trout, Barandy, Manillo

#### Spot 2

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Location- In the river southeast of Dauna Mine  
Target fish- Red Catfish, Bass, Martian Squid

#### Spot 3

-----  
Location- Along the river in the western Yraall region  
Target fish- Puffer, Trout, Black Bass

#### Spot 4

-----  
Location- West of McNeil village in the Yraall region  
Target fish- Jellyfish, Pirana, Rainbow Trout

#### Spot 5

-----  
Location- Next to the Farm in the Yraall region  
Target fish- Pirana, Puffer, Trout, Manillo

#### Spot 6

-----  
Location- Just east of Mt. Myrneg in Central Wyndia  
Target fish- Jellyfish, Bass, Martian Squid

#### Spot 7

-----



Location- Along the river west of the Arena

Target fish- Puffer, Rainbow Trout, Bass

Spot 8

-----

Location- Right next to the Maekyss Gorge in Central Wyndia

Target fish- Puffer, Martian Squid, Mackerel

Spot 9

-----

Location- Along the river in Eastern Wyndia

Target fish- Pirana, Trout, Rainbow Trout, Bass, Black Bass

Spot 10

-----

Location- Along the coast, south of the Tower in Eastern Wyndia

Target fish- Flying Fish, Blowfish, Black Porgy, Octopus, Manillo

Spot 11

-----

Location- On the beach west of Rhapala

Target fish- Man-o`-War, Flying Fish, Sea Bass, Octopus

Spot 12

-----

Location- Just northwest of the Checkpoint bridge in the Rhapala region

Target fish- Man-o`-War, Flying Fish, Sea Bream

Spot 13

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Location- In the southern Rhapala region near Cliff

Target fish- Octopus, Angler, Devilfish, Manillo

Spot 14

-----

Location- Southeast of Mt. Zublo in the Urkan region

Target fish- Sea Bream, Black Porgy, Angler, Manillo

Spot 15

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Location- Just west of Steel Beach

Target fish- Sea Bass, Devilfish, Spearfish

Spot 16

-----

Location- Near the [?] in the northwestern Urkan region

Target fish- Wan-o`-War, Flying Fish, Blowfish, Sea Bream, Sea Bass,  
Black Porgy, Octopus, Angler, Devilfish, Spearfish, Manillo

Spot 17

-----

Location- In the Lost Shore region east of Kombinat

Target fish- Man-o`-War, Flying Fish, Spearfish, Whale, Manillo

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Fishing Rods  
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Wooden Rod

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Range- 27m  
Cursor size- Small  
Handles- Slow  
Strength- Low

Bamboo Rod

-----  
Range- 35m  
Cursor size- Small  
Handles- Fast  
Strength- Low

Deluxe Rod

-----  
Range- 35m  
Cursor size- Medium  
Handles- Slow  
Strength- Moderate

Spanner

-----  
Range- 35m  
Cursor size- Large  
Handles- Slow  
Strength- High

Angling Rod

-----  
Range- 50m  
Cursor size- Medium  
Handles- Fast  
Strength- Low

Master's Rod

-----  
Range- 50m  
Cursor size- Large  
Handles- Fast  
Strength- Moderate

-----  
Fishing Lures  
-----

Worm Type

-----  
Worm- LV1  
Spirit- LV2  
Caro- LV3  
Heavy Caro- LV Top

Fish Type

-----  
Sinkers- LV1  
Float- LV2  
Hanger- LV3  
Deep Diver- LV Top

Other

-----  
Coin

Floating Type

-----  
Old Popper- LV1  
Popper- LV2  
Top- LV3  
Dogwalker- LV Top

Frog Type

-----  
Toad- LV1  
Baby Frog- LV2  
Frog- LV3  
Fat Frog- LV Top

Master Type

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Ding Frog- LV Top

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Fish List

-----  
Jellyfish  
-----

Av. Length..... 20cm  
Max points..... 100 (30cm)  
Preferred bait..... All except Coin  
Difficulty to catch..... Very Easy  
Use as Item..... Restores 1 HP

Notes- Mainly a nuisance fish. They'll mindlessly chase after any lure (except the Coin) that comes into their proximity. Although they're pitifully weak (making them easy to reel in), it's a pain to dodge them. If these guys are surrounding a fish that you're after, lure them away first.

-----  
Pirana  
-----

Av. Length..... 30cm  
Max points..... 150 (40cm)  
Preferred bait..... All except Coin  
Difficulty to catch..... Very Easy  
Use as Item..... Restores 20 HP

Notes- These guys are quite easy to catch, due to their low strength and affinity for just about every lure. However, like the Jellyfish, it can be very irritating to hook them while trying to go after better fish. It's best to just lure them away from your prey, so you don't have to worry about dodging them.

-----  
Puffer  
-----

Av. Length..... 35cm  
Max points..... 200 (50cm)  
Preferred bait..... Floating Type  
Difficulty to catch..... Easy  
Use as Item..... Flame attack vs. one target

Notes- Nothing too out of the ordinary about the Puffer. They're pretty simple to catch using just a low level Floating-type lure. They have a small shadow, which can be difficult to distinguish from other small fish, but that shouldn't be too much of a problem.

-----  
Trout  
-----

Av. Length..... 50cm  
Max points..... 250 (70cm)  
Preferred bait..... Worm and Fish Type  
Difficulty to catch..... Easy  
Use as Item..... Restores 40 HP

Notes- This is one of the first medium sized fishes that you can catch

in the game. Look for the shadows slightly larger (and lighter) than those of Pirana. Simply drag a level 1 or 2 lure over them, and they should bite readily.

-----  
Rainbow Trout  
-----

Av. Length..... 50cm  
Max points..... 300 (70cm)  
Preferred bait..... Worm and Fish Type  
Difficulty to catch..... Easy  
Use as Item..... Restores 5 AP

Notes- These guys are almost exactly like Trout, except for their use as an item. Rainbow Trout have the same sized shadow as Trout do, as well as the same bait preference. Just use the same tactics to catch them as you use for Trout.

-----  
Red Catfish  
-----

Av. Length..... 60cm  
Max points..... 400 (80cm)  
Preferred bait..... Frog Type  
Difficulty to catch..... Moderate  
Use as Item..... Earthquake (attack vs. all targets)

Notes- Now this is a fish that's really annoying to catch, mainly for two reasons: 1) They can only be found in one spot, which is overrun by Bass and 2) Bass have the same exact shadow size and bait preference as the Red Catfish, making it just about impossible to discern the two. All I can suggest is to cast out as far as you can and go after the lightest shadows, although you'll still probably hook a lot more Bass than Red Catfish.

----  
Bass  
----

Av. Length..... 30cm  
Max points..... 400 (40cm)  
Preferred bait..... All except Coin  
Difficulty to catch..... Easy  
Use as Item..... Restores 80 HP

Notes- Bass can be a slight challenge to reel in if you're using a weak rod, but all in all, they're not very hard to catch. They'll bite just about anything, so just throw a level 1 or 2 lure of any kind into the water, and drag it over large shadows to hook yourself a Bass.

-----  
Martian Squid  
-----

Av. Length..... 60cm  
Max points..... 600 (80cm)  
Preferred bait..... Worm Type  
Difficulty to catch..... Moderate

Use as Item..... Induces blindness in one target

Notes- A pink octopus? Yes, the Martian Squid is an interesting fish that can only be found in a few select spots in the game. These guys are a bit more stubborn than Octopus, though, so you'll probably have to employ some higher level Worms (such as a Spirit or Caro) in order to hook them. Just look for the octopus-like shadows with the long, protruding legs. They can put up a decent fight too, so don't take them lightly if you're using a low-class rod.

-----  
Black Bass  
-----

Av. Length..... 65cm  
Max points..... 700 (90cm)  
Preferred bait..... Worm and Fish Type  
Difficulty to catch..... Hard  
Use as Item..... Restores 80 HP to all party members

Notes- The Black Bass can be extremely hard to catch with a low-class rod and only appears in a few places. The best place to catch them is the spot in the western Yraall region (south of Ogre Road). Cast out as far as you can and drag higher level lures over the large, light shadows. They have quite a bit of stamina and strength, but they can be caught with any rod (with more or less difficulty).

-----  
Barandy  
-----

Av. Length..... 150cm  
Max points..... 900 (200cm)  
Preferred Bait..... Frog Type  
Difficulty to catch..... Very Hard  
Use as Item..... Restores 240 HP to all party members

Notes- Talk about a tough fish to catch! Barandy are very strong, rivaled only by the Whale (and possibly the Spearfish) in strength and stamina. Not only that, but they dwell in Pirana ridden waters, making it a chore to dodge the Pirana and hook them. It's best to use a high level Frog bait to catch them. Look for the VERY light and large shadows out in deep water. If you're lucky, they might swim into range of the almighty Spanner, which can pull them up without too much difficulty. However, in most cases you'll need the drastically weaker Angling Rod to reach them.

-----  
Man-o`-War  
-----

Av. Length..... 20cm  
Max points..... 100 (30cm)  
Preferred Bait..... All except Coin  
Difficulty to catch..... Very Easy  
Use as Item..... Restores 1 HP

Notes- Just like the Jellyfish, these guys are pretty much useless and serve mainly to just get in your way while going after better fish. Avoid them or lure them away from the bigger fish.

-----  
Flying Fish  
-----

Av. Length..... 15cm  
Max points..... 150 (20cm)  
Preferred Bait..... Floating Type  
Difficulty to catch..... Very Easy  
Use as Item..... Restores 20 HP

Notes- Flying Fish are extremely easy to catch. Just drop a Floating-type lure near some small shadows, and they should bite. They're very easy to pull up with just about every rod as well.

-----  
Blowfish  
-----

Av. Length..... 15cm  
Max points..... 200 (20cm)  
Preferred Bait..... Floating Type  
Difficulty to catch..... Easy  
Use as Item..... Cures poison in party members

Notes- Just like the Puffer, the Blowfish is easily hooked and easily caught. Use a Floating-type lure and seek out the small shadows in the water.

-----  
Sea Bream  
-----

Av. Length..... 30cm  
Max points..... 250 (40cm)  
Preferred Bait..... Worm and Fish Type  
Difficulty to catch..... Easy  
Use as Item..... Restores 5 AP

Notes- The Sea Bream can put up a fair fight for such a little guy. You can find them in quite a few places on the eastern continent. Take out a good Fish-type lure and look for medium sized shadows. They shouldn't give you too much trouble.

-----  
Sea Bass  
-----

Av. Length..... 45cm  
Max points..... 500 (60cm)  
Preferred Bait..... Worm and Fish Type  
Difficulty to catch..... Moderate  
Use as Item..... Restores 80 HP

Notes- Sea Bass are extremely easy to hook, but they can prove irritating to reel in, especially if you're using one of the weaker rods. With their large and dark shadows, they're very simple to spot, so just drag the Fish or Worm type lure of your choice over them. Sea Bass can have a surprisingly great amount of stamina (A large Sea Bass can have a stamina bar as big as a small Whale's). Just keep on your toes if you're

not using a really powerful rod, such as the Spanner.

-----  
Black Porgy  
-----

Av. Length..... 45cm  
Max points..... 400 (60cm)  
Preferred Bait..... Frog Type  
Difficulty to catch..... Moderate  
Use as Item..... Restores 20AP

Notes- This is a good fish that you can catch relatively early in the game (as soon as Momo's Tower). Look for the medium sized shadows and use a good Frog Type lure to hook them. You won't find too many of them in shallow water, so you'll need to cast out a fair distance to find them. The Black Porgy shouldn't be overly difficult to pull up (The Wooden and Bamboo Rods can pull them in with a little bit of effort).

-----  
Octopus  
-----

Av. Length..... 50cm  
Max points..... 500 (70cm)  
Preferred Bait..... Worm Type  
Difficulty to catch..... Easy  
Use as Item..... Induces blindness in all targets

Notes- The Octopus is another good fish that can be caught early in the game. Their shadows are very easy to recognize (They have round bodies with long protruding tentacles). Use any kind of worm to hook them. They'll put up a good fight occasionally, but overall, they shouldn't give you too much trouble (Although they can have a lot of stamina).

-----  
Angler  
-----

Av. Length..... 75cm  
Max points..... 600 (100cm)  
Preferred Bait..... Fish Type  
Difficulty to catch..... Moderate  
Use as Item..... Earthquake (attack vs. all targets)

Notes- I can't say that I like the Angler (after catching dozens and dozens of them without getting a max length catch). They have large, pale shadows, as they like to hang out in deep water. However, if you wait around for a minute or two, they'll come in close enough to get snagged by the more powerful short-ranged rods. Use a fairly high level lure to hook them. A Float works well, and a Deep Diver will have you hooking them effortlessly.

-----  
Devilfish  
-----

Av. Length..... 90cm  
Max points..... 700 (120cm)  
Preferred Bait..... Worm Type

Difficulty to catch..... Moderate

Use as Item..... Electric attack vs. one target

Notes- The big blue cousin of the Octopus. The Devilfish has the same type of shadow as the Octopus and Martian Squid, but they are a little more difficult to catch. In many cases they'll snub Worms and Spirits, although it is far from impossible to get them to hit with those lures. Still, it's better to whet their appetite with a Caro or Heavy Caro. Quite often they can be found wandering around in shallow water, so use a strong rod to pull them up (they'll give you some trouble with the Angling Rod).

-----  
Spearfish  
-----

Av. Length..... 120cm

Max points..... 800 (160cm)

Preferred Bait..... Fish Type

Difficulty to catch..... Hard

Use as Item..... Restores 240HP to all party members

Notes- Although this guy teeters on the brink of being considered a "Very Hard" fish to catch, in the end I decided against ranking the Spearfish among the almighty Whale and Barandy. Regardless, the Spearfish is certainly a fish to be reckoned with. They pack a ton of stamina, are quite strong, and they are unpredictable (making them hard to track because they jump out of the water so often). When trying to catch them, search for the largest and lightest shadows out in deep water. They can be caught with any level Fish Type lure, but it's easiest to snag them with a Float or Deep Diver. Watch your tracker very closely once you hook them, because they jerk around unexpectedly. You can pull them up with the Spanner with only a slight amount of effort, but the Angling Rod is another story...

-----  
Whale  
-----

Av. Length..... 180cm

Max points..... 999 (240cm)

Preferred Bait..... Fish Type

Difficulty to catch..... Very Hard

Use as Item..... Restores all members' HP & status

Notes- Pft, and you thought the Spearfish was tough. This is, beyond a doubt, the hardest fish to catch in BoF3. Whales are strong enough to pull hard against the Spanner, even with no stamina. Speaking of stamina, Whales have a TON of it, with the largest Whales having red bars that run off the tracking gauge! They have the same shadows as Spearfish: large, light, and usually found in deep water. They're stubborn when it comes to lower level lures, but they WILL hit them occasionally. Again, Floats and Deep Divers are your best bets. You'll be fine if you hook them with a Spanner. They'll drag the fight on longer than a Spearfish usually will, but you should ultimately be able to pull them up. However, it usually takes an Angling Rod to reach them (unless you sit and wait for them to come into shallow water). It takes luck to catch them with the Angling Rod, because Whales can easily pull against it, even with no stamina. So, if you're going to use the Angling Rod, don't use a Deep Diver, because that is a lure that's not



worth losing.

-----  
Mackerel  
-----

Av. Length..... 50cm  
Max points..... 300 (70cm)  
Preferred Bait..... Worm Type  
Difficulty to catch..... Easy  
Use as Item..... Fish used in shisu

Notes- The Mackerel's only real use is for the shisu making mini game that you have to complete later in the game. They can only be found in a fishing spot that appears right next to the Maekyss Gorge once the shisu mini game begins. They have medium sized shadows, and they're fairly easy to catch, so there's not much to be said about them.

-----  
Manillo  
-----

Av. Length..... 150cm  
Max points..... 500 (200cm)  
Preferred Bait..... Coin  
Difficulty to catch..... Very Easy  
Use as Item..... None (Catching opens Manillo Shop)

Notes- This is the most unique fish in the game. The Manillo, which can be found in quite a few fishing spots, has a very conspicuous shadow and can only be caught with a Coin. In fact, if you throw a Coin out into the water, the Manillo will chase it down from where ever he is. So, simply drop the Coin near the shore, reel it in to 0m, and wait for the Manillo to come pick it up. Pulling the Manillo up is a joke. When you catch the Manillo, you can trade with him (explained below).

-----  
Manillo Shops  
-----

Fishing is probably most profitable through Manillo shops. Manillos are merchants who travel the world's waters, trading items for fish. When you catch a Manillo, you can see what items it has to offer and trade in fish for those items.

Spot 1 Manillo Shop  
-----

Wisdom Ring.....1 Black Bass, 5 Rainbow Trout, 5 Trout  
Lion's Belt.....1 Angler, 9 Rainbow Trout, 9 Trout  
Ginseng.....2 Bass, 5 Rainbow Trout, 5 Trout  
Caro.....2 Rainbow Trout, 3 Trout  
Frog.....2 Rainbow Trout, 3 Trout  
Top.....3 Rainbow Trout, 2 Trout  
Hanger.....3 Rainbow Trout, 2 Trout  
Skill Ink.....2 Martian Squid, 1 Rainbow Trout, 1 Trout  
Katzbalger.....1 Barandy, 2 Black Bass, 1 Red Catfish  
Laurel.....1 Barandy, 2 Black Bass, 1 Bass

Spot 5 Manillo Shop  
-----

Silver Knife.....2 Rainbow Trout, 2 Trout  
Iron Helm.....1 Trout, 2 Pirana  
Waistcloth.....1 Trout, 1 Puffer  
Spirit.....3 Pirana  
Baby Frog.....3 Pirana  
Popper.....2 Puffer  
Float.....2 Puffer  
Skill Ink.....1 Rainbow Trout, 1 Trout  
Bell Collar.....3 Angler, 3 Martian Squid, 5 Sea Bream  
Holy Mantle.....3 Black Bass, 9 Bass, 9 Sea Bass

Spot 10 Manillo Shop  
-----

Chain Cap.....1 Bass, 3 Blowfish  
Crepe Cape.....1 Black Porgy, 4 Flying Fish  
Spirit.....3 Blowfish  
Baby Frog.....3 Blowfish  
Popper.....2 Flying Fish  
Float.....2 Flying Fish  
Skill Ink.....2 Octopus

Spot 13 Manillo Shop  
-----

Hawk's Ring.....3 Black Bass, 5 Bass  
Artemis' Cap.....2 Black Bass, 2 Angler, 5 Sea Bream  
Speed Boots.....1 Barandy, 1 Black Bass, 2 Devilfish  
Soul Gem.....1 Barandy, 2 Sea Bass  
Bell Collar.....2 Devilfish, 3 Angler, 9 Sea Bream  
Holy Mantle.....3 Black Bass, 9 Bass, 9 Sea Bass  
Skill Ink.....2 Octopus, 1 Devilfish

Spot 14 Manillo Shop  
-----

Wisdom Ring.....1 Angler, 2 Black Porgy, 2 Sea Bream  
Lion's Belt.....2 Martian Squid, 2 Bass, 4 Sea Bass  
Ginseng.....1 Martian Squid, 2 Octopus, 3 Sea Bass  
Caro.....3 Sea Bream  
Frog.....3 Sea Bream  
Top.....2 Octopus  
Hanger.....2 Octopus  
Skill Ink.....1 Black Porgy, 1 Angler

Spot 16 Manillo Shop  
-----

Demonsbane.....1 Spearfish, 2 Black Bass  
Aries Spear.....1 Spearfish, 9 Sea Bass, 9 Sea Bream  
Heavy Caro.....1 Devilfish, 1 Martian Squid, 2 Octopus  
Fat Frog.....1 Devilfish, 1 Martian Squid, 2 Octopus  
Dogwalker.....1 Devilfish, 1 Martian Squid, 2 Octopus  
Deep Diver.....1 Devilfish, 1 Martian Squid, 2 Octopus  
Skill Ink.....2 Octopus, 1 Devilfish

Spot 17 Manillo Shop  
-----

Royal Sword.....1 Whale, 3 Spearfish, 1 Barandy  
Life Armor.....1 Whale, 1 Spearfish, 3 Barandy  
Cupid's Lyre.....1 Whale, 2 Barandy, 5 Red Catfish  
Shaman's Ring.....1 Whale, 3 Spearfish, 5 Red Catfish  
Ivory Dice.....1 Spearfish, 1 Red Catfish, 5 Mackerel  
Skill Ink.....1 Spearfish, 1 Devilfish

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## Coin Locations

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If you want to cash in your fish for cool stuff, you'll need a Coin, which is the only kind of bait the Manillo will go for. Here's just a quick reference list of where all the Coins in the game can be found.

- Road to Mt. Glaus
- Arena (During the Contest of Champions)
- Inside Wyndia Castle
- Lighthouse
- Tidal Caves
- Parch

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## B. Faerie Village

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Building and running a faerie village can be very profitable, because doing so requires very little concrete investment on your part. The main thing that you do have to put into a faerie village is time. You can begin building your village as soon as Ryu becomes an adult. The first time you visit the village as an adult, the faeries will be in panic mode because they don't know how to take care of themselves. Talk to the head faerie (the one that's always hanging out near the small house) to begin organizing the village. If you say that you don't know what to do, she'll talk to you about how to run the village. Tell her that you know what to do to begin organizing.

The interface of the village menu is pretty simple. At the top, there's a long rectangular box that contains all the faeries that are not assigned to a task or job. Below that you can see your culture level and your food supply. And below that are squares that each represent a room. A room can hold 3 faeries and can be assigned to one job. You start with only a single, one room building. On the right, there are three large boxes where you can assign faeries to hunt, clear land, or build new buildings. When you're managing your village, there are a few things you need to be aware of:

Food- The faeries need food to survive. If your food supply runs out, the faeries will start to die. The only way to obtain food is through hunting. Be sure to have at least 2/3's of the population hunting at all times when you first start cultivating your village, and then gradually reduce it to half the population. Also make sure that the majority of your hunters are skilled at it.

Culture- Scholars are a big part of the village because they develop culture. The higher your culture rating, the faster your village will grow overall. Basically, a high culture rating (the highest being 7) will reduce the number of battles that you have to fight in order for your village to progress.

Building/Clearing- Putting up new buildings allows you to open up more

shops and other jobs. But before you can build, you have to clear a foundation. You also have to build and clear in sequence; clear some land, build, then clear more land and build. Like all tasks that require ability, the building and clearing will get done faster if the workers are skilled in this craft.

Jobs- There are many different jobs that you can assign faeries to do, like selling items, exploring, and running an inn. Most jobs can get done more efficiently and effectively if the faerie doing the job is skilled in that area.

Personal attributes- Each faerie has a unique set of four different attributes, making them good at some things but not so good at others. When you select a faerie on the menu, you can view their personal stats. Each of the four bars represent a skill that is used to do one or more different kinds of jobs:

Red..... Hunting, and exploring  
Green..... Building, and clearing  
Dark Blue..... Merchant, inn, and antique shop  
Light Blue..... Scholar, copy shop, and fortune teller

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Job List  
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Scholar

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Develops new jobs and culture. Scholars are responsible for thinking up new jobs and helping the community grow faster.

Merchant

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Sells products. The shops that you can open up in your faerie village may sell items, weapons, etc... that you can't find anywhere else. There are three different kinds of shops you can open, and for each of those three, there are two different qualities the products can specialize in.

Item Shop (Ability)

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Green Apple- 5z  
Vitamin- 50z  
Panacea- 100z  
Ammonia- 200z  
High Boots- 3000z  
Lion's Belt- 3000z  
Napalm- 800z  
Dream Ring- 1000z  
Balance Ring- 1000z  
Barrier Ring- 3000z  
Diamond Ring- 3000z

Item Shop (Speed)

-----

Green Apple- 5z  
Vitamin- 50z  
Panacea- 100z  
MultiVitamin- 300z  
Ammonia- 200z  
Talisman- 500z  
Life Sandals- 500z  
High Boots- 3000z  
Titan Belt- 3000z  
Dream Ring- 1000z  
Balance Ring- 1000z

Handyman Shop (Ability)

-----

Berries- 5z  
Beef Jerky- 50z  
Taser- 200z  
Tiger Claws- 3800z  
Angling Rod- 2000z

Handyman Shop (Speed)

-----

Berries- 5z  
Beef Jerky- 50z  
Clothing- 500z  
Flame Chrysm- 500z  
Napalm- 800z

Lion's Belt- 3000z  
Bell Collar- 10000z  
Soul Gem- 3000z  
Holy Mantle- 10000z  
Molotov- 10z  
Hidden Dagger- 7000z

Bell Collar- 10000z  
Angling Rod- 2000z  
Belladonna- 200z  
Royal Dagger- 6200z  
Holy Mantle- 10000z  
Soul Gem- 3000z

#### Weapon Shop (Ability)

-----

Pointed Stick- 10z  
Waistcloth- 210z  
Bronze Sword- 240z  
Crepe Cape- 1300z  
Flame Talons- 3300z  
Amber Breastplate- 6100z  
Piercing Pike- 7400z  
Katzbalger- 9200z  
Protectors- 11000z  
Tiger's Cap- 5300z  
Ouroboros- 22000z

#### Weapon Shop (Speed)

-----

Pointed Stick- 10z  
Waistcloth- 210z  
Bronze Sword- 240z  
Buckler- 1100z  
Wind Cutter- 2200z  
Crepe Cape- 1300z  
Flame Talons- 3300z  
Laurel- 1800z  
Royal Dagger- 6200z  
Spiked Gauntlets- 6800z  
Ice Halberd- 12500z

#### Inn

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Runs an inn. It's really just an average everyday inn, except the cost per night is very cheap compared to most inns in the later stages of the game. If you place more than one faerie in the same inn, one of them will run the inn while the others tell you things like how many battles you've fought, how many times you've gone fishing, etc...

#### Gift Shop

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Gives away items. This is potentially the most profitable job, because you don't have to pay a cent for the items that it gives you. The longer you wait before collecting your prize, the better the prize will be. If you fight enough battles, you can get items like Wisdom Fruits and Shaman's Rings. But if you wait for a very long time and fight a LOT of battles before checking, you can even get the fabled Spirit Ring.

#### Fortune Teller

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Predicts the future. This is a practically useless job. All this job does is dispense useless tidbits of information.

#### Explorer

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Explores and searches for items. A very useful but risky job. You can send faeries out on trips to look for valuable and rare items. The risky part is that faeries can die due to exploration failures. But successful excursions can bare items like Icons and Spirit Rings.

#### Antique Shop

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Buys valuable items. You know all those items you have that bare the description "Appears valuable"? Well here you can sell those items for a lot of money; much more than you'll get by selling them to normal stores.

#### Music Shop

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Plays music. Although the music shop gives you no concrete benefits, it's still worth opening. I like having one so I can listen to all the game's cool songs.

#### Casino

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Plays various games. The casino lets you play two different mini-games; High and Low or a Number Guessing game. High and Low is strictly for money, but the number guessing game is for prizes. The best prize you can get is a Spirit Ring, but it's very unlikely that you would be able to guess a three digit number in one try. It is also possible to get a Goo King Sword (Ryu's best weapon) if you have multiple faeries working in the Casino and you win the number guessing game from the SECOND faerie in one try, although it isn't guaranteed. Unless you're playing on emulator and abusing save states, your odds are better just fighting Goo Kings.

#### Copy Shop

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Makes a copy of an item. Like exploration, copying your items is both useful and risky. If your item doesn't get copied, you usually just get it back with no harm done. But sometimes your item will get turned into a Rice Ball.

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#### C. Hide & Seek

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When you visit Wyndia as an adult, you'll see that nothing much has changed. Especially the kids you played Hide & Seek with all those years ago. You can find them hanging out in front of the fountain near the inoculation shop. Talk to the leader, and he'll challenge you to another game of Hide & Seek. But this time, the whole known world is their playground to hide in. Fortunately, they all give you hints about where they're going to hide:

Bais- "Somewhere in the northwest where there's lots of strong men"

Lang- "Someplace close"

Wynn- "That place that smells like oil"

Lee- "The place that connects this world with that world"

If you can't find them using these hints, then here's where everyone is hiding:

Bais- He's hid himself deep inside the Dauna Mine, so I'll explain in detail how to find him. From the elevator on the B3 level, Follow the path right and then northeast onto a wooden bridge. Take the bridge up to a junction and head northwest. Use you camera angles to check around the last pillar along the path to find him.

Lang- Behind one of the tombstones in the Wyndian royal graveyard.

Wynn- Behind one of the houses at Junk Town.

Lee- Behind the Eastern Checkpoint gate.

Once you've found all of them, return to Wyndia and they'll all become masters. They're just like normal masters, except instead of giving you skills and spells, they grant you formations (with the exception of Lang who gives you an item) For more information look them up in the masters section.

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#### D. The Tower's Crystal Challenge

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Put Nina in your party and go to Momo's Tower when you want to play this mini-game. The first time you visited the Tower, you probably noticed the chest at the bottom of the pool surrounded by four crystals outside. When you go inside, you'll also notice the big crystal at the end of the pool. Activate this crystal using Nina's wand, and you'll have 30 seconds to get back outside and light up the four crystals surrounding the pool. However, you'll have to take the long way out because the short way is blocked off by a laser beam. Really the only advice I can give for this is to not go down the stairs outside at an angle, because it slows you down. Also make sure you're lined up with the crystal, and you're facing the crystal before you try to activate it. If you complete the puzzle within the time limit, you'll get one of three prizes from the chest depending on how much time was left on the clock:

Less than 5 seconds left- MultiVitamin  
5.0 to 5.99 seconds left- Wisdom Fruit  
6 seconds or more left- Ring of Ice

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#### E. Long Trips in the Desert

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After you cross the Desert of Death for the first time and arrive at the Oasis, you'll find a man in town who's been across the desert too. Talk to him, and you can hear the stories of how he lost an "important item" and "nice outfit" during his travels. Well that "important item" he's talking about is actually a Royal Sword, and the "nice outfit" is Life Armor. If you're bold enough to go back out into the desert to find these things (or if you're just bad at fishing and you want this stuff), here are the directions!

##### ROYAL SWORD

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To get the Royal Sword, leave FROM THE OASIS facing one turn LEFT of due west (or 5 turns left from due north; however you want to look at it). Walk in that direction for exactly three full nights (meaning, don't take extra steps after you're prompted to make camp). Then head due west until you find the sword, which should happen after approximately one

night.

#### LIFE ARMOR

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To get the Life Armor, leave FROM THE FACTORY and go north for two nights. Then head west for three nights, and check the random battlefields for the armor.

#### ROYAL SWORD AND LIFE ARMOR IN ONE TRIP

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There is a way to make it from the Factory to the Oasis while picking up both the Life Armor and Royal Sword along the way. Using this method saves you from having to make multiple trips and it cuts down on the total time you would normally have to spend in the desert. However, these directions are a little more complicated and must be followed carefully. You must also conserve your water by taking damage 4 times after you're prompted to drink before you use water. This allows you to last longer in the desert without having your max HP reduced. Just as a disclaimer, I have not tested this route in the PSP version of the game, so I cannot guarantee it will work on the PSP. Now, here are the directions:

1. From the Factory, walk NORTH for 2 full nights.
2. Walk WEST (4 left turns from north) until you find the Life Armor. This should occur after 2 and a half nights of walking.
3. Immediately after you get the Life Armor, walk NORTH to finish out the night.
4. Walk ENE (3 right turns from north) for 2 full nights.
5. Walk NORTH until you find the Royal Sword. This should occur after less than half a night of walking.
6. Immediately after you get the Royal Sword, walk EAST (4 right turns from north) to finish out the night.
7. Walk ENE (3 right turns from north) for 2 full nights.
8. Walk EAST until you reach the Oasis. This should occur after a half night of walking.

I have also put a full video tutorial of this on youtube if you want a more detailed guide: <https://www.youtube.com/watch?v=fShcZuMpBTM>

Besides the sword and armor that the man lost, there are two other items that you can get by taking extra trips into the desert. Those are the Death Claws (one of the best weapons in the game for Peco) and Speed Boots. Here are the directions for obtaining them:

#### DEATH CLAWS AND SPEED BOOTS

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From the OASIS, simply head directly west until you come across a random battlefield with a chest containing the Death Claws. This should happen after about seven nights. To get the Speed Boots, do the same thing, except go east from the Factory.

I would not recommend taking the long trips in the desert, just because you can get the Royal Sword and Life Armor from the Manillo shop near Kombinat. Plus by catching the fish you need to obtain these to items, you're sure to add some points to your fishing record. But if you're bent on getting them this way, then by all means do it.

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## F. Challenge Monsters

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At the Container Yard there dwells two kinds of random battle monsters that are incredibly hard to beat. These two enemies are none other than the powerful relative of the Codger and Adept, the ArchMage, and the purple Multibot with an attitude, the Berserker. Both of these guys make Dragon Lord and Myria look like a joke. They are undoubtedly the hardest enemies in the game. If you think you can beat these two with brute strength, think again (well unless you're like at level 99). You will only be able to overcome them with a good, well thought out strategy. You'll also need to be at a decent level. Level 40-45 is ideal, but they can be bested at level 30 or lower! The quick strats I give at the end of each section should work for parties with levels 35-40 and higher.

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### ArchMage

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Although these two monsters are pretty much equally hard, the ArchMage is probably the easier of the two just because he has five times less HP than the Berserker. The ArchMage has 3000 HP, and his spells are extremely powerful. His Myollnir spell does about 500 damage, which is more than enough to instantly kill one of your party members. The ArchMage's most deadly attack is Mind Sword, because it does a ton of damage and there are very few ways to defend against it. He'll also add insult to injury by casting Benediction on your party if two of your members are wiped out, just so he can kill them all over again. But if you think all this is bad, here's one more thing to worry about; he automatically regenerates 1500 HP per turn. By defeating the ArchMage you get a few nice rewards including 2000z, 48000 Exp., and the Holy Avenger (Rei's ultimate weapon and a good weapon for Ryu as well).

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How I Beat the ArchMage  
(The First Time)  
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Because I've beaten several ArchMages, I'll just explain my routine. I go to the Container Yard with Ryu, Rei, and Momo in my party, and I have them in a Chain Formation led by Rei. The only equipment that matters to me are the accessories. I have Rei equipped with two Speed Boots so that his agility is well over 100, Ryu has the Spirit Ring and Light Bangle, and Momo has a Soul Gem and a Thunder Ring so that she'll absorb Myollnir as HP. I can also just equip another Soul Gem if she gets hit with Mind Sword.

The first turn I have Rei cast Resist so he'll be immune to everything, Ryu turns into the ultimate Kaiser (Infinity, Trance, Radiance) mainly so that he'll have enough HP to survive at least two of the ArchMage's attacks and have an extra turn, and have Momo cast Speed on Rei so that he gets an extra turn. So no matter what the ArchMage does this turn, nobody can die and stay that way. It's pointless to attack during this extra turn because the ArchMage is about to regenerate. So I have Ryu use Focus, and have Rei do something like cast Speed on Momo. Now at the second normal turn I have Rei cast Resist so he can't die. Ryu

begins the assault by using Shadowwalk (Having used Focus the turn before this does about 2000 damage), and Momo casts War Shout or heals Ryu if he was attacked the first turn. After that it's the same as the first turn; nobody is going to die. The second extra turn is the finale. Ryu uses Shadowwalk again, Rei slams the ArchMage with Aura, and Momo casts one of her strongest spells like Myollnir. And that's overkill.

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Quick ArchMage Strategies  
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With Dragon Form

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Party: Any

Formation: Attack (Ryu in front)

Recommended Equipment: Thunder Ring, Soul Gem, Robe of Wind

Recommended Skills: Focus, Shadowwalk

Recommended Stats:

-Ryu's Agl: 40-50+

-Ryu's HP: 200+

Strategy: The Thunder Ring and Soul Gem should be equipped to Ryu for safety's sake, since he'll have a 50-50 chance of being smacked with either Myollnir or Mind Sword before he has a chance to act. Have him use Accession with the Infinity, Trance, and Radiance genes, while another member boosts his speed up to an EX-Turn worthy level with the Robe of Wind (if one casting doesn't do it, cast it again). Ryu should use Focus twice and follow up with Shadowwalk. This will most likely cause a one hit kill, but if it doesn't, smack him with Shadowwalk again on your next turn.

No Dragon Form

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Party: Ryu, Rei, Third Member

Formation: Chain (Rei in front)

Recommended Equipment: Thunder Ring, Soul Gem, Robe of Wind, Speed Boots

Recommended Skills: Focus, Shadowwalk, Aura, Triple Blow, Resist

Recommended Stats:

-Rei's Agl: 70-80+

Strategy: Basically, do everything within your power to both get Rei and Ryu extra turns, as well as keep them alive. Rei can use Resist on the first turn, while someone else boosts his agility with a Robe of Wind or the spell Speed. During his extra turn, Rei can boost up Ryu. An important thing to remember is that if you die and are revived by a Soul Gem, you'll retain the effects of stat boosting spells. On the next regular turn, have Ryu use Focus; Rei Resist or attack with any of the three recommended attack skills; and your third member do anything they can to help out (maybe even give him/herself an extra turn). Focus again on your extra turn, and have Rei attack if you think you can override the mage's regeneration. Let loose on the next regular turn. Ryu and Rei should attack with their best physical attack skills (the above mentioned). It's likely that the ArchMage will still be alive after this, but you have an extra turn to finish him off. This may not work 100% of the time, but you should be able to pull off a win with it.

No Dragon Form 2

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Party: Ryu, Momo, Garr

Formation: Attack (Ryu in front)

Recommended Equipment: Thunder Ring, Soul Gem, Robe of Wind

Recommended Skills: Focus, Shadowwalk, Triple Blow, War Shout

Recommended Stats:

-Ryu's Agl: 80+

Strategy: This is extremely effective and consistent for all you players with a fast Ryu. The basic plan here is to get Ryu an extra turn, double Focus, then lay into the mage with Shadowwalk while Garr helps out for a couple hundred damage with Triple Blow. Ryu WILL be faster than the ArchMage, so have him Focus right away. If he gets killed by Mind Sword and is revived by a Soul Gem, his Focus will stay in effect. Have Momo cast Speed and Garr use a Robe of Wind on Ryu to help get him an extra turn. Upon his extra turn, use Focus again. On the next regular turn, unleash Shadowwalk, Warshout, and Triple Blow with Ryu, Momo, and Garr respectively. This should cause enough damage for Ryu to easily finish him off during his next extra turn, right before the mage's regeneration kicks in.

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### Berserker

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The Berserker is a little tougher than the ArchMage because it has 15000 HP, five times more than the ArchMage. This guy has three attacks that you need to consider. Its normal attack can be considered an instant kill to anyone who is unprotected. The Berserker's Fire Whip attack is just as powerful, and it's vs. all targets. As a trump card, the Berserker will cast the spell Berserk when it gets low on HP. You can steal Aries Gloves (the best shield in the game) from the Berserker considerably easily during the fight. Your rewards for beating it are 3000z, 30000 Exp., and there's a chance that it'll drop the Rufad's Spear (A weapon for Garr that makes a good subordinate to the Beast Spear and casts Shield when used as item during battle).

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How I Beat the Berserker  
(The First Time)  
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I've defeated even more Berserkers than Archmages, so once again I'll just explain how I normally fight them. I use the same party members, the same formation, and practically the same equipment for this battle that I use against the ArchMage. The only change in equipment is that Momo has the Ring of Fire instead of the Thunder Ring.

The first turn I have Rei cast Resist so he can't get killed, and have Ryu transform using the Force, Flame, and Gross genes so that he'll be immune to Fire Whip, and he'll have just enough HP to survive one of the Berserker's normal attacks. I have Momo cast Speed on Rei so that he gets an extra turn. The Berserker starts off the battle confused, so it'll always use its normal attack. During the extra turn Ryu uses Aura on the Berserker (Which typically does 1000 damage), and Rei casts Speed on Momo. The second turn Rei uses Resist (like he will on every normal turn), Ryu casts Focus, and Momo either heals Ryu or casts Protect on Ryu just to add a little insurance. With this setup, none of my party members can get killed. During the next extra turn Ryu uses Aura (Which now does about 2000 damage because I used Focus the turn before), Rei casts Charm, and Momo either heals Ryu or casts assist magic like Protect or War Shout. I keep up this pattern of Ryu Focusing

then attacking, Rei Resisting then using Pilfer to get the Aries Gloves, and Momo healing Ryu and casting assist magic. When the Berserker uses Berserk, I know that I have to finish it off before it gets another chance to attack, because Ryu won't survive with its attack power that high. So if my Aura during the next extra turn doesn't finish it off, I just use Aura again the turn after that instead of using Focus.

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Quick Berserker Strategies  
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With Dragon Form

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Party: Any

Formation: Attack (Ryu in front)

Recommended Equipment: Ring of Fire (2), Dragon Helm, Soul Gem,  
Robe of Wind

Recommended Skills: Shield

Recommended Stats:

-Ryu's Agl: 45-50+

Strategy: As long as Ryu consistently acts before the Berserker, then this shouldn't be difficult. Once you establish your defense, it should difficult NOT to win. Have Ryu transform into a Flame+Gross+Force Warrior right way, while the other two members back him up by casting Shield and using a Robe of Wind, to ensure Ryu gets an extra turn. Now, throughout the rest of the battle, Ryu should use Focus followed by an Aura, while the other two members heal from the Berserker's normal attacks (although a lot of the time Fire Whip will heal you if you have full flame protection). If you wish, you can also continue to cast Shield until the Berserker's normal attack does minimal damage, as well as spam the Robe of Wind to get extra turns for your other characters. Just make sure to end the battle quickly after it casts Berserk.

No Dragon Form

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Party: Any

Formation: Defense or Attack (Ryu in front)

Recommended Equipment: Ring of Fire (2), Dragon Helm, Soul Gem,  
Robe of Wind

Recommended Skills: Shield, Focus, Shadowwalk, Triple Blow

Recommended Stats:

-Ryu's Agl: 50-55+

Strategy: Although on paper this strat should work with any decent party, a preferred team would be Ryu, Momo, Rei or Ryu, Momo, Garr. You want at least one other person capable of dealing good physical damage to help Ryu out. The plan here is to spam Shield to death. Cast it until everyone can consistently take a hit from the Berserker's physical attacks. Half of the time, you'll be healed by Fire Whip, but relying on Fire Whip to heal a wounded character is a bit of a gamble. Go with your instincts. You may need a few Soul Gems to get through the first few rounds of Shield casting, but if you're in Defense formation, it shouldn't take more than 4 or so Shields to get your defense high enough. If you brought some higher Agility characters with you, try to net them an extra turn via the Robe of Wind. Once your defense is set, just attack and heal. Ryu should use Focus and Shadowwalk while another physical fighter uses Triple Blow, or whatever good melee skills you may have. If you have War Shout or Might, you can speed things along.

Just try to anticipate when it'll use Berserk, and slay the Berserker before it gets another opportunity to attack. This fight can go to hell quickly that way.

Once you develop a strategy that works for you, you'll be hunting these two for sport in no time at all.

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### G. Other Challenges

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So... you've beaten the game a few times and probably even bested the ArchMage and Berserker. That wasn't very hard, right? But before you go off and sell your disk on Ebay, why not play the game on a different level? There are many different and more challenging ways to play the game, in case you get bored of just playing normally. I know other guides have mentioned such challenges, so I thought I might as well. Here is a list of some of the feasible challenges you could try (most of these have already been completed in one way or another by the folks at the GameFAQs BoF3 board):

- No Dragon Transformations Game
- No Masters or Skills Game
- No Items Game
- Items Only Game (Completed by me)
- No Magic Game
- Low Level Game\*\*
- Initial Equipment Only Game
- Speed Game (Best known segmented time is 7:41 by me)
- Single Character Challenge\*\*
- Beating the ArchMage/Berserker without dragon form
- Beating the ArchMage/Berserker at low levels
- Catching every fish with the Wooden Rod
- Getting Maximum fishing points (9999pts)

Or you could do any reasonable combination of the above challenges. Better yet, you can make up your own fun challenges to try. If you come up with any good and FEASIBLE challenges, be sure to let me know. Have fun!

\*\* These challenges have been completed by Ragnarok500 (a.k.a. Paltheos), and his guides for these challenges are available on GameFAQs.

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## 12. BALIO AND SUNDER: THE AGE OLD QUESTION

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\*\*\*WARNING- THIS SECTION MAY CONTAIN SPOILERS. READ AT YOUR OWN RISK\*\*\*

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## Introduction

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The Balio and Sunder controversy is, by far, the most deeply examined and discussed rumor in Breath of Fire 3. It's a controversy that's been plaguing the game pretty much since it first came out. So what exactly is the Balio and Sunder question? Well, early in the game, your group is attacked at your house in Cedar Woods by two ruffian horsemen named Balio and Sunder. Storywise, this is a fight that you are not supposed to win, because this causes the separation of Ryu, Rei, and Teepo. However, a rumor got started many years ago that claimed that it is possible to win this fight, despite the fact that winning the fight would conflict with the game's story.

Many Breath of Fire 3 players have carried out all sorts of trials and experiments to determine if Balio and Sunder are, indeed, mortal at Cedar Woods. Not a single one of them has succeeded in defeating Balio and Sunder. Many conclusions have been drawn from these trials, and much evidence has been produced that proves the rumors wrong. So, the answer to the "Balio and Sunder Question" is that THEY CANNOT BE BEATEN AT CEDAR WOODS! In case you're skeptical, or if you just want to know why, then read on. The purpose of this section is to give undeniable proof that Balio and Sunder are invincible.

This section is dedicated to all of the Breath of Fire 3 players world-wide who have toiled in their attempts to beat Balio and Sunder.

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How the Rumor Began

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So how did this rumor even arise anyway? Well, it was actually started inadvertently by a mistake in the game's official strategy guide, written by Prima. On page 22 there is a boss stat box for the Balio and Sunder fight at Cedar Woods which states the following:

"You can beat Balio and Sunder, although you must have extremely high levels to do so. Whether you win or lose, the outcome is the same, but winning will net you a Broad Sword and Asbestos Armor"

Sure, this may seem like good enough proof that they're beatable, but let's take a deeper look into this. There are no specifics in that statement which clearly indicate that the statement is referring to the fight at Cedar Woods, besides the fact that it is inside the boss stat box for the Cedar Woods fight. Now, if you look through the rest of the guide, you'll find that there are many cases in which pictures and captions are in the wrong place (Examples: pages 51, 61, 65, 66, 69, 70, 71, 80, 82, OK I think you get the idea). And since you do fight Balio and Sunder on two other occasions, this means that this could simply be another case in which information was misplaced. Most likely, the above statement refers to the second time you fight Balio and Sunder (in the dungeon of Wyndia Castle). Why? Because in that fight, the outcome is pretty much the same whether you win or lose, and Balio and Sunder MAY drop a Broad Sword and Asbestos Armor if you win.

Interesting, huh? Now I'm not trying to say that the Prima guide is completely wrong, but it is clearly mistaken. This misplaced piece of information is what sparked the whole controversy.

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## Experiments and Trials

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Now, here are just a few documented trials and experimental fights that some players (including myself) have performed in order to determine if Balio and Sunder could be beaten.

One of the earliest and most noteworthy of these experiments resulted from a group called the "Dawn of Victory", which consisted of a few people who dedicated themselves to trying to defeat Balio and Sunder back when the controversy was still unsolved. A GameFAQs Message Board user by the name of eternal wielder (now Eternalw) performed the following experiment which ended the Dawn of Victory.

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Eternalw did the experiment with Ryu at level 26. Here is his commentary on the fight:

"The first thing that I did in battle was immediately cast Influence with Ryu on Balio, so Sunder would attack him. As long as Ryu lived, the influence under Sunder would be in effect. After that first round, I had Ryu cast Barrier on all three of my characters. This reduced Balio's Lightning spell's damage to 20 or so. Teepo had well over 150AP, and with him casting magic ball combined with meditation each round, how could I possibly lose? Rei attacked doing well over 40HP damage up to 100+ damage on criticals to Balio. Each of my characters had ex turns, so things were looking up. I healed only when my HP got low, around 30 or so. Ryu used up all the spell casting items and then attacked and healed the party when necessary. My main focus was to get rid of Balio, since he seemed to be the most vulnerable AND most dangerous of the duo."

"I recall having Teepo meditate for two rounds and then hitting Balio with magic ball, which did well over 300HP per hit. Teepo used up ALL his AP during the first round. Doing 300HP per hit with his magic ball, and since magic ball cost 2AP per cast,  $150(\text{min})/2$  is 75. That would mean.. in one hour  $300*75 = 22,500$  with JUST magic ball in the first round. That is the BARE MINIMUM. Rei does about 40 or so HP damage (min)... so if Teepo can cast 75 times... since he wastes a turn using meditate.. Rei would have to do at least double that which would be  $150*40$ , which would turn out to be... 6000 HP damage in one hour, bare minimum. For Ryu, I'd give him 40 attacks in one hour, since he does 20HP or so damage (min), that would turn out to be 800HP about for an hour. As for Sunder, I'll give him a cheap total of 10HP per hit.. and since he doesn't get EX turns, I'll give him 75 attacks or so, which would be  $75*10$ , 750 per hour. This is ABOUT an hour."

"Around an hour in the fight, Balio runs out of AP. I remember having about 23 herbs or so after this part. Even when Balio runs out of AP, he still tries to cast it. So this leaves the battle at a stance. An endless stance, sort of. Balio is trying to cast Lightning all the time, but can't, while Sunder keeps hitting his brother. The first round totals (MIN) are....  $750\text{HP} + 800\text{HP} + 6000\text{HP} + 22,500\text{HP}$  which totals to be.... 30050HP total to JUST BALIO. Now, since Teepo is now out of AP and Ryu and Rei can just attack (since Balio is endlessly trying to cast Lightning and Sunder is whacking him), I decide to turn on auto battle. What does my party do? They attack Balio. They keep attacking him. I wait for 15mins.. they still are attacking him. So I decide.. to let it run. Rei does 40HP, while Teepo and Ryu do about 20 or so HP damage per round. The group can attack up to about 4 times

(MIN) in a minute. I calculated this out myself.. and I'm 99% sure this total is bit lower than it should be. If the group alone can attack 4 times in one minute (including ex rounds), doing  $(40+20+20)4\dots$  which would equal  $(80)4= 320$  HP damage per minute to just Balio."

"Don't forget about Sunder, which can do about 20HP damage per round, and since he doesn't get an EX turn, then he just adds 20HP to the 320HP damage dealt with the group onto Balio, resulting in 340HP damage per minute. THIS IS THE BARE MINIMUM FOLKS. So how many minutes are there in an hour? If you said 60, you are correct. So, multiply 340HP by 60 minutes to get 20400 HP per hour. So excluding the first hour, I left it on for 10 more hours, so ten times 20,400 is .... 204,000 HP damage to JUST BALIO in 10 HOURS. Add this with the first round, 30,400, to get 234,400HP damage dealt to just Balio. I don't know about you, but it just makes me sick to think Capcom would make a single player play for WELL OVER 11 hours just to beat an enemy- if they are even beatable. The reasonable conclusion, Balio cannot be beaten."

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And now, here are some experiments I have done. The first serious trial I did was several years ago, at which time I leveled Ryu, Rei, and Teepo up to about level 35 before trying to beat Balio and Sunder. After fighting them for about an hour or so, Balio had run out of AP. This was the first time I had learned for myself that Balio's AP is actually limited. I also noticed that after Balio runs out of AP, he will then attempt to cast Lightning EVERY turn from that point on. This renders him harmless. Also, if you cast the spell Influence (learned from Boss Goblins) on Balio, Sunder will attack him. I discovered that with this set up, Balio and Sunder could no longer attack your party once Balio runs out of AP. However, I fought them for a while longer (focusing all attacks on Balio), and ended up throwing in the towel with both horsemen still standing.

A while afterwards, my brother's friend started a new game file. So my brother, his friend, and I decided to tinker with a Game Shark. We activated codes for infinite HP and AP, and maximum Attack Power. Other codes were turned on as well, but they weren't relevant to the experiment. Then we got into the fight with Balio and Sunder. With this set up, each character was hitting Balio for over 700 damage with each attack, and Sunder would add on an additional 40-50 damage to Balio every round due to the Influence trick. We battled it out for an hour and Balio still was not dead. So, we then left the game on auto-attack and went out for at least two hours (It may have even been closer to three hours, but unfortunately I can't remember exactly how long we were gone). When we came back, Balio was still alive so we decided to call it quits.

Later on, I made a rough calculation of how much damage we dealt to Balio. I made the calculation underestimating the average amount of damage dealt with each hit and the number of turns we could pull off per hour in auto-attack mode. I also didn't take into account critical hits, which would water down the calculated damage from the actual damage even further. In the end, it came out to over 900,000 damage, although it was probably closer to a million because this was an underestimated calculation. Now here are some conclusions that could be drawn from this:

1. They can't be beaten with Game Shark cheats activated. Surprisingly, this was not only something that I thought could have been a factor,



but this was also theorized by the Dawn of Victory, who believed that the game activated some kind of program to make Balio and Sunder invincible if a Game Shark was turned on.

2. They have an HP multiplier. This means that their maximum HP is equal to one of your party member's HP multiplied by a certain number. This is a boss HP system used in games such as "Lunar: Silver Star Story".

3. We simply did not deal enough damage.

As a final experiment, I decided to eliminate the first two factors above by fighting them one last time without using a Game Shark. However, this time I only had the patience to level Ryu, Rei, and Teepo up to around level 24. This time, I thought it would be more practical to try to kill off Sunder first, because once Balio runs out of AP he can no longer attack you, whereas Sunder can. In the first stage of the battle, I attacked Sunder as much as possible while healing from Balio's Lightning spell and waiting for him to run out of AP. I had 99 Rainbow Trout in my inventory along with 2 or so Wisdom Seeds (dropped by Mage Goos) that I could use to restore Ryu's AP, which he was using for casting Magic Ball (learned from Mygas). All of my characters had extra turns.

Balio ran out of AP after about an hour and a half or so. I then proceeded to focus all of my attacks on Sunder for the next 4 or so hours. After that much time had passed, and I had depleted all of my AP restoration items, I decided to just leave the game on auto-attack (Note- The auto-attack targeted Balio). Then I went out of town for the weekend, leaving the game on.

I returned home about 44 and a half hours later to find that Balio was still alive. I shut my overworked Playstation off and sat down to make another underestimated calculation of how much damage I did to Balio alone. And since this time I kept much better track of how many turns I could pull off in one minute under auto-attack, this calculation was likely to be more accurate than the one in my previous experiment. It came out to over 1,800,000 damage.

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Here's the Proof  
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In case the above trials weren't convincing enough for you, here is the UNDENIABLE proof of Balio and Sunder's immortality.

In early tests, BoF3 board user Kusanagi used a program to attempt to determine Balio and Sunder's HP values and discovered that their HP values are indeed locked. Other similar tests have been done with a Game Shark, in which Balio and Sunder's HP values were reduced to nearly zero, and even after doing more than enough damage to kill them, they still didn't die (Thanks to RPGKobe for telling me about this one).

Using PSX emulation to hack the game, it has been discovered that Balio and Sunder are not true enemies at all, but actually just sprites put on the screen for you to fight for all eternity. Hacks by silvers, a notorious BoF hacker, have revealed that although Balio and Sunder do have stats assigned to them (including finite HP values), they will remain alive indefinitely no matter how much damage you cause. It was found that

through hacking you can flag Balio and Sunder with KO status which causes them to go down in one hit. However, the game will continue as if you had lost the battle.

Now, hopefully all of this evidence has been enough to convince you that BALIO AND SUNDER CANNOT BE DEFEATED AT CEDAR WOODS!

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If You Beat Them  
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You didn't and you won't, so shut up. I made this section for two reasons which are 1) So people will stop asking about it and 2) So people will stop trying to lie about it. Despite my efforts, the bogus claims won't cease. I'm a bit tired of getting poorly written e-mails from people claiming to have beaten them, who just get pissed off and run away when I ask them for proof. So my one and only e-mail disclaimer is this:

Never EVER e-mail me about Balio and Sunder unless you wish to add to the proofs I have already posted. I will no longer respond to e-mails with BS claims (no pun intended). You are not worth my time.

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### 13. FREQUENTLY ASKED QUESTIONS

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What guide would be complete without an actual "FAQ" or Frequently Asked Questions section? Well here it is. This section will list a handful of answers to questions or issues that are repeatedly brought up about the game. The questions will be divided up into different categories so you can find the answer you're looking for more quickly. Also, this section is generally spoiler free (with the exception of the Rumors and Myths category), so you don't have to be overly cautious about checking out some of the game-play related questions if you're just starting out.

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#### Battles: General

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Q: What does it mean when my characters get Exclamation Points above their heads just before a battle begins?

A: Those Exclamation Points determine who gets the initiative in battle. With a three character party, if all three characters get !'s, you have a chance to gain the initiative. If no characters get !'s, the enemy has a chance to gain the initiative. Otherwise, neither you nor the enemy will have a chance to get the initiative.

Q: How do I learn enemy skills during battle?

A: You simply use the Examine option, which is the left icon on the Battle menu. If an enemy uses a learnable skill while you are examining it, you may learn it. However, take note that you won't always learn a skill on your first try, and the best way to learn a skill is to persistently examine the enemy.

Q: After a battle, my max HP suddenly dropped and is now highlighted in yellow. What happened, and how do I fix this?

A: If any of your characters die during battle, and they are not revived before the battle is over, their max HP will drop by 10% and turn yellow (which simply indicates that it has dropped). To get your HP back to normal, all you have to do is rest at an inn or in any other bed outside of camping.

Q: What exactly is the "Berserk" status change? How can it be controlled?

A: The "Berserk" status change is very similar to confusion, except it is caused by using certain abilities, as opposed to having certain abilities used against you by enemies. When a character is berserk, you have no direct control over them, and they will randomly use normal attacks on both enemies and allies. Unlike confusion, you cannot cure someone who is berserk. However, you can control them by using the Influence skill, which will make a berserk character target a specific enemy.

Q: What does "Blessed armor" mean?

A: Any armor with this description has a special property that greatly increases the effectiveness of healing magic upon whoever wears it. Most armor bearing this description also have hidden stats that protect against status changes.

Q: How do I change my equipment during battle?

A: On the battle menu, select the items icon and then scroll up to the top of your item list. Once your cursor is at the top of the item list, hit up on the d-pad and select the "Equip" option. From there you can freely change the equipment of that character. You can also remove equipment completely by hitting the Square button.

Q: How do I use equipment as an item in battle?

A: If you select the items icon, you can side-scroll to your weapons, armor, and options lists using the left and right d-pad buttons. Equipment that can be used as items will be highlighted in white. Also, when you use a piece of equipment in battle, you will not lose it. But keep in mind that you can use one piece of equipment only once per turn.

Q: How can you duplicate equipment during battle?

A: There is, indeed, a trick that allows you to duplicate useable equipment in battle. Using the method described in the Tricks and Glitches section, you can copy a piece of equipment twice in one battle (big thanks go to maxmajere and h20insomnia for telling me this trick and the late Kusanagi for originally discovering the trick). Please note that the trick does NOT work in the PSP version.

Q: How can I increase the chances of getting steal/drop items?

A: Cast Charm once. That's it. Casting it multiple times won't help you. Other sources have claimed that having the Midas Stone equipped also increases your chances, but there is absolutely no evidence supporting this. If you don't mind the -10 agility penalty, then go ahead and equip it, but don't expect it to help you get those rare drops.

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### Masters and Skills

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Q: Can I learn a skill from a master or an enemy more than once?

A: No. Once you learn a skill, you cannot learn it again. If you learn a skill from an enemy, you cannot learn that skill from a master who normally teaches it (and vice versa). In essence, there can only be one copy of a skill in circulation among all of your party members.

Q: If I gain levels under a master and then quit being apprenticed to that master, will the levels I gained carry over if I re-apprentice under that master again?

A: No. In terms of learning skills, all the levels you have to gain will be reset if you re-apprentice under a master. For example, it takes 15 levels to learn Celerity from Deis. If you gain 10 levels under Deis and then quit or switch to another master, you'll still have to gain 15 levels to get Celerity if you apprentice under her again (as opposed to 5 levels if you had kept Deis as your master the entire time).

Q: I accidentally sold my Flower Jewel. Can I still get Meryleep as a master?

A: No. Unfortunately, there is only one Flower Jewel in the game, and it is required to get Meryleep as a master.

Q: What does "Useable at fixed intervals" mean?

A: "Fixed intervals" only apply to two skills in the game: Bonebreak and Celerity. All it means is that these skills have to recharge before you can use it again. Once you use either of these attacks, you'll have to wait about three hours for it to recharge.

Q: What does "Damage altered by HP" mean?

A: This applies to most breath attacks. This means that the attack's effectiveness depends on the user's current HP. Breath attacks will do the most damage when the user is at max HP, and will do less and less damage as your HP drops.

Q: When does Deis become available as a master?

A: Deis becomes a master right before you can board the Black Ship. But this is only if you said "I like you this way" when you first met her at the Cave of Ages near Mt. Zublo.

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## Fishing

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Q: Where can I find the first Coin in the game?

A: The game's first Coin can be found along the [?] road leading up to Mt. Glaus. You'll find it by checking the holes hidden under rocks that are scattered throughout the area.

Q: Is it ever necessary to use fishing "Techniques" in order to catch certain fish?

A: No. It's very possible to catch any kind of fish in the game without ever using "Techs". However, if you can perform Techs easily, it can help to attract and hook more stubborn fish.

Q: Where can I catch Whales? Barandy?

A: Each of these fish can only be found in one spot. Whales can be caught in the fishing spot near Kombinat, and Barandy are found at the spot just south of the Checkpoint in the Dauna Region.

Q: How do I tell the difference between Spearfish and Whales?

A: To be honest... you can't. They both are found in the same spot, have the same shadow size, and hang out at the same depth. The only time you can tell them apart is after you hook them. So if you're looking to catch one over the other, just go after the big shadows and take your 50-50 chance that it's the right fish.

Q: How do I get the best rod and lure?

A: With a Clear Game save file (meaning you've beaten the game), you can get three Ding Frogs (the best lure) and a Master Rod (best rod) from the fisherman at the [?] house in the Urkan Region. You'll receive the Ding Frogs if your fishing rank is at least Master of Angling+, and you'll get the Master Rod if your rank is Master of Angling++ or better.

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## Faerie Village

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Q: How many total faeries can I have?

A: 20

Q: How many faeries should I have hunting?

A: When you first start building your village, you should have more than half of your population hunt. As you progress, you should

gradually reduce that number to about a half or a third of your total population. And always make sure that the majority of your hunters have a full (or near full) red skill bar.

Q: What does my "Culture" level mean?

A: Culture shows how quickly your village will progress. Having a high culture rating basically means you'll have to fight fewer battles before something gets done. The highest culture rating is 7, and you should begin raising your culture level as soon as possible.

Q: How do I build more rooms?

A: All you have to do is clear land and build sequentially. First assign some faeries to clear land, and once a plot of land is cleared, order those faeries to build. Once a new room is completed, you must clear another plot of land before you can add another room.

Q: How can I get a Spirit Ring/Ivory Charm from my faerie village?

A: There are a few ways you can obtain these two accessories. You can get the Spirit Ring through the Casino's Number Guessing Game, the Gift Shop, or by long distance Explorations. You can get the Ivory Charm similarly through distant Explorations. When exploring, always remember to save OUTSIDE the village before checking on your progress. If you don't get the result you want, you can keep resetting your game until you do!

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#### Rumors and Myths

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\*\*\*WARNING: THERE ARE SPOILERS IN THIS SECTION\*\*\*

Q: Is it possible to defeat Balio and Sunder the first time you fight them (at Cedar Woods)?

A: No. This is a very widely spread, yet false rumor that resulted from an error in the game's official strategy guide.

Q: My friend/sibling/parent/math teacher/family pet said that they beat Balio and Sunder at Cedar Woods. How is this possible?

A: They lied.

Q: How do I get Jarno in my party?

A: You don't. Jarno is a completely fake secret character who supposedly replaces Nina if you were to beat Balio and Sunder at Cedar Woods. It's just another false rumor that you should ignore.

Q: Is it possible to defeat Balio and Sunder the second time you fight them (in Wyndia Castle)?

A: Yes. Although you cannot actually kill them there, it is possible to win that fight by simply waiting for Balio and Sunder to run away.

Q: Is it possible to defeat Garr at the Contest of Champions?

A: No.

Q: How do I get the Tyrant Gene?

A: Once again, you don't. This is another myth.

Q: Do Teleporter Dice really exist?

A: Nope. Yet another false rumor.

Q: What's the Fountain Pen and how can I get it?

A: The Fountain Pen is a vital item that DOES exist in the game. It allows you to change the skills of your characters without using Skill Ink. To get it, you must talk to the fisherman at the [?] area west of Steel Beach after clearing the game AND getting "THE FISH" rank in fishing (9500+ pts).

Q: Is there some way to get Teepo back in my party?

A: I believe there is a Game Shark code that allows you to replace one of your party members with Teepo. However, I have heard that it is very glitchy and could easily cause problems with your game. In terms of a method to get Teepo back without a Game Shark... well, there is none.

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#### 14. TRICKS AND GLITCHES

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There are a few neat tricks and glitches in BoF3 that can be exploited to make the game easier (or at least more interesting). Some of these tricks are quite well known, but others have only been recently discovered. This section will explain in detail some of the most notable and useful tricks that the developers didn't want you to find!

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#### The Item Duplication Glitch

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NOTE: THIS GLITCH DOES NOT WORK IN THE PSP VERSION OF THE GAME!

As you might guess, this trick allows you make copies of certain items. However, it isn't as simple as performing a glitch and getting as much of an item as you want. There are a few caveats involved in this glitch that limit its use. The first (and most important) limitation is that you can only copy certain types of equipment. Specifically, you can only copy equipment that can be used as an item in battle. Another limitation

is that you can't make more than three copies (however, you can still sell the copies and perform the glitch again). Also, in order to perform the glitch, you will need to sacrifice a cheaper piece of equipment that will be replaced by the one you want to copy. Below is a list of equipment that can be copied along with the spell each item casts.

Blessed Staff... Heal  
Brass Claws..... Simoon  
Dragon Blade.... Fireblast  
Force Armor..... Barrier  
Holy Avenger.... Might  
Lacquer Staff... Silence  
Mind Shield..... Leech Power  
Ouroboros..... Raise Dead  
Piercing Edge... Weaken  
Robe of Wind.... Speed  
Royal Dagger.... Protect  
Royal Sword..... Lightning  
Ruby Scepter.... Flare  
Rufad's Spear... Shield  
Thunder Rod..... Jolt  
Wind Cutter..... Cyclone

The glitch itself copies the piece of equipment you want by overwriting a different piece of equipment (ideally a very cheap piece). Now, here are the steps for performing the glitch:

1. SAVE YOUR GAME! If you do this trick incorrectly, you could end up losing a piece of equipment that you do not want to lose. So make sure you save before attempting the trick.
2. Make sure you only have ONE copy of the piece of equipment you wish to copy. This piece of equipment must useable as an item in battle. You must also have TWO cheap pieces of the same type of equipment that your party members can equip during the trick. For instance, if you want to copy a shield like the Mind Shield, the cheap piece of equipment must also be a shield. This cheap equipment will be replaced by the piece you wish to copy, so you must be willing to lose it.
3. Before you get into a battle, manually sort your equipment list so that the piece you wish to copy is at the top of the list. Also equip the two cheap pieces to the party members who will act last in battle (i.e. your two slowest members). There must NOT be another copy of the cheap pieces left in your inventory after you do this.
4. Get into a battle and have your first character use the item you want to copy (this should leave a blank space at the top of your equipment list).
5. Have your second character unequip their cheap piece of equipment (or replace it with something else). Again, there must not be another copy of this cheap piece in your inventory. The idea here is that when you unequip the cheap piece, it will be put into the blank slot on the equipment list you just created in the previous step.
6. Now use the Triangle button to cancel ALL of your actions back to the first character. Check your inventory, and if you've done this correctly, you will have two of the item you are duplicating, and you will have lost the item you unequipped in step 5.



7. To make another copy, have your first two characters use the piece of equipment (this should, again, leave a blank space at the top of your inventory).

8. Then simply repeat step 5 with your third character, and cancel all of your actions back to the first character again. You should now have three copies of the equipment you set out to duplicate, at the expense of two cheaper pieces of equipment.

In case that was confusing, here is an example of how the trick can be applied. In this example, we'll be copying the Robe of Wind. Our two cheap pieces will be two sets of Clothing. Our party members will be Rei, Ryu, and Garr (who will act in that order).

1. Save the game, just in case you mess up.
2. Before the battle begins, sort your equipment list so that the Robe of Wind is at the very top of the list.
3. You should have two pieces of Clothing in your inventory. Have Ryu and Garr both equip Clothing (leaving no more pieces left in your inventory).
4. Get into a battle and have Rei use the Robe of Wind.
5. Have Ryu unequip the Clothing.
6. Cancel all of your actions back to to Rei by hitting Triangle. You should now have two Robe of Winds and the Clothing Ryu unequipped should be gone.
7. Now have Rei and Ryu both use a Robe of Wind.
8. Have Garr unequip his Clothing, then cancel all of your actions back to the beginning again. You should now have three Robe of Winds!

The utility of this trick should be pretty obvious. You can use the trick to get multiple copies of certain items without having to use the faerie village Copy Shop (which would take a lot more time). The trick is also a very effective way to raise zenny. You can copy a very expensive piece of equipment (such as the Holy Avenger), sell it, then copy it again and again until you have loads of money!

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#### The Angel Tower Warp

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This is a very well known glitch, because it is easy to trigger it by accident! In order to reach Angel Tower's basement, you normally have to move some large blocks around to create a path to the staircase. This isn't difficult by any means, but it can be a bit time consuming. However, by exploiting the tiny "warp" that occurs whenever you get into a random battle, it is possible to glitch yourself onto the platform with the staircase, allowing you to skip all the block pushing! The warp is ridiculously simple to perform (to the point that it can be done by accident), and there are many different ways it can be done. I will

explain one simple, reliable way to do it.

First, enter Angel Tower and make your way down to the big room with the blocks. Technically, it doesn't matter who your party members are, but you should probably have Garr in your party since this is likely your first visit to Angel Tower (there's no reason to return to the basement after your first visit anyway :P). Head over to the east end of the room where the platform with the staircase is. There is a narrow passage between the right side of the platform and the outer wall of the room, and this is exactly where you want to be. Now, change your battle formation to Normal with your lead character (anyone EXCEPT Garr) in the 1 position, and put Garr in the 2 position. Now simply walk back and forth along the upper right wall of the platform (just north of the staircase) until you're forced into a battle. More likely than not, your lead character (and possibly one or both of your other characters) will be warped to the top of the platform, allowing you to access the staircase immediately after the battle is over.

And that's really all there is to it. Although the warp also works with attack formation, I've found normal formation to be more reliable. If you use the method that I described above, you should get the warp to work just about every time. However, depending on your exact position along the wall and the formation you're using, you'll sometimes fail to warp your lead character to the top of the platform. Just spend about two minutes playing around with the glitch and you'll be able to perform it perfectly.

You might wonder if there are other areas of the game where the warp can be exploited. Well, so far nobody has found any other place where the glitch works or could be useful. One realm of possibility lies within the Container Yard, where I've tried countless times to warp from the teleporter platform to the ground. If this warp were possible, you could theoretically skip the entire Desert of Death! But to my dismay, I've never been able to pull it off, and I'm 99% convinced that it's impossible. But if anyone out there can find another useful application of this glitch, please let me know!

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Random Battle Reduction  
  
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What I'm about to describe isn't really a glitch, and there is no proper name designated to it. This is simply a technique that allows you to reduce the number of random battles that you encounter. Basically, a random battle can only occur if certain environmental conditions are met. One condition is that there must be enough room on the screen for enemies to appear. Another condition is that your characters must be able to be shifted into their proper positions according to what formation you are using. As long as you can prevent these conditions from being met, you can prevent random battles from occurring. Keep in mind, however, that you can only delay the onset of random battles, rather than prevent them completely.

The technique itself can be illustrated if we revisit the Angel Tower Warp glitch described above. If you walk around in that narrow passage between the platform with the staircase and the outer wall, you can get into a random battle if you are in normal or attack formation. You'll

notice that every time you get into a random battle, your characters will shift slightly in order to get them into their battle positions. In the above section, we exploited this shift (or "warp") to get our characters onto the platform. However, if you switch to defense formation and walk around in this same area, a random battle will never occur. This is because the two conditions listed above cannot be met in this case. There isn't enough room for the game to place enemies on the screen AND your characters cannot be shifted into the right positions in order for a battle to occur.

So why does this happen with defense formation and not other formations? I can't give you a definitive answer since I don't know the exact mechanics behind it, but I can tell you what appears to be going on. It seems that defense formation is more "strict" about how far out of position your characters can be shifted. In other formations, your characters can be shifted a greater distance and further out of position. Defense formation will only allow your characters to be placed in a straight line and they cannot be shifted as far. If you are walking directly beside a wall while in defense formation, your characters can only be shifted into a straight line running parallel to the wall. This means that you can NEVER get into a random battle where your party faces parallel to the wall as long as you're walking directly beside it. Therefore, if there also isn't enough space for the game to place enemies facing perpendicular to the wall (such as in a narrow hallway), then you won't be able to get into random battles at all!

Whew, ok. If you didn't understand all that, don't worry. Here's all you need to know to execute the technique. Simply have defense formation selected (I recommend having your lead character in the 1 position, but it probably doesn't matter), and whenever you're in any kind of hallway or narrow passage, make sure you hug the wall as you walk. If the passage is narrow enough, this will prevent random battles from occurring. You can only prevent battles from occurring for as long as you can maintain these conditions. Since the timing of random battles is normally based on the number of steps you take, all you're really doing is preventing the onset of a battle after walking the required number of steps. So as soon as the right conditions are met, the game will immediately force you into a battle (assuming you've exceeded the required number of steps while performing the technique).

And that's really all I can tell you about this trick for now. I likely haven't figured out everything there is to know about this technique, so there may be some potential left that's still waiting to be discovered!

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### The Escape Glitch

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This glitch was only recently discovered by one of the BoF3 board's resident hackers, second advent (who has also put up a great Enemy FAQ on GameFAQs that's definitely worth reading). The glitch involves using the escape command in battle to manipulate the triggering of certain enemy AI sets. To be more specific, the glitch lets you "lock" an enemy into a particular AI set, thereby letting you control the enemy's behavior. Some enemies can be locked indefinitely, but others can only be locked until another event triggers a new AI set. Because of the way

that individual enemy AI sets are designed, the glitch isn't applicable to all enemies. If you want to learn more about how enemy AI works, you should check out the above mentioned Enemy Database by second advent. Also, because you have to use the escape command to activate the glitch, its practical applications are almost exclusively limited to battles in which escape attempts always fail (i.e. bosses).

So how does the glitch work? Well, the simplest explanation is that using the escape command on any given turn prevents the enemy from activating a new AI set on that turn. The actual mechanics behind it are probably a little more intricate, but this is essentially what happens. For example, the Stallion boss always uses Barrier on the first turn before activating another AI set on the second turn. So if you use escape on the second turn, the new AI set will not activate and it will cast Barrier again. But that's not even the cool part! The key to making the glitch useful in this case is the fact that the new AI is triggered by the onset of the second turn. So if you prevent the AI from activating on the second turn, when the third turn rolls around, the new AI won't activate at all and the Stallion will cast Barrier again! Furthermore, it will keep casting Barrier until some other event (such as reaching a certain HP level) occurs that triggers a new AI set. So you'll have several free turns to buff up your party and hack away at the boss while it's stuck using Barrier for a while. Pretty neat, huh?

As I mentioned earlier, the usefulness of the trick outside of a few boss fights is limited because successfully escaping from the battle prevents the glitch from happening and defeats the purpose. Below is a list of bosses that can be exploited by the glitch.

Claw

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You fight her at the arena during the Contest of Champions. She always uses Blind on the first turn, and since the only other AI set she has activates on the second turn, she can be locked into using Blind for the entire battle. This can be very useful if you're trying to take out the Dodai.

Stallion

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Found at the Maekyss Gorge. As mentioned in the above example, the Stallion always uses Barrier on the first turn. You can lock it into using Barrier until you've taken off half of its HP, at which point a new AI set will activate. The trick is definitely useful here as it allows you to prevent the Stallion from attacking you for half the battle.

Mikba

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You fight him at the Northwest Checkpoint. Mikba always uses Venom Breath on the first turn and can be locked into using it until he reaches half HP. Since Mikba is one of the hardest bosses in the game, the trick can be extremely helpful here since Venom Breath is relatively harmless compared to his other attacks.

Sample 3 (two Mikbas)

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This is one of the optional boss fights in Myria Station. It's exactly the same as the first Mikba fight except now there's two of them. The trick can be applied in the same way as above.

Sample 10, 11, 12 (three Stallions)

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This is another optional boss fight in Myria Station with three Stallions. The Stallions in this fight are a bit stronger than the original and they each have their own element (fire, ice, and thunder). However, they all use Barrier on the first turn, thus the trick can be applied in the same way as above.

Although these are the only boss fights that have the AI to allow this particular application of the glitch, there is another way to use the glitch to manipulate bosses. However, this next version of the glitch is a little more complicated and its practical applications are even more limited. I won't go into great detail about how the glitch actually works in this particular case (because it's mostly a mystery to me). But I will tell you how to perform the glitch in its most useful form: against the Elder in Dragnier.

If you look at the Elder's information in second advent's Enemy Database, you'll notice that he has an AI set that causes him to use the skill Bad Back every three turns. If you try to escape the turn after he uses Bad Back, the new AI will not activate and he'll use Bad Back again. The problem is that once you stop escaping, the new AI will activate and he'll use his other attacks. This seemingly makes the glitch worthless in this case. However, you don't have to escape on turns where the Elder would have used Bad Back anyway. And if you have high enough agility to get extra turns, you can also attack on the extra turns immediately before AND immediately after turns where Elder would have used Bad Back anyway. I won't try to explain the mechanics behind it, but this is how to make it happen (starting from the third turn):

WITHOUT Extra Turns:

Turn 3: Your party can attack (Elder will use Bad Back)  
Turn 4: Escape (Elder will use Bad Back)  
Turn 5: Escape (Elder will use Bad Back)  
Turn 6: Your party can attack (Elder will use Bad Back)  
Turn 7: Escape (Elder will use Bad Back)  
Turn 8: Escape (Elder will use Bad Back)  
Turn 9: Your party can attack (Elder will use Bad Back)

... and so on

WITH Extra Turns

Turn 3: Your party can attack  
EX Turn: Your party can attack  
Turn 4: Escape  
EX Turn: Escape  
Turn 5: Escape  
EX Turn: Your party can attack  
Turn 6: Your party can attack  
EX Turn: Your party can attack  
Turn 7: Escape  
EX Turn: Escape  
Turn 8: Escape  
EX Turn: Your party can attack  
Turn 9: Your party can attack  
EX Turn: Your party can attack

... and so on

Put simply, you can attack (or do whatever you want) on every third regular turn, as well as extra turns immediately before and after every third regular turn. You will have to escape on all other turns (including extra turns) or else the glitch will fail. Depending on how patient you are, the glitch may or may not be worth trying since it is a bit time consuming. However, this is a way to render the Elder completely harmless, which could be useful in a low level game (or a similar challenge type game). It's also worth noting that this isn't the only boss that this glitch can be used on. There are other bosses that have AI sets that cause them to use a particular ability every three turns, although the glitch wouldn't be as useful in any of these cases:

Gazer..... Eye Beam  
Dolphin..... Tsunami  
Angler..... Thunder Clap  
Sample 4 (Dodo)... Evil Eye

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#### 15. NOTES ON THE PSP VERSION

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Since most people who are using this FAQ these days are playing the PSP version of the game, I'd like to address a few things about the PSP version in relation to the Playstation version and this guide.

1. I have NOT played the PSP version. I just want to make that clear, because many people have e-mailed me questions about the PSP version, and I can only answer such questions based on things that I've heard from other people. So, to clarify once again, the FAQ you are reading right now was written for the Playstation version, and I have not played the PSP version.
2. With the first note in mind, let me also clarify that 99.999% of the information in this FAQ applies to both the Playstation and PSP versions. Only a few minor details within the main game were changed for the PSP version, so PSP players can use the walkthrough and all the other sections (but if you're playing on the PSP and you're using this FAQ, then you probably already knew that :P).
3. From what I've heard, these are the changes that have been made in the PSP version:
  - Outside of the main game, there is an extra fishing mode and picture gallery.
  - The PSP version features game data sharing (don't ask me what that entails).
  - The Stallion boss has changed.
  - The final boss carries an Ivory Charm instead of Napalm.
  - The item dupe glitch does NOT work in the PSP version.
4. I don't work for Capcom, so I don't know when or if a new BoF game is coming out, or if BoF4 is being ported to PSP, or if Nina has

cooties, or anything else like that. If you don't know when the next BoF game is coming out, then chances are that I don't know either.

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## 16. ACKNOWLEDGMENTS AND CLOSING

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I'd like to thank the following for either help or inspiration on my guide:

Capcom- For making one heck of an RPG, and a heck of a series for that matter.

My friend Mark- For helping me with grammar, typing, and such.

GameFAQs- For providing a website where gamers can share their secrets and expertise with others.

All the contributors to GameFAQs- The site wouldn't exist without those who put time and effort into writing the FAQs.

Neoseeker and IGN- Other great gaming websites.

Eternalw, Kusanagi, RPGKobe, and the Dawn of Victory thread- For helping me make the Balio and Sunder: The Age Old Question section. Also thanks to Blackblood for bringing some mistakes to my attention.

Brad (bmecoli)- A very special thanks goes out to this guy, with whom I worked in creating the Breath of Fire 3 Game Script. The script wouldn't have been a reality if Brad hadn't hacked into the game and extracted all the text for me. It was a fun and worthwhile project man, and congrats on your first FAQ!

All those who have sent me corrections and hints- Thanks for helping me make this guide even better! Credits to bjhoopii, Niclas Silfverduk, Michael, Rag, and everyone at the BoF3 board who has found bloopers (way too many people to remember).

BoF3 board shout out- The following users, along with many others, are responsible for the growth of this guide in one way or another. They've kept my love for this game alive, and without that, this guide wouldn't be as good as it is today: Ragnarok500, ssj2crono, Black Mist, xVasx, MeepleLard, Grefter, EmPleh, RPGKobe, Nehru, Kusanagi, Blackblood, eternal wielder, True Kaiser, SharpPaper AnybodyKilla, RnBgrl, HellKnight, Phoenix, slivers7, BioSheex, puppet, The Sword Emperor, bmecoli, Mog Guy, Mikhail, Gohanfan01, and RazDvaTri. If I forgot to name you then I doubt you're even reading this (hell, half the people on this list will never read it)!

Second advent- For his great work in hacking the game and his very detailed Enemy Database.

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