

Breath of Fire III Power-Up Guide

by angelwingnl

Updated to v1.4b on Jan 25, 2001

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|| Breath of fire 3           ||  
|| Power-up guide v1.4b      ||  
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Newest version available at www.gamefaqs.com

Any comments, suggestions, questions, ideas or contributions welcome!

---Note to anyone who knows Fritz Fraundorf/Credit to Fritz Fraundorf-----

Well, I used Fritz Fraundorf's FAQ to get through the game myself. I didn't copy anything from his FAQ, but since I used his twice first, it is inevitable that much info in this here guide is indirectly coming from his FAQ. Most of the info about this game in my memory did come from there. I can't forget this stuff on command, and this guide would be kinda scarce if I wouldn't put any items or Masters in here at all, and the two people using it would send me huge amounts of mail with all the stuff I "missed". I did want to ask Fritz whether he was okay with this, but the email registered at gamefaqs was not found. So if anybody knows where to find him, please tell me. When this guide is not okay with him, I'll remove it immediately. And if it is okay, I'd still like to know.

---Disclaimer-----

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If you send in any information which I use in my FAQ, I will take the freedom of adding your name and e-mail address to the credits section at the bottom of this guide. If for some reason, you don't want your e-mail, name or both displayed there, please tell me.

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---Revisions-----

v0.1

Started the guide.

Finished the childhood part of the walkthrough.

v0.2

Added some walkthrough, Dauna Mines through Reunited sections.

v0.3

Added more walkthrough, up to The Freighter.

Started first subsection: The Faerie Village.

v0.4

Created second subsection: Skill List.

Added a bit of walkthrough, until Steel Grave & Colony.

v0.5

Dragon Transformations section added (something new every time, eh?).

Added a little more walkthrough.

v0.6

I'm slowly (all those leveling up intervals take up a lot of time...) yet steadily continuing the walkthrough. finished the skill list.

v1.0

Finished the walkthrough.

Added the Clear Game section.

I kinda revised the section head layout.

v1.1

Added Ebonfire skill, and note on getting Bunyan earlier.

Some minor (typos) changes in the walkthrough.

Added the Monster List.

v1.2

Added Master List.

Added Lavaman trick at Powering Up\Experience section.

Added strategies for the Archmage and Berserker.

v1.3

Revised the super-scarce Dragon Transformations\Fusion Transforming section.

v1.4

Changed the final Masters a bit, Deis and Ladon are probably the way to go.

Changed the Desert of Death section a bit.

v1.4b

Added my site. That's all.

I have now started work on a second FAQ, for BoF4. This does not mean that this guide is completely finished. I won't create any new sections, but I will send in a new update if anyone sends in useful info. So don't be shy, any information is still appreciated. Updates won't be sent in that often anymore, though.

---What this guide is all about-----

First of all, BoF3 must be the greatest game of all times for me, being the only game I ever liked more than ff7 (until now...). I played through it 3 times, twice using Fritz Faundorf's walkthrough. I found quite some items and other stuff not mentioned in this faq. It a great faq, Don't get me wrong, but BoF3 is so rich and complicated that there is just so much in there that he didn't get everything (read: items, Masters which could be found earlier in the game than he stated). When I decided to go through the game one last time, I thought I would just create a walkthrough of my own in which I would point out everything. Also, I was inspired by the ff8 power up trick. In BoF3, you could also be careful with leveling up and use those level ups much better, by using Masters. This guide makes all of your level ups be under a master of whom you don't have all abilities yet. Also, for even more stat boosting, it will point out every stat boosting item you can get. These are pretty useful in my opinion. Of course, you won't become boosted 90 points in 4 stats like in ff8, and the enemies won't stay low-level with you. But nobody said it would be easy. Hey, it will be pretty challenging, but a bit of an extra challenge is only fun when you're

going through the game for the fourth time like me. And if you don't want to make it more difficult and try this power up method, just use Fritz Faundorf's FAQ or Henry LaPierre's. Those "normal" FAQ's are easy to find.

P.S. This is my first FAQ/Walkthrough/Guide ever. What do you think?

---Walkthrough-----

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///The Dragon Whelp\\\
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The story starts with Mogu and Gary removing you in dragon form from the crystal. When the battle starts, just use whelp breath to kill both of the miners. When you win, inspect one of the bodies to find a Melted Blade. Then just walk on until you come to the point where you are knocked out. On the train, just move the D-Pad until the cage falls off. Now the scene will switch to Rei, hunting. Rei will save you from the Currs and take you home, where another kid lives, Teepo.

After the dream sequence, You'll be able to walk around again. You can save with the diary, and loot the houses cupboards for a Worm and a Vitamin. When you go outside, you'll see an Eye Goo (the blue thing), and a Goblin, but you'll have to come back later if you want their simple explanations. Anyway, in this screen you should go to the right part past the goblin, and you can find a Skill Ink and an Ammonia (for the latter, use R1 to rotate the camera). Now go out of the forest and you will be on the world map. Now go in to the village, McNeil. There you will meet up with Rei and Teepo. Rei will get you some equipment and then he and Teepo will join your party. In the town, loot all the cupboards in the houses (you're a thief, aren't you...?) And get the Vitamin hidden in front of the Inn. Then go to the road to the lower right and loot the huts there, and the hut on the section to the upper right from this road. Then, go back to the world map. If you're playing the game for the first time, you might want to go back to your house to learn about the game from the Goblin and the Eye Goo. Also, you can get a Healing Herb from the basement of your house.

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!!!Note!!!
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In this guide, we're powering up, remember? So don't run of and get into fights just like that. You'll want to keep Ryu at level 1 until he apprentices to Mygas. When you're thinking how difficult that will be, You had better stop using this guide, because the part with Rei and Teepo in your party is the easiest part. You see, they can level up without masters as much as you like. So go to the woods and when you get into battle, kill Ryu (Don't worry, MaxHP loss is NEVER permanent), and then the monsters. He will be revived with one hp so in the next battle, kill him again, etc. Never forget to kill off Ryu! Outside battle, you can use Ryu's healing magic. That way, only Rei and Teepo will get xp, and Ryu will stay at level one. I'm not sure whether a single point of xp for Ryu will make a difference in whether Mygas will teach him Frost at level 2 or 3, so just keep him at zero xp, ok?

Ok, now to the fighting with Rei and Teepo; what should you get? Well, Rei has Pilfer, which is very useful. You'll want to use it to steal:
-2x Waistcloth from Bossgoblin (maybe a bit hard, try it at the higher levels of Rei)
-Lots of Healing Herbs from the Goo's

-2x PointedStick from the Man Traps to the North ? area.

-4xBent Sword from the Goblins (you can get one in the Nue's cave too)

Also, walk through the ? area with the Man Traps now, so you won't have to do it with just Teepo (Doesn't matter much). You should kick the small rock in front of the big one to walk through the river and to get a Weather Vane. As you go on north, you come to the exit. Just right from here is a stone which Teepo can kick to get a coin. This one is very important.

Equip Rei with a Waistcloth and Teepo With a Waistcloth and the Melted Blade. They should become about level 8-9. Don't equip Ryu yet, he is only going to lie on the ground, remember? Go to McNeil and buy a Bronze Sword, too. Don't rest to restore Ryu, you won't use him yet, anyway, and also, DON'T SELL any weapons. Later in the game, you will need 16 different weapons, and equipped ones don't count. So you should have 4 Bent Swords, 3 to equip on Rei, Teepo and Ryu, and another one to count towards the weapon total (I don't mean equip them now, I'll tell you when).

Now you are ready to go on with the game. Just head to Yraall Road and go down. You'll be pointed to a bush on the road. Go there and get the 40 Zenny, then go to the bush. You'll have a sequence with Bunyan. Now Rei and Teepo will decide to go to his house. So go there, It's the house in Cedar Woods. Once there, Ryu will catch a plate. Then head down the ladder and get the Beef Jerky from the Cupboard. Rei will go up, followed by Teepo, and then you can only follow them. Bunyan will punch you and knock you out. After the sequence, you have to chop wood. It is not very difficult. Then, you'll have to follow Rei to Mt. Glaus. Teepo is on his own for a small while.

:::Mt. Glaus:::
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If you followed my guide, you can walk straight up to the mountain. There, cross the bridge, and you can get the Antidote to the left if you want. When you go ahead, you'll walk into a slope with two ledges on it. To get the items on them, you should slide down from the top. The high one is visible from the top, but you'll have to estimate for the lower one. The items are a Heavy Caro and a Cloth Shield. Go back to the top, and on to the right and you'll find a cabin where you meet up with Rei. Side note: when Rei says: "But now I won't be able to use...", he is referring to a very cool ability he will get much later, the Weretiger. You will rest, and the next morning, you will fight the Nue. You should certainly Pilfer it until you get Power Food, your first stat-boosting item. You might want to keep one of each stat-booster in your possession at all times, so you can copy them later in the Faerie village. (these are Life Shard, Magic Shard, Swallow Eye, Power Food, Fish-head and Protein) You can keep Ryu alive for healing until you get the Power Food, because you don't want to beet the Nue without getting it. Then kill Ryu (or what will be left of him), and then scare away the Nue. I'm not so sure whether it gives you xp yet, but it should be rather easy with Rei and Teepo at lvl 8+ anyway. After the fight, rest up again and save at the dragon statuette next to the house. Now go up the mountain. When you get to the cave, don't go in yet, follow the path to a Vitamins. After that, go back and into the cave. Follow the blood to an intersection, the path to the left leads to a Bent Sword. It's value is low, so if you already have four, leave it there. Go on to a room with a river. After the short sequence, get the money from the skeleton and go back to the main path. The path to the right leads to another skeleton

with a bent sword on it. Then go to the left and jump in the water. Another fight with the Nue will be triggered.

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_____/Nue\_____  
/  
| First of all, Pilfer it for another Power Food. Kill of Ryu and |  
| then attack with Rei and cast Simoon with Teepo. Heal when |  
| needed. You should easily win. |  
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///Robin Hood?\\\  
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You are at home and Teepo wants to go into town. In town, after the sequence, talk to the cloaked guy and tell him you will help him. Before meeting up with him in his cabin, go buy lots of stuff (buy a fishing rod, too.) at the stores, just have at least 1 zenny left. Then go to the chopped down tree and get your very first Master, Mygas. You should have very little money left, so give it to him. Apprentice Ryu to him. You can now start leveling Ryu up a bit. Just gain 2 or 3 levels with Ryu so leveling him up on his own later will be easier, then go back to the old routine.

Ryu lv 1 ---> Mygas ---> lv 9

Now you can go fishing. There are two fishing spots, the one to the right features Manillo, a handy merchant with usually better equipment than the regular store. Just change the lure to Coin and catch him. Very handy when you are under-par because you're using this guide. Anyway, you should get at least one Silver knife from him (you need one of every weapon you can get, remember?) and probably an Iron Helm too. Some Skill Inks are useful too, since you'll need them a couple of times in the future. Finally, you can use the RainbowTrout for replenishing AP, not that great though.

When you are done, go to the side path in the road from McNeil. Loki will be waiting in the hut on the next screen. When you talk to him, it will become night. Go to the wall around the Manor. When you get to the bad-looking part of the wall, Rei will lean against it and it will fall. Inside, talk to the guy on the left to get 50 Zenny. Give it to the guard and he will let you pass. Go up the stairs and get the wallet hidden to the left and give it to the guard to the right. Go down. Watch out for the guards with purple armor, those are serious about their job. Don't step in their light. Go to the lower right to the tower with the bell. Hit the bell with your sword, the guard will leave. Go up and talk to the sitting guard. He'll ask you to kill the dog. Go down the path to the gate and you will fight the dog.

```
_____/Pooch\_____  
/  
| Another easy battle. Just kill Ryu and attack the dog. You could |  
| Steal it's Vitamin or learn Snap from it, neither is important |  
| though. |  
\  
/
```

After kicking some canine butt, go up to the stairs and through the path to get a Firecracker. Then go back and to the lower part of the area. Talk to the woman and the guy next to her, then to the guard in front of the chicken coop. He'll run off. When you go in there, Teepo will steal some eggs and piss of one big chicken. Another battle follows.

/Rocky\

```
| A little tougher then the dog, still no match for Rei an Teepo. |  
| Start by stealing it's life shard, that one's important. Then |  
| attack with Rei and use Simoon with Teepo, healing as needed. |  
| You could learn jump from it but if you fail to, don't worry as |  
| the roaches inside the manor can teach it to you as well (you do |  
| want to get it). |
```

Once you beat Rocky, backtrack to where you beat the pooch and go up from there. You'll come to a point where Rei climbs the roof, and you and Teepo go inside. Teepo will have to do almost the entire dungeon on his own.

:::The Mcneils::
::::::::::

Don't go up the stairs yet. First, head into the door to the right. Talk to the dude next to the bed to rest. Go past him to get some money from the cupboard. Go up the stairs below here and search the cupboards for a Magic Shard, another stat-boosting item, and further up to search the crates. Now go back through the door and try to head up the stairs. You will be attacked by a ghost. With Teepo at level 9+, he should be very easy. Just attack it until it dies (Kill Ryu first, as always). Go back and heal up. Go further up and head left (there is nothing on the right). Search all the cupboards for a Gems. Keep going, and you will meet another easy ghost. Go on right and you will come to a room. Loot the cupboard, try to go down. Another ghost. After descending, go through the large hallway and head up first for some money. then go back and go down. Beat the fourth ghost on the way. Head on to the elevator and switch it on. You'll be able to rest and save here. Go up the ladder and you will be on the roof. First go to the upper left, then jump of the ledge and get the Grappling Hook. You'll meet up with Rei and go on to the other side of the roof. To the left you will find a Swallow Eye, yet another stat-booster. You might want to keep a second one of these because you will need one to get Hachio, a Master, later on. Back all the way to the right and on the top of the roof, use R1 to locate a Broad Sword. Back on top, head down the stairs into the house (not the ladder, that is too far to the right and no, nothing of interest is there). Here, you will face the final showdown of this dungeon, the Amalgam.

/Amalgam\

```
| As just about every boss, Pilfer it. This time it yields a Magic |  
| Shard. After that, just attack it. Since Rei and Teepo should |  
| be in great form, they'll easily win again. Enjoy this, it's the |  
| last easy boss for a while... |
```

///On Your Own\\\
\\\-----///

After the sequence, you're home again. Save your game. Go to the road from McNeil, and talk to Loki. In his hut, Bunyan will come and explain your mistake to you. Okay, before you hurry back home like Rei suggests, De-equip Rei and Teepo, and remove any skills they might have. If you followed my advice you should have Bent Swords for both of them (no

martial arts in this game, except for Peco). They will leave your party soon, so if you want to do something with them, do so now. Equip Ryu with some good stuff now. Also, make sure you have about 6000 Zenny, because money is hard to get without Rei and Teepo, and you'll need it later.

Now go back home. Two unicorn-human dudes will come to beat you up. Don't waste time, energy or items on them, just let them kill you, this is one of those must-lose battles.

You'll awaken at Bunyan's place. Ryu wants to go to Wyndia, so Bunyan tells him to go east. (Side note: You can get Bunyan as a Master now, if you exit the screen and re-enter. However, I think it's best to apprentice Peco to him, who you don't have yet. So just wait until this guide tells you to go back to Bunyan's place...) First, go to the inn and rest to restore MaxHP. Then fight battles until you're level 9 (DON'T gain any more xp after becoming level 9, you need the space later.), And get Frost, Meditation, Magic Ball and Typhoon from Mygas (just talk to him four times). You could quit from him, it doesn't really matter whether you do.

!!!Note!!!
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Now that Rei and Teepo aren't there anymore to gain the xp anymore, there is only one method to avoid xp: run (just double-press L1 or hold L1 and press X). You'll be doing this a lot. Don't worry, Ryu has great AP for healing, and even if that runs out there are always items (you did get a lot of Healing Herbs, didn't you?). Running has never shown fatal to me, and I always just kept trying to run and healed outside of battles. Believe me, avoiding the standard enemies is not a problem, the bosses are. Also, Don't be afraid of MaxHP loss, It's annoying, but when no tough boss follows, it is not too much of a problem. You can always restore it.

When you still need to get something from the Yraall region, do so now. Make sure you have a fishing rod and at least one of each lure. You won't be returning here for a while. When ready, head to Yraall road and go right from there. You will arrive at the foot of another mountain, Mt. Myrneg. Enter.

Go all the way to the lower right, then to the upper right. Climb up and go into the seemingly empty intersection to the right, turn the camera and you'll find a chest with a Bat's Amulet. I'm not so sure, there might be another item/money bag to the left. Anyway, go all the way up and you will find Balio and Sunder again. They will assault Ryu again, and Ryu will change into a dragon. Then the scene jumps to Wyndia Castle, where you will be thrown into prison. Then Princess Nina will come to help you (what is this in RPG's with unreasonable kings and understanding little princesses, anyway?). Balio and Sunder will talk Nina into helping them out, too. After they take Nina, just ram into the door twice. You can heal and save in respectively your room and the unicorn brothers' room. Then go on down to fight Balio and Sunder. This battle you're supposed to lose, but you *can* win it. Not if you followed this guide though. Don't worry, they don't yield anything that's useful for too long. After the fight, Nina wakes you. Head down into the castle's catacombs. Now, it's dungeon time.

!!!Note!!!
!!!!!!!!!!!!

You can now use Ryu's ability accession to turn into a dragon. This is very useful because you will be much stronger in this form. Being a dragon costs AP, however, so you will have to choose how much you'll use for healing and how much for being a dragon. You can choose three dragon genes for this, but now you only have the Flame gene. You'll find more during your journey over the land.

:::The Catacombs::
:~::~:

Running away may cause slight problems here, but remember, if Nina dies, you can always restore her MaxHP by resting up in your cell. Go up to all the 7 gravestones and select the green-colored words. Ignore the stone with uncolored words for now. Then go all the way up, back to heal when you think it's necessary, and then to the pathway to the left. On the tombstone here, push 7. You will fall down to a chest containing a Light Bangle. Jump down and go to the right. Climb up the ladder, get the Glass Domino, equip it, and jump down. Go back down and up the hill to the gravestone with uncolored words (The one in the back). Here you should select all the words that were red on previous gravestones, namely red, climbing, I, is, look, beneath, this. You will fall down again. Go to the hole in the ground and you will fall further down. Get the Wisdom Fruit from behind the gravestone to the left. You want to keep at least one Wisdom Fruit in your inventory for later. Then go on into Wyndia.

///Wyndia\\\
\\-----///

Here, make sure to get all the items from all the houses and stores. Make sure you get the Moxa from one of the bread shops. Buy new equipment. Rest when anyone lost MaxHP, otherwise wait until you're outside and camp there. Also, buy at least one of every weapon you don't have yet. You should have two PointedSticks and two Bent Swords for getting rid of the equipped doesn't count-rule, otherwise you're going to have to make sure you have one weapon double for Ryu and one for Nina. Keep about 1500 Zenny remaining for later. Anyway, go down to the playing kids and play Hide-and-Seek with them. One is behind a tree to the right, two are at both sides of the buildings to the left, and one is behind a tree up the stairs. They will tell you about Teepo (or not? It doesn't really clear up whether it was Teepo later).

Head outside, camp if needed, then go to the forest path leading to the city wall to get a ginseng there. Then, go to the path around Wyndia to find Durandal, another Master. Apprentice Nina to her. Time for Ryu to lie on the ground for another while.

Nina lv 5 ---> Durandal ---> lv 8

Again, you'll have to do this leveling up right away, since you won't be able to return here a bit later. You can level up wherever you like, just don't go in the house to the south yet. Once done leveling up, get Unmotivate, Feign Swing and Backhand from Durandal. Now head for the road south. In the house Nina points to, just go in and out. Now, the Balio Bros are back. You will be taken to Genmel.

///The Grand Escape\\\
\\-----///

After escaping from Fahl, you're free to wander around Genmel. Before you go shopping, though, talk to the fishman hiding in the bottom of town to get a flier for discount. Then, as ever, buy one of each weapon you don't have yet. You could also get the Scramasax later, but don't forget the Rippers! If you're short on cash, there is only one way to make some: fish. Of course, exchanging the fish for items first at Manillo's gives much more money, but you can't catch him here. Fishing is not a very efficient way of making money, so hopefully you have the cash required. BTW, Armor is not really necessary since you'll get some good armor from Manillo's later. You should also head around the north and walk around it to the ? area, go in and take the Wisdom Fruit from the cupboard in the house.

When you're done, head right to Mt.Boumore. Go all the way up, searching with R1 to get two items on your way. On the top, don't talk to the man just yet, jump down and get the buckler, then go back up. Talk to the man now. Loot his cupboard, then go rest in the room to the right. The next morning, try to go back to the room to the left, and Sunder will come for you. Go the other direction to the elevator. After a sequence, you'll be on the other side of the elevator. Go down to the gate, then further down for another item, and then up to Sunder. You will slide down, gaining the Defender gene in the process.

Back on the world map, fetch the Reverse gene from the ? area. The reverse gene changes the property of a gene to it's opposite, but this is only useful until you find the opposite gene itself, which never takes too long. There usually is a place where you don't have the opposite yet and where it's pretty useful, though.

Now, head to the fishing spot. From Manillo, you should get one Chain Cap and two Crepe Capes. Equip Nina and Ryu with these. The remaining Crepe Cape is for Momo, later. Some Skill Ink and advanced lure wouldn't hurt, either.

On to Momo's Tower, the grey building past the fishing spot. From the merchant here, you might want to get a Glass Domino for Ryu. For the rest you should be better equipped already. Head inside, and go to the big crystal. Go all the way to the left of it and shoot it with Nina's magic (same as Ryu's sword), then quickly run up, outside, back down to the pool and shoot the four small crystals here. If you do it quick enough, you can get an Ring of Ice from the pond (6.00 or more time remaining), if not, read the sign or go out of the tower area and come back to try again. You could get a Wisdom Fruit and a MultiVitamin, too, but it's too much trouble for my taste. Anyway, go back outside and save once you have the Ring of Ice.

:::Momo's Tower:::
:::~::~:

Head up until you come to a room where you can heal and save. Head further up until you see Honey (the small brown thing) coming out followed by an explosion. Go inside. After the sequence, Momo joins you. You can save - resting goes automatically now. Go on to the next door, read the sign and solve the simple puzzle. The room will open allowing you acces to two weapons for Momo, and a Skill Ink. Go on through the path to another puzzle. Remember the hole you saw here in the sequence? Just push the buttons on the second one and the fourth one to get past here. Continue. In the next room you have to use the red and blue switches to move the platforms. Go into the door to the right and follow the path to the last door to get 800 Zenny. Return and go to the door on

the far left to find a Moon Tears. Then go back again and take the stairs leading up. Here, go to the right part of the room to the big crystal. You have to charge it up with Nina's magic. Shoot it twice for a Breastplate, six times for an Ivory Dice, and 8+ times to reach the exit. Go further on, into the first door for a Bamboo Rod, and on to the upper room. Loot the cupboards, then examine the desk. You'll escape with a weird rocket. After landing, get the Thorn gene, and go back to the world map. Phew, that's done.

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///The Plant\\\
\\-----///
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Go on to the Coffee Shop (no, just coffee) and you'll meet Palet, an acquaintance of Momo. Sequence. If you want to rest at an inn, wait until you're at the plant. Up at the hill here is D'Lonzo, another Master. She will teach you if you have 16 different weapons in your inventory, which you should have by now. Equip Ryu and Nina with weapons you have double, because equipped weaponry doesn't count.

If you don't have the Scramasax yet, you should get it from the Faerie Woods now. It's to the north in the forest, cut the bushes to get to a protein and go all the way through the path to the left to get the Scramasax. A great weapon, BTW.

The weapons are:

Dagger-	Initial equip from Ryu or Teepo
Melted Blade-	Get it in Dauna Mines from Mogu and Gary
Ballock Knife-	Initial from Rei or bought from McNeil
Bronze Sword-	Bought from McNeil
PointedStick-	Man Traps
Bent Sword-	Grab from goblins
Silver Knife-	Manillo in Yraall region
Broad Sword-	From McNeil Roof or purchased from Wyndia
Claymore-	Purchased from Wyndia
Scramasax-	Purchased from Genmel or found in Faerie Woods
Oaken Staff-	Initial on Nina
Mace-	Purchased from Wyndia
Magician Rod-	Purchased in Genmel
Rippers-	Purchased in Genmel
Flame Chrysm-	Found in Momo's Tower
Ice Chrysm-	Found in Momo's Tower

Ryu lv 9 ---> D'Lonzo ---> lv 13

I'd advise to gain only two of these levels for now, and get Monopolize. This way you can use this skill to give all xp from the boss later on to Ryu, and you won't have to do any weird stuff to avoid xp.

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!!!Note!!!
!!!!!!!!!!!
```

No xp-gaining trick

You'll be using this trick a lot later. It allows you to gain no xp which is handy in unavoidable (boss)battles later. Just have one character cast Monopolize and then kill him off. That way, the other two will gain no xp at all! You can also use Monopolize if you need to level up just one character, you won't need to kill the other two off.

Okay, go to the checkpoint all the way to the right and take all the

items there. You can also go to the fishing spot to the left if you like, no Manillo though.

Now, head for the plant. You have to go all the way to the center area, by flicking a lot of switches and riding the conveyor belts. In the center area, head for the big building and loot all the cupboards there. Then, talk to Palet. He'll ask you to fix a problem at the disposal area to the left of the plant. Jump back down, rest if necessary and leave the plant.

```
    :::The Disposal Area:::  
    ::::::::::::::::::::::
```

This dungeon is very short, but there is a rather difficult boss at the end of it. Anyway, head south first and go around to a switch. Flick it twice, go on to a chest. Then go back to the entrance and further up, to where you can cross over the crate, and get the High Boots. Go back down and go on until you come to a passage to the next room. Go down and to the right to a plant-infested passageway leading to the boss, a mutant plant.

```
    _____  
    /Mutant\  
/  
| First of all, have Ryu use Monopolize so he gets all the xp. |  
| As you might notice, the plant keeps healing itself, so use fire |  
| magic (Burn, Simoon, or even a Molotov is fine) on it and it |  
| will stop after a while. Then just attack it and heal as needed. |  
| If it is difficult, you could try accession, I never needed it |  
| though. |  
\  
\
```

After this battle, the random battles in the second room (not the first) will be gone. After helping the plant with his euthenesia, you'll get Peco, one of the best characters in the the game. He has the greatest stats, but is incompatible with most equipment. Also, he regenerates HP after each round! After he stops yelling, refuse to put him in your party, we'll do that later on. Get the Magic Shard from across the lava, then head back to the conveyor controls. Align the crates so that you can cross them to get an Artemis' Cap. Now head on outside.

```
    ///The Ultimate Fighting Champion\\\  
    \\-----///  
\\-----///
```

Don't go back to the plant yet, you'll be forced to continue with the story if you do. Go to the tree in the forest; this is Yggdrasil. "Talk" to the tree and agree to give it a Wisdom Fruit (just select "Yes"). Apprentice Peco to him. Also, equip Peco with some stuff. He can't use much, though.

Peco lv 1 ---> Yggdrasil ---> lv 9

Level Ryu up to lv 13, too. As you should always do, don't gain xp anymore after going up to the required level, sometimes a bit of space in your xp is useful. You could swap the skill Monopolize to Peco after Ryu hits 13, that way Peco won't have to level up on his own. When done, go get your well-earned skills. Intimidate and Steal (finally, you can steal again...) for Ryu, Sanctuary, Recall and Shield for Peco. Shield will prove very useful as well. Don't give it to Ryu though, he will learn it himself at lv 16.

!!!Note!!!
!!!!!!!!!!!!

You should use the Steal skill a lot to get healing items and stuff to sell. I will only notify you when you can steal something of particular interest, and when I don't it doesn't mean you shouldn't try it. So whenever there is a part with xp-gaining, steal a lot!

When you are done, go into the plant and go rest at the inn. You will fall in the hands of Balio and Sunder again. This time, Nina says she wants to join the Contest of Champions. So you will, but you have to leave a hostage. I'd say let em have Peco. He's kind of weak for now anyway, you'll need Momo. In the Arena, loot all the cupboards in all the rooms, there's another Coin somewhere. You could buy some new equipment if you want. You can also go outside and fish, or swap hostage at Balio and Sunder. Although you can pick to leave Nina there, they won't allow you to. Man, wouldn't THAT be easy. Okay, go on to the ring where you will face off against Patrio's team. Equip your Bat's Amulet and your Ring of Ice for this fight. Use Ryu, just put him in front at the formation screen.

```
_____/Claw\Cawer\Patrio\_____
/
| First, stealing. You should steal a Dream Ring from Cawer. You |
| could steal a Silver Knife from Claw, and you can steal a Scale |
| Mail from Patrio. I highly advise against trying to steal from |
| Patrio though. If you try, he might use Lucky Strike, then you |
| steal, and he will go first again next turn, with a little luck |
| use Lucky Strike again, and kill you. End of exercise.         |
|                                                                    |
| Note: You are not quick enough to act first. So equip lots of  |
| heavy stuff so you will always go last. That is a lot better   |
| not knowing whether you will go first or not, believe me.     |
|                                                                    |
| Against Claw, just attack, and heal at about 30- HP. This should |
| be rather easy. Then Cawer comes up. steal his Dream Ring, and |
| then attack. You should ALWAYS heal when your HP is not maximum. |
| Only attack when he has used Frost last turn, or missed. Two   |
| Typhoons in a row *might* still kill you, or it might just not. |
| Anyway, when you win, Patrio comes up. He is really annoying,  |
| So just use accession and use the Flame an Defender genes. Use |
| regular attacks and you should win. If not, try again.        |
|                                                                    |
| Don't try to win by killing the dodai, you will gain extra xp,  |
| which you don't want.                                           |
|                                                                    |
| P.S. Use protect if you must, but I used it about 10 times on my |
| first try without much result, so it's not worth the effort.   |
\_____/\
```

Whew. That is done. However, the upcoming battle with Emitai is even tougher. Give Monopolize to Momo. Then go on to the next ring, the Null Magic Hall. When you choose to begin the battle, Emitai will come in and try to persuade you to lose on purpose. Then the battle starts.

```
_____/Emitai\Golem x2\_____
/
| First cast Monopolize with Momo and use accession with Ryu. Then |
| Go full out at Emitai. Try and keep Nina and Momo alive a while, |
```

```
| But once they die leave them lying. When Emitai dies, the Golems |
| will attack each other. Heal up and steal both their Life |
| Shards. When one of the Golems die, the remaining one will be |
| easy to finish off. This is a very annoying battle to win. |
| |
| P.S. In my game, when I was just about finished and I almost |
| already reset the game, suddenly the Golems attacked own team |
| without Emitai dead. They actually killed him for me! I'm not |
| sure why this happened, maybe it had something to do with the |
| fact that they would have killed me if they would have attacked |
| me? Theories anyone? |
\_____/\
```

Now, go on to the ring for the final battle against Garr. Don't waste energy or items on this battle, you can't win. Just try stealing from him until you kick the bucket. Don't worry if the stealing fails. Once Garr wins, he will ask you as his prize. You are free now. Keep your party at Ryu, Nina and Momo. Go over to Maekyss Gorge, where Balio and Sunder are waiting for you. For the three dudes, have Momo use Monopolize, she should have the xp-space to take that. Just kill them off, starting with the guy with the hat. After that, Garr will join up. You will now fight Balio and Sunder in the Stallion form.

```
_____  
/_/Stallion\_____  
/ |  
| Have Momo use Monopolize again, this time let her die to avoid |  
| xp. Steal a Life Shard from it. Don't kill her yourself, just |  
| don't heal her. Use jump with Ryu if you have it, and have Garr |  
| attack. If Ryu doesn't have Jump, don't worry, he will be |  
| healing most of the time anyway. Watch out for the UtmostAttack, |  
| you should be able to block it if you keep your HP high. |  
\_____/\
```

After beating the Stallion, Balio and Sunder are dead, so they'll finally stop bugging you. Go on over the bridge and to the house. Get the Frost gene from the garden and loot the house.

```
///The Seaside Town\\\
\\\-----///
```

Now, you can go everywhere where you have already been on the map again. First, however let's continue a small bit into the story. This part contains no fighting anyway, and it gives access to some more things. Go to Wyndia Castle with Nina in your party, and you'll get some sequences. Afterwards, you are in control of Nina. Loot the whole castle, then go talk to the maid who dropped a plate. Head for the basement and find Honey. Go back up all the way, and you will fall down with Honey. After some more sequence, Nina comes with you again (like you didn't see that coming). Go on through the checkpoint and into the Rhapala region. Now, there are some things you'll want to do.

You could catch some Sea Bass at the new fishing points and get a Holy Mantle. It is not necessary though, I didn't myself.

Go over to the house on it's own and get the Life Shard from inside and the Thunder gene from the beach. Go to the beach to the south and get a new Master, Giotto. Apprentice Ryu to him. You need 2000 fish points to get him, which you should have if you followed this guide. If not, check the data about the fish and try re-catching those of which you have under average length.

Go back to the Faerie Woods and use Peco's ability to get items from under the stones there.

Go back to Bunyan's place. He is now a Master, apprentice Peco to him. Then, head back to Genmel and talk to the Bartender, Fahl. He says he will become your master if you fight 30 battles without resting. Change your party to Ryu, Garr and Peco, and fight the battles in the Yraall region. Garr won't gain a level from this puny xp. When done, head back to Fahl and apprentice Garr to him.

Ryu lv 13 ---> Giotto ---> lv 21
Garr lv 13 ---> Fahl ---> lv 19
Peco lv 9 ---> Bunyan ---> lv 19

Aaaaaah, finally, a good party for a change... Don't rush to these levels yet though, wouldn't it be nice to fight a boss normally for a change? Just level Ryu and Garr up to lv 16. Just leave Peco at whatever level he is then. Now you won't have to fool around in the coming boss fight.

Now, head on into Rhapala. Buy new equipment, but don't equip Ryu's new stuff. Talk to the bearded man down the stairs in the inn, Sinkar. Then go talk to Shadis at the docks, and talk to Beyd, too. They're the people nearby the buff sailor Zig and the monkey. Shadis will run off, backtrack and Shadis will apologize to you. Talk to Sinkar again and leave the town. Nina will decide to talk to Beyd. Go to the docks, and Nina talks to Beyd. Go after him and talk to him again. Now, you'll have to train Beyd. The first session, tell him you have no equipment for him and he'll give you more money. Then give him a Moon Sword and some weak armor.

If you want to get through this training quickly, just use Feign Swing on Beyd a lot to boost his defense. If you think that is no fun, train him any way you like. Anyway, when done, give him a Scale Mail and tell him to go to the Lighthouse. Zig will start a duel with him. In all my games, Beyd easily won the duel, but I really enjoyed the training and did it a lot. You can also cast spells on Beyd when Zig is waving to Shadis like he does before the fight. When Beyd loses, just train him some more.

After Beyd wins, go back to him and loot the chests for a Chain Cap and a Flare Sword (You did give Beyd a Moon Sword and a Scale Mail, didn't you?). Talk to Beyd and you will gain access to the lighthouse.

:::The Lighthouse:::
::::::::::::::::::

Go up and get the Coin there. Follow the path, at the thin path after the stairs, go over it to get a MithrlShield. Go on, and get the hidden Swallow Eye before the stairs up on the way. Go inside the lighthouse.

Inside, head to the right and all the way down to a door. Flick the blue switch on the way. Go through and collect the Flame Chrysms from the chests. Go back and go over the lower path upwards to get a hidden Dream Ring. Now you have two. Go on the left and into the door. Insert a Flame Chrysm in the hatch, go to the switch and use it. Now you will see a graph. Hit the action button when it hits the top in the middle, when the four points around it light up. Once you succeed, go through the door to the left and head on up. grab the Skill Ink to your left on the

way. Back at the entrance, you might want to head back to heal and save, and return here. Anyway, from the entrance, head up and left to a lizard. Examine it, then go past it and an eyeball will hop onto it. This is another boss.

```
_____/Gazer\_____
/
| This should be easy. You won't have to use Monopolize and/or |
| kill anyone, since you can gain xp. Besides, Garr and Peco have |
| great HP and Defense. You should heal with Ryu whenever anyone |
| goes below sixty, to avoid death from the Eyebeam. Also, since |
| Ryu is the only one quicker than gazer, avoid two characters |
| from hitting =<60 at the same time. For the rest, just attack |
| it. You could steal a Wisdom Fruit from it. |
\_____/\
```

Head further up and collect the Eldritch gene, and flick the switch here. A faerie will come and destroy the switch and blame you. You will receive the Faerie Tiara, which will allow you access into the Faerie Village. Head back outside and out of the Lighthouse area.

Before heading to the Faerie Dimension, you would better level Ryu up some more, because you have to fight a boss there and you have to do it with Nina and Momo. So effectively, you'll be doing it with Ryu alone. Get Ryu up to lv 20 while needing 800-900 xp for the next level (as close as possible to 900), and Garr and Peco to lv 19 each. You might have to swap Monopolize around some to achieve this, but you can always get some extra Skill Ink from Manillo. Remember, gain just enough xp to reach these levels! Get Risky Blow, Focus, Super Combo and Disembowel from Bunyan and Charge, Counter and Resist from Fahl.

```
///Another Dimension\\\
\\\-----///
```

Outside, head to the Faerie dimension by standing on one of those flower rings and pressing the action button. After some sequence there you will have to fight a dolphin.

```
_____/Dolphin\_____
/
| Well, you have to use Momo and Nina here, who will be swiftly |
| killed by him. Since Momo and Nina will die quickly, reviving |
| them is a waste of energy. And you won't have to use Monopolize |
| if they are dead. First, steal it's Fish-head, then change into |
| a dragon with the Thunder and Eldritch genes. Use Myollnir, it's |
| surprisingly effective. You should have 94 AP, so you can get |
| Myollnir in 5 times. That should kill it, if not just attack |
| regularly some more, while staying healthy. |
\_____/\
```

Leave the Faerie Dimension. Go to Giotto and get Trump, Berserk an SuddenDeath. Go back to Rhapala to talk to Beyd and Sinkar. Sinkar will give you a letter which allows you to go through the volcano route. Outside, change your party to Peco and Momo. Make sure Momo has Monopolize.

Go back to Maekyss Gorge and head around the mountain. Have Peco hit the tree and get the Flower Jewel.

Head back to the faerie woods and cut the bushes in front of the small

pond. Run into the stone with Peco, the stone should fall in the pond and Meryleep will come out. Give her the flower jewel and she will become a Master, apprentice Momo to her.

Momo lv 10 ---> Meryleep ---> lv 18

When done, get Charm, Shadowwalk and War Shout from Meryleep. Give Charm to Ryu. change your party back to Garr and Peco and head to the volcano to the east of Rhapala.

:::Mt. Zublo:::
:~::~~::~~::~~::~~::~~::~~:::

When you arrive at the volcano to the right, first head right to get the Protein. Then head up the stairs and past the temple and around the path towards the cavern entrance.

!!!Note!!!
!!!!!!!!!!!!

When you fight a Vulcan who is on his own, you should steal his Protein before running. He doesn't do anything anyway and extra stat-boosters are always welcome. Now for the traps in here, avoid the lava as much as possible, it damages you. Same for the white gas, but it damages your party members as well. The yellow gas you'll come across later will confuse you, just put the confused member in front and walk for a while. You will have to push opposite direction, but this way, confusion will cure after a while.

Head on right and go inside the first passage you come to. Get the chest for AsbestosArmor while avoiding the lava as much as possible. Go out the cave and go a bit more right over the lava for 800 Zenny. Go back and head left to a new area. Go all the way down here, past the ladder, get the Ring of Fire from the chest and jump down the ledge. Head back up and go through the passage. Follow the pathway until the first intersection, head left here. Follow the path and you will be able to head down to the lava filled pit. Go South, while staying tight to the wall, and get the Miracle gene. Go right to find a Flame Talons. Go back to the intersection, this time head south. At the next point, head left first for a Wisdom Fruit, then go right to the boss. You could go back and heal up if you are low on AP. The boss is not too difficult. You might want to equip some Fire defense (AsbestosArmor and Ring of Fire) on Ryu and Garr- not on Peco though. And unequip any fire damage weapons, such as Flare Sword and Flame Talons.

```
___/Gisshan\Charyb\Scylla\___  
/  
| First of all, grab a Power Food from both of the monsters. Then |  
| just attack one physically until it goes down, then the other |  
| one. Have Peco cast Monopolize. You might want to throw in a |  
| dragon transformation, use the Frost and Defender genes and use |  
| Frost claw. Don't worry about the old geezer's healing, you |  
| should do enough damage and he'll run out of AP anyway. When |  
| both the monsters are dead, kill off Peco, and then the old guy. |  
\  
/
```

Once you win, go on outside, get the hidden Life Shard at the end of the tunnel, leave the dungeon, and you will be in the Urkan Region.

///The Truth\\\

Go into Urkan Tapa. Here, talk to the woman next to the spring, this is an inn. Rest to restore Peco's MaxHP and save. Go to the door on the right and talk to the Priest, Hondara. Apprentice Nina to him. Go further up and push the big rock with Garr. You could look around some if you want.

Nina lv 8 ---> Hondara ---> lv 16

Swap Monopolize over to Nina for these levels. Head north to Junk Town. The equipment here is very expensive, you might be able to buy a some of it though. You could buy the ShotgunShell or the Thunder Rod ("use" it as an item to cast Jolt for free).

You could fish some as well, the Manillo here will sell you Wisdom Rings and Lion's Belts. Not necessary, but certainly useful.

When you are finished getting everything and leveling Nina up, get Purify, Kyrie and Benediction from Hondara. Use another skill ink to give Kyrie to Ryu and Monopolize to Garr. Change your party to Garr and Momo.

:::Angel Tower:::
:~::~:

Head up the stairs to the broken part of the stairs and jump down to the visible chest with Ivory Dice. Go back up and keep jumping down by the corner until you get to the chest with a Wisdom Seed. Go back up and jump down to the far right this time. Go up the stairs leading into the tower. Go up first and shoot through the cracked wall. Get the Moon Tears and Diamond Ring at the end of the passage, then go back. Continue, go down the stairs and up the smaller stairs. You'll come to a hallway with a block on the end of it. Push the block to the first doorway, and into the gap there (you need to use Garr). Go back, down the small stairs and up the big. Go right and through the doorway. Continue over the block to a Mithril Helm. Go all the way back to where you found the block and head through the door. Head on to the big room, go through the door here for a Soul Gem. Afterwards, go down the stairs. Head right and down till you get to another block. Get ready for a game of... Sokoban! If anybody knows what that is... Well anyway, push the first one one forward, then to the left. Go right and push away the block against the wall. Push it upwards, making sure to leave enough room for Garr (he is 4 squares large), then left against the wall, all the way back and into the tight hallway, and align it with the first block. Go back and down to the Skill Ink, and go all the way up to the next block. Push it against the wall, swap to another character, and push it all the way right. Go up the stairs and around to the stairs leading over the blocks, and to stairs down into the next area. Before heading down, heal Ryu with Momo's magic. Go on and read the blue blocks. At Garr's block Garr will attack you.

/_Garr\
/_____
| Just use Accession with the Miracle gene and use MeteorStrike. |
| He should go down easily. When you're out of AP, use jump or |
| regular attacks. It will be easy as well but it takes a long |
| time and some healing supplies. |
_____/

:::The Dauna Mines:::
 ::::::::::::::::::::

You have been here before, just head right until you come back to the room where you got knocked out. Here, head left and up to some chests with a Life Shard, Magic Shard and a Vitamin. Head on right to over the wooden bridge to the elevator. Go up to B1, and get the Light Clothes. Then go to B2 and into the room where you can heal and save. Go on, but don't take the upper path yet, there's nothing of interest there now. Instead, go down to the cart on the railroad track. Go on a bit and pull the first two levers you come across. Go back and push the cart by walking into it with Garr. go down and around the path over the cart to get a FeatherSword. push the cart back and pull the second and third lever. Push the cart again, and when it stops, yet again. Now it's boss time.

```

  _____
 /D.Zombie\
/
| All you need to do is have Garr cast Monopolize, steal it's      |
| Power Food, and then kill him off, and have Ryu use Kyrie. The  |
| problem is, though, the thing will keep confusing you and that  |
| means that Garr's Monopolize is cancelled... Still, not tough at |
| all if you have Kyrie. And if you've listened to me you have.   |
\
  _____

```

After kicking some undead ass, you will get both the Shadow and the Fusion gene. The fusion gene allows you to transform into different dragons depending on your party members. Go back to the room with the bed to rest up and save. Go through the passage you just blasted open. Take the lower passage here. Go on through a door, and then the first door you come to. In this cave, take both passages for a Lion's Belt and a Protein. Go back out of the cave and go on to the right. Go on until the platform, go in the door here and throw the lever three times. Head on outside. Go to the two buildings to the south and enter the left one. After the sequence, head back in to rest. Go to the building to the right and save your game at the diary. Go out of this area to the world map.

```

///Back In Business\\\
\\\-----///

```

Out on the world map, head to one of those flower rings and go to the Faerie Dimension. Progress in here is determined by combat and story progress.

!!!Note!!!
 !!!!!!

The Faerie Village is a very good way of getting some great items. Later, you'll even be able to copy items here. So developing it fast and well is pretty important. You should start with three Faeries hunting to get food up to 99 for maximum birth rate, then keep about 1/3 of the population hunting and start researching and building. Check the Faerie Village section for a better guide here.

In the building next to the railroad track you can see Emitai and pay him 10000 Zenny for being your Master. If you don't have it yet, don't worry, you want to apprentice Nina to him and she's unavailable now, anyway. Then, go fishing. There are two spots accessible right now, one with Manillo. You could get some Laurels and a Katzbalger. If you don't

have the required Black Bass, don't worry, since the people who can equip them are not back in your party yet, anyway.

Once you are ready to continue, go to the lower left, make a stop at Syn City if you want to, and go back up a bit and to the lower right to Ogre Road, the path through the forest.

Follow the path to a small swamp. Cut the bushes here to get horseradish. Go left from here and follow the path up to the chest, which contains an hourglass. Then head to the lower right until you bump into the Weretiger...

```
_____  
_/_Weretiger\  
/_____  
/ | He is not tough at all. Don't worry about xp, he will escape and | \  
| thus not give any at all. There's nothing to steal, either. Just | \  
| attack him and heal if necessary. He shouldn't give you any | \  
| trouble at all. | \  
\  
\_____  
\
```

After leaving Ogre Road, check back to the Faerie Village, like you should after each part of the game, small or big. I won't tell you to do so anymore but that doesn't mean you shouldn't. The fishing spot here allows you to catch Black Bass, so when you feel you really have to get that Laurel/Katzbalger now, you can.

Go on to Mt. Levett. Here, go right and up the mountain and to the left. Here, slide down the left ledge for 800 Zenny, then head back up through the cave. Head to the right and take the lower path to drop down and collect the Gold Hairpin. Go back up and take the upper part to exit the area. Note that this area will always be have to be totally walked through when you have to pass it in the future, so fall through the pit if you come from the right, but don't forget it when you come from the left!

Skip the single house, everything to be found there is a Healing Herb. Go on to Yraall Road. Here, you'll find that the village of McNeil is being investigated. Anyway, go to the Inn and talk to the woman. Rest inside if you need to.

```
///  
\\
```

Head into Cedar Woods and go back to the house you lived in with Rei and Teepo. Ryu will ask Garr to let him go alone (yeah, like Garr ever COULD follow him in such a small path...). Here you will find none other then Rei, the coolest character in the game. Listen to the really cool music here for a while (could anyone tell me which it is in the Faerie music select? I can't seem to find it.) He won't rejoin you, but, he will soon. Go back into McNeil and you will find Loki, wounded. Talk to the people around him. Go on to the McNeil Manor and you will find that McNeil is finally getting punished for his crimes. Nina will rejoin you here (now what the *@!# does she have wings for, anyhow? She can't actually fly can she? Is she a Faerie or something...?). Now, you should head all the way back to Syn City. Before you head there though, apprentice Nina to Emitai (If you don't have the money, try getting some Katzbalgers and selling them. I know, a bit tedious, but I don't know a better way, sorry.).

Nina lv 16 ---> Emitai ---> lv 22

While you're at battling, maybe you could grab some Moon Swords from the Vagabonds for Zenny (Kinda tough, but worth a shot), and also some Life Shards from Goo Titans (rare enemy). Get Barrier, Mind Sword and Enlighten from Emitai when done.

Head on into Syn City. Walk around the path into the cave-like house. Take the Old Painting here and talk to the dudes lying here. Go back out and to the checkpoint right and up. Pick Nina for the battle here.

```
_____  
/Mikba\  
/_____  
| In the first round, have Nina cast Monopolize and Ryu Raise Dead |  
| on Rei. Nina will be annihilated pretty quickly, don't revive |  
| her. In the second round, use a Vitamin on Rei and re-equip him |  
| a bit. If you make his equipment a small bit lighter he will get |  
| EX Turns. What you need to do from now is have Rei be a |  
| Weretiger and attack Mikba since it's the only way to do some |  
| decent damage. Have Ryu heal, don't attack with him, it's |  
| futile. Remember that Ryu is the only character you have control |  
| over so keep him alive at all cost. When he and Rei are both at |  
| good health have him use a Vitamin on Rei since he will very |  
| probably get countered. Spare his AP for Raise Dead. This is |  
| pretty tough but it's the best way. |  
\  
/
```

After kicking some demon behind, go into the checkpoint house and open the door in here with Rei. Get the Deluxe Rod. Go all the way back to the plant, watching a sequence underway. In the main area of the plant, Momo will rejoin you. More chatter. Head for the Yggdrasil Tree and Peco will rejoin, too.

Head back to Wyndia and talk to the four kids you previously played Hide and Seek with (They are adults now, mind you). Talk to them and they say they will play with you again, however, on a larger scale this time. The first one can be found inside the Castle Dungeon, behind one of those tombstones. For the second one you are going to have to head all the way back to the Dauna Mines. Bring Momo with you there. Go back to the room where you pushed the TNT cart around. Go up the ledge here and into the room with the cracked wall. Take the MultiVitamin from the chest and blast the wall for a Coupons, equip it for a discount at any store. Go further down and go to the room where you got smacked down all the way back in your youth. Go up and find the second Hide and Seek guy hiding here. Go back up and return all the way to the plant. Use Peco and Momo here, give Monopolize to Momo. Head all the way up here and talk to the guy by the rocks. Push the stones here on the X's and run into them with Peco to destroy the glass. After that, go in the main plant building and shoot the machine with Momo to gain entrance to the next dungeon.

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:::The Plant Laboratory:::  
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Head down the ladder. Go right and down, and in the large room head up the ladder. Search behind the haystacks here for a Skill Ink, and go back down. Head into the passage to the upper right. Go around the path and activate the computer with the 1 on the screen here. Momo will input pelet, which oddly works, since the guy's real name is Palet. Head through the door in the back here to a bed. Rest up and save. Now, go all the way back where you came from and further up, through the two doors marked 1. Go down the stairs, search one of the bookcases for an

Ammonia. Go further down into a purple colored room. There is a time limit here. Just run to the upper part to a big onion (like Peco) and read the note on it. Run back. Return to the room with the four computers and activate the second one. Rest up again. Go back through the two doors with 1s on them. Activate the computer in here. Go through the door that opens to the left of it. Take the Silver Mail here. Go back to the hall with the three numbered doors and take the one with the 2. Go through the door at your right here. Pull the blue lever and go back through the door. Go on past the computer with the 3 and down the staircase. Head on and go through the door at the end of the hall. Go through under the pipe and read the note. Now walk up the pipe. Pick up the Force gene at the end of the passage. Go back down from the pipe and go up with the conveyor. Take the chest behind the crate for a Sleep Shells and use the second conveyor. Go back to the room with the 4 computers and enter the new password you just got on number 3. Rest up and save in the room with the beds. Go back to the 1, 2, 3 doors-hall and go through, you guessed it, door 3. Head around the machines to another door, which will automatically open if you go near it. You will fight a sub-boss here.

/Huge Slug\

/
| No stealing is necessary here. Cast Monopolize with Momo, and |
| don't heal her. As long as she stands have her heal and Peco and |
| Ryu attack. Use some fire attack item (Molotov, Firecracker) to |
| reduce it's defense. When Momo dies, have Ryu use accession with |
| the Force gene. Use Aura until you run out of AP. Have Peco heal |
| where necessary, otherwise attack. After Ryu returns to his |
| normal form, attack with Peco and have Ryu heal, since Peco does |
| more damage. Should be easy. |
\
_____/
/

After you dispose of the snail, go out of the room and to the left, and head up the stairs. Read the book here. It explains the puzzle for the final password. If you feel like it, you can do it. Anyway, head back to the computer room and input the last password: 13254. Go into the bedroom, rest, and save. Go out through the alternate exit (the one you didn't come from). Follow the path, take the Wisdom Ring in the chest, and find Palet here talking to himself. This talking sequence might start to annoy you real bad a bit later, since the upcoming boss is pretty tough.

/Shroom\

/
| Don't bother trying to steal it's Wisdom Fruit, it is not worth |
| the trouble. Cast Monopolize with Momo. Just attack for a while, |
| use Super Combo with Peco, until Momo drops (heal the others if |
| necessary!). When Momo is knocked out, use the Miracle gene to |
| transform into a Behemoth. Just use regular attacks in this form |
| until Ryu runs out of AP. After that, attack some more, using |
| Super Combo with Peco. The thing should die of before Peco runs |
| out of AP, otherwise, he is really almost dead. This is very |
| tough, but just keep trying. |
\
_____/
/

After that, heal with Momo (she has plenty AP left, right?), and go back to the room with the beds. Rest and save here. Then, go back out of the laboratory and head out of the plant area.

///
//Back To Rhapala\\

First, head back to Wyndia. There, the game will take over. After the sequence, head down into the basement. Honey will come down after you. Go into the dungeon and open the first prison cell to get the Laurel there. Go back up and go to Sheila's room. Talk to her. "I hear you helped Princess Nina... Thank you for your trouble." Okay, you need to talk to her with NINA. Go back down. After all the sequence just follow Honey to the teleporter. You will be teleported to Durandal's house. Go outside and you will have another camping sequence.

Go on to the checkpoint and enter. After Ryu shows the passports, look behind the left wall to find Lee. Go on to the Rhapala region. Go into Junk Town. Find Wynn behind a small building here. Too bad you can't go back into Wyndia yet. Anyway, go up Angel Tower with Garr, and after that, go to Urkan Tapa and talk to the Patriarch here. He will tell you where to find Gaist. Take the path south of Mt. Zublo and enter the Tidal Caves.

:::Tidal Caves:::
:::~::~:

Just walk on into the first passageway. Head in the next doorway. Go right at the next intersection and take the Fish-head in the hidden chest here. Go back and take the left path. Go down first to find a Coin. Go back and take the upper path. At the intersection, go right. Outside, wait for the tide to drop, the raft will take you back almost to the entrance. I'm not sure, but I believe the tide will drop after a certain amount of battles (running away counts). Anyway, when the tide drops, head down and go to the right to find a Thunder Ring. Go back, and down another ladder. Ride the raft here. Go in the upper cave, go left and take the upper path for a Hawk's Ring. Ride the raft again and follow the path to a Deadly Blade. Return and ride the raft back. Head into the lower cave now. Follow the path outside, picking up the Gross gene along the way.

///The Darkside\\\
\\------///

Camp to rest and save, first. Then head into the Cliff village, and go to the end of it, where Gaist resides. Make sure you have Garr in your party. After talking to him, go outside and talk to Garr, and go back in to talk to him again. Make sure you have the Ring of Fire equipped on Ryu.

```

_____/Gaist\Torch x2\
/
| This is another fight Ryu has to do alone. You should have the |
| space so he doesn't gain a level, though. The problem is that |
| Gaist has very high defense. First, use Accession to become a |
| Frost-Force dragon. Use Frost Breath until those pesky torches |
| (50 HP seems little, but with Gaist's defense, it is pretty |
| much) die, use Aura once, and keep using Frost Claw. After you |
| return to normal form, attack it some more. You won't do much |
| damage, but he should be nearly dead. Don't go cheap on healing |
| items. Maybe you should change his sword to Deadly Blade after |
| returning to your human form. |
\

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After the battle, check the ashes for a Beast Spear. Then leave the

Cliff.

Keep Garr in your party and head up to Angel Tower. Jump down to the stairs leading into the tower, but don't go up those. Instead, head down the other set of stairs here. After the sequence with Deis, head back out of the tower. Go to the temple at the foot of Mt. Zublo to meet her. Look at the inscriptions on the wall, you will be sent to Deis. Be sure to tell her "I like you this way", or you won't be able to apprentice to her! After she opens your "eye". head back out. Go to Junk Town. Head south, where you will see Beyd. Follow him. Now you are finally on the west side of Junk Town. Head to the house on the west. Take the Swallow Eye from the cupboard and the ??? Gene from behind the curtain. You can fish if you want. It might be a good idea to develop the Faerie Village a bit, to do so, just run into random battles and run all the time. Check back at the Faerie Village every now and then. Check back after about 5 battles, in this stage of the game, something should happen after that much battle. It is very handy if you can make a copy of the Thunder Ring. It is handy to do the battles at Mt. Zublo, you can get some Proteins from the Volcanos.

Change your party to Momo and Garr. Give Garr the Beast Spear and Monopolize (that's right, the Beast Spear will kill him for you...). Give your Thunder Ring to Ryu (a second could be given to Peco, but it isn't necessary) Head to the Dock. Here you will encounter Beyd. Talk to him with Momo. Leave the Dock, and change your party to Garr and Peco. Head into Junk Town and talk to the Machine Guild Master. Go to Steel Beach and go through. Head all the way right and take the Mutant gene. Go back a few steps and talk to the buff guy. "You want to go inside the freighter to look for parts?.....Hmmm I don't know...you look kind of scrawny... Don't you have anyone big like me to help you?". Okay, try Garr. Now it's sub-game time. Oh, brother. After that, you will be assaulted by one big fish.

/Angler\
/_____
| Have Garr use Monopolize, Ryu steal it's Fish-head, and Peco use |
| Super Combo. After that, continue stealing until you succeed and |
| continue attacking and using Super Combo. Garr should do heavy |
| damage while slowly dying, how convenient. This boss is a bit |
| too easy, if Garr only gets poisoned, and he gutses out of death |
| once, he might still stand when the battle is won, so watch out. |
| If Garr dies of quickly (he gets Thunder clapped or something), |
| use Miracle and ??? to become a Mammoth, and use MeteorStrike a |
| couple of times, it's super effective. |

After this battle, find the 5 parts scattered around the beach and go outside to rest up in an Inn. Go back to Steel Beach and enter the Freighter.

:::The Freighter:::
::::::::::::::::::

Go on right to the part hidden behind the end of the girder. Go on left to find another. After picking them both up, head down the stairs. Pull the lever twice to get the part to the right. Go down and to the left for another. Head through the opening under the girder to get number 3. Go on to the end and up for a Robe of Wind in the hidden chest. Behind the crate below this one is another part, as there is behind the girder's standard. Align all the girders with the switches and get the

parts. You'll have to go back and re-align a girder to get the last part.

```
///Walk On Water\\\
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Head over to the Dock and give Momo all the parts. Talk to all your friends and you will arrive in Rhapala (after some sequence). Sail away with Zig now. When Zig can't get the ship any further, head to Parch, the village left of Rhapala. Talk to the Mayor and now you are going to have to cook him a meal. Head back to Maekyss Gorge and talk to the woman in the house here. You have to cook Shisu now, and you need four ingredients for it. Get the Shaly Seeds by bopping the tree in the house's back yard with Peco a while. Catch a Mackerel in the newly appeared fishing spot near the house. Get Vinegar from a dude by the well at the Coffee Shop. Horseradish is gotten from Ogre Road, but you should already have some. After all these annoying sub-games (you can like them if you want, but they annoy me, okay?), you have to make Shisu. You can get good items if you do well, but you will have to make great Shisu. I didn't. Return to the woman and she'll show you how to make Shisu. Try to pay attention a bit. You don't need the item, but when you just throw some ingredients together, the mayor won't like it. Anyway, head back to Parch and bake the mayor a nice meal. Talk to the man next to the mayor for an item. Now you just need to prepare for your trip.

```
///Saying Goodbye\\\
\\-----///
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Go back to Deis at Mt. Zublo and she will become a Master. Apprentice Ryu to her.

Head back to Wyndia. Go back into the castle with the alley in the back of Wyndia on the World Map. Take Garr with you. Head up to the kitchen and talk to the cat-like chef with the big cleaver. Give him Martian Squid, Angler, Swallow Eye and Beef Jerky. Apprentice Garr to him. Then, go back into Wyndia and talk to the guys whom you played Hide and Seek with. These are four masters. I would say Lee is most useful, since she gives Int, which you can't get the statbooster for from random battles. Anyway, apprentice like so:

```
Nina lv 22 ---> Wynn ---> lv 25 ---> Lee/Deis/Emitai -----> lv 99
Garr lv 19 ---> Hachio ---> lv 23 ---> Bais/Ladon -----> lv 99
Peco lv 19 ---> Bais/Ladon -----> lv 99
Momo lv 18 ---> Lang ---> lv 21 ---> Lee/Deis -----> lv 99
Ryu lv 21 ---> Deis ---> lv 36 ---> Lee/Deis -----> lv 99
```

Well, all the other Masters give way less than these guys if you add the stats up, really, so these guys are pretty much the best you can get. Deis is a good alternative as well, the stats she diminishes are easy to refill by stealing the respective boosters from Goo Titans and Volcanos. Do get all them up to their "final" master, that way you can gain as much xp as you like (finally...). Not Ryu though, getting him to lv 36 would take way too long (feel free if you must). Also, note that Rei still has to get one Master, so he can't get to his final Master yet. So don't use Rei until then.

If you do choose to apprentice your characters to Deis and Ladon, make sure that you steal enough Proteins/Life Shards and maybe Magic Shards to cover for the penalties, or you will find your characters very low on

Defense...

Also, if you want to boost Nina/Momo's Defense/HP a bit, you could apprentice them to Fahl for a short while (4 or 5 levels should do it), but I prefer stealing Life Shards/Proteins myself (stealing them is easy).

!!!Note!!!
!!!!!!!!!!!!

Since you have to gain a whole lot of xp, you can use a trick to gain a lot fast. Go to Mt. Zublo. When you encounter a Vulcan, first steal it's Protein (your defense is really getting high, isn't it?), then use a fire attack on it. It will "start to move". Kill it off for 900 xp. You could also try and get some skills from the various monsters, check the skill list to see what skills you would like.

When you get 3 levels under any of the Hide and Seek guys, you can get a Formation/Item from them. Get Mighty Chop and Demonbane from Hachio. Before leaving, also get Ryu anything Deis will give him.

///No More Turning Back\\\
\\\-----///

Head back to the wharf of Rhapala, and board the ship. Head to the north, where the border between the Inner and Outer Sea is (where the water changes from light to dark). At the right part of this, you will see two rocks, head there. Now another sub-game comes, you have to get the three items here. Use the run button for short speed bursts. note though, that when the engine bar is empty, you will stand still for a while, and that while speeding up, you can't turn. To get an item, you have to be turned towards it. The items to get are: Heavy Dagger, BlizzardMail, and Ice Shield. After getting all of them, head to the house, where you will find the Legendary Mariner. After some sequence, you have to talk to all your party members again, and you have to ram the Black Ship. You could still return to shore, btw, but that shouldn't be necessary. Ram the ship.

///The Black Ship\\\
\\\-----///

After ramming the Black Ship, you will be able to enter it. You have to take Momo along with you. I would suggest Peco as your second teammember. Oh yeah, since your level is no longer stuck at a certain value, I will give you my own level at all the dungeons/bosses from now on. This is in no way a recommendation, most things can easily be done with a lower level (or higher of course). My levels: Ryu 26, Momo 24, Peco 22.

Head on into the door to the left. Head down the stairs, and through the left door. Activate the control panel here and pick program 4. Go off and back on, at the next stop go through the door to get an ID Card from the control panel there,, then you go down, get the Skill Ink. After that, go back to the control panel. Pick program 3 and you will go into the other hole. Switch the Main Switch to on here and go back. Head back through the door, down the hall, and up the stairs. Go through the door to the left. Go on left and operate the crane with the control panel next to it. It is sub-game time again... Pick up all four the crates once, three will make a bridge, and the fourth will reveal an item. Go back out and back in, and use different crates to build the

bridge. Take the last crate and a different item will be given. The four items you can get this way are: Protectors, Wisdom Fruit, Ascension and Light Bangle. Go over the crates and into the door to the left. Head on and walk over the larger crates to get a Flash Shells. Go back through the doors and go right, through another door. Flick the blue switch here to activate a bridge back to your ship. Go back to heal and save. Head back over the bridge. The door to the right leads to a dead end outside, so go up the stairs. Go through the door to the south, and all the way through the passage to get a Skill Ink. Go back and into the hallway to the upper left. At the first two doors, take the one to your right for an Ammonia in the cupboard. At the next two doors, take the one to the left and pick up the 2400 Zenny in the right corner. Go up the stairs at the end of the hall. Use your ID Card in the ID slot to use the elevator. Go up the stairs and activate the large computer with Momo. Now you have to go down and use the Booster Counter, the machine in the room from the last right door in the hallway you just came from. You have to count the blips up from the number you see here, and talk to Momo when it reaches 100. Oh man. I wish you luck with this.

When you have succeeded, you will get a load of sequence, and there will be an alarm. Head up to Momo. After she explains the problem to you, go down to the conference room (the one opposite the room with the Booster Counter). Save your game with the diary here. Head on back through the hallway and go through the door to the south. Go through the door at the end of the hall. Head right here and into the doorway for an Ivory Dice. Go further up and down the ladder, follow the path, and go into the door. Go up the right stairs, and follow the path. Don't go down the stairs yet, go on for a Soul Gem, then go down the stairs. Follow the path outside. Go a bit further to the left, and two monsters will show up. This running sub-game should be played carefully, winning it helps substantially in the upcoming battle.

```
_____/Ammonite x2\_____
/
| If you make it to the middle of the deck, these things will use |
| a skill that damages themselves. Good, because the damage helps, |
| and it will cost them their turn. You could steal Moon Tears |
| from both of them if you want. It is very handy to equip Ice |
| Ring and Balance Ring on everybody, if you have those. If you |
| have a Balance Ring for Ryu, he could transform, otherwise just |
| use his AP for healing. Keep your HP up and you should make it. |
| Electric attacks do good damage, and the Tsunami skill you can |
| learn from them works very well on them, too. |
|
| About the skill the Ammonites use, I didn't make it to the |
| Middle Deck the last time, and I can't remember the skill's |
| name. I believe it is called BoardGun or something, but could |
| someone tell me the actual name? Thanks in advance. |
\_____/\
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After the battle, go back down the ladder and you will get some more sequence. Now you arrive on the other side of the Outer Sea.

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Walk north, into the city. Talk to the robot hidden between the two crates behind the house to the right. Choose the third option for a Homing Bomb. Buy some new stuff if you want to, then head out of the city, and you will have a camping scene. Afterwards, you are out on the

world map.

First, go up to the Flower Ring and check up on the Faeries. Then, head a little to the right of here to another Yggdrasil tree. Pick up the Trance gene here. You could go fishing to complete your fish collection and get the great equipment from Manillo, but it's better to wait just a short while until you get the new Spanner Rod, which will make the fishing a bit easier. After attending to any other things you might want to do here (learn some skills?), go on to the Steel Grave.

```
///Steel Grave & Colony\\\
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Bring Momo here, you need her to get the Spanner Rod. Take the left path first to get the UV Goggles in the chest up the ladder. Go over the deck to the right. Climb down the ladder leading inside the ship, and use Momo to blast open the door here. Get the Spanner. Go over to the right and slide down the ledge. Get the Speed Boots hidden behind the ledge, to the right of it. Go north and head up the ladder, back onto the deck. Go up with the right path, and follow it out of the Steel Grave. If you want to fish, do so now. The fishing spot is to the right of Kombinat. To get the equipment, you will also need some Barandy, so if you don't have any, you will have to come back later.

You have to bring Momo here again. Head up the stairs and continue until you get to a room with a teleporter. Get the key here. Go down to the left and jump down the ledge. Take the Failure gene lying here. Head south with the left path (don't head down the stairs), and keep going until you get to a ledge above a round blue window. Head on and take the Wisdom Fruit, then jump down through the blue window. Read the panel next to the lever with Momo, insert the key. Push the switch by the front mirror once, then the right one three times. Now activate the laser by pulling the lever, and you will hit those four pillars. Go back up to the teleporter, and use it. You can't go any other direction then after honey, so follow her. After a lot of dialogue, you will be back at the Freighter. Check back at Deis', maybe Ryu will get some new skills.

```
///The Freighter Revisited\\\
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My levels: Ryu 28, Momo 25, Peco 24. Not that it matters, this dungeon is pretty easy. You can steal Magic Shards from the Reapers here.

Backtrack into the freighter until you reach the intersection, go right this time. Head up the small stairs to the left, and continue up into a new area. Go right to the four levers. Pull the lower right lever and go under the girder that rises, and follow the path to a LacquerStaff. Go back and pull the upper right lever, and follow the path to an Hourglass. Read the stone block to the north of the levers to reset, and pull the levers like this: upper left, lower left upper right. Go left through under the lower left girder, head up the stairs and follow the path. There are two passages downwards here, take the rightmost first for a hidden bag with 4000 Zenny, then the other. Now you will come to a room with a pit with some platforms. Head to the rightmost platform and go on it from the left. Now ride the lower one. Ride the left platform twice to get it to the right corner. Go back to the left corner and ride the right platform here. Ride the leftmost one into it. Now use the one in the middle of the lower ledge to get to the platform in the middle. Go back and through the door that just opened. Head up one set of

stairs, and go right for a LacquerShield. Go up the next set of stairs. Go right first for a Barbarossa, then go left. Go on to another door that leads outside (you can tell from the light emitting from it), get the Skill Ink down here first, then head outside. Go right and head back inside through the other door. Just head on until you are up the ladder by the satellite dish. Activate it and use the D-Pad to set it upwards and some to the left (a bit more up then left, but not much. There should be only the high tone and no other noise.). Press X. If you did it right, the game will tell you. Head all the way back to the teleporter (where you came in from the Other World). This is the central teleporter for the other world (this is a ship from the Other World, remember?), Relay point B is Wyndia Castle, the central point for the world you are from. Teleport to the Container Yard (use the panel to pick your destination). Take the Radiance gene here and go back.

```
///The Dragon City\\\
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Teleport to Dragnier now. Here you will have a lot of sequence. After all that, you are in some tent. Take the Skill Ink from the bookcase to the left. The small yellow tent to the left is a shop. You can save in a tent to the north, at a dragon statuette. What you have to do is talk to Garr on top of the teleporter building. After that, rest up in the tent to the south with the beds. Save at the dragon statuette. Go outside first and swap your party to Garr + Nina. Now go back into Dragnier (you could check out what is happening in the Faerie Village), and down into the well. In the hall with the three doors, head in the right one first to get an Ivory Dice from the cupboard. Then head in the right door. Ryu will talk to the Elder. Talk to the Elder with Garr then, and after that with Nina (go up with Momo for a laugh). Now you have to talk to him with Ryu again, but that will trigger a fight, and you should go outside to change to your desired party first. I used: Ryu lv 28, Momo lv 26, Peco lv 24. Equip all Fire and Thunder Rings you have(if you have only one each, equip them on Ryu). Equip Ryu either with the Royal Sword, if you have it yet, or with the DamascusSword bought in the shop here.

```
_____/Elder\_____
/
| If you don't have 3 Thunder Rings and 3 Rings of Fire yet, this |
| will be a pretty tough fight. The Elder has a lot of HP and very |
| damaging elemental attacks. Without the elemental rings, you    |
| should not try this fight at my level, either gain some more or |
| get those rings copied (whichever comes first). When you go and |
| fight, just keep your HP above about 120 (150 for those without |
| any elemental rings), heal with Momo/Ryu/Nina, and attack with   |
| normal attacks, jump, Magic Sword (if you use Nina), and Super   |
| Combo. You could also use War Shout, Might, or Shield.          |
\_____/\
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After the battle, you will receive the last gene, Infinity. Go back up. Now that you have the Infinity gene, you can go up to the smooth plate in front of which Garr was standing a while ago, and you can get Ladon as a Master. Apprentice Rei to him (to get him in your party, just head outside. Horis will talk to you about going to the desert, but you will appear on the world map and you will be able to change party members and go back in Dragnier, so that is not a problem.

Rei lv 20 ---> Ladon ---> lv 29 ---> Bais/Ladon ---> lv 99

Well, Ladon is also a reasonable Master to keep as final Master. You should do the leveling up inside the factory. You can steal Power Food from the Hobgoblins and learn Spirit Blast from them, and they give good xp. The other enemies here are also better then what lives outside. Get Mind's Eye, Holy Strike, Ward of Light, and Aura from him. Also get all the skills for Ryu, he should be lv 35 by now. If you don't have the Royal Sword yet, get it now! Also, if you intend on using Rei and keeping him apprenticed to Ladon (and you should), you'll have noticed that in 9 levels, Rei has gained only ONE HP. So you'll have to get him some Life Shards. Steal them from the Goo Titans in Mt. Levett (west of Yggdrasil). It will take a while, but it's worth the trouble, trust me. I never used any of the copied/stolen stat-boosters for the sake of strategy-writing (which is tough when your stats are all 20 higher than average), but without these Life Shards for Rei you are basically toast. Anyway, get Rei up to 160 HP at least (that costs 48 Life Shards, I know). You might wish to get him some Proteins too, but I didn't. I did get some Life Armor for him, though. Once you are all done, you are ready to go through the factory.

Just a little note on Life Armor(I didn't know where else to put it): Not only does it have almost the best defense in the game and does it restore 1 HP per turn, it also refills your HP while walking! You should really get some for all characters you intend to use.

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///The Factory\\\
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My stats when I was finally ready to go on with this dungeon:
Ryu lv 37, Rei lv 35 with 160 HP, Momo lv 27 (you have to use Momo to get the Aries Spear in here).

At the first intersection, take the upper path and follow it for a Wisdom Seed. Go back and take the lower path twice. Go on and take the lower path at the next intersection. Go on for a Skill Ink. Go back until you reach the last intersection. Take the path up and turn around to the upper left path. Follow this path for an Artemis' Cap.

Go back, and this time, take the lower path to the right. Keep going to a door leading inside. Inside, take the stairs up for an Ammonia. Go back down and go through the door. Head right, and take the hidden ladder leading down. Take the Rockbreaker here. Go back outside and head down the sandy path. At the intersection, take the left path first, and shoot the cracked wall with Momo to get the Aries Spear. Go back to the intersection and take the path right. Head up the stairs. Go further up and outside for a Fish-head, and go back down the stairs. Flip the switch and head through the door. Now you will get to another puzzle. Remember to be careful not to hit the electricity, it will damage you.

Flip the switch near you, run on to the second one, flip it, and run back to the first one and flip it again. Run over both the brown blocks, and head down the small stairs here. Go through the door. Follow the path, ignore the ways blocked by electricity, and head into the first door you come to. Follow the path here and get the Sage's Frock. Go on to the second door, and head right. Flip both the switches and head up to the blue ground. Activate the computer here. This is another puzzle, the robot will make the same movements as you. You have to get it to all three the switches. To do so, you can use the crates to block the robot's movement, in effect: you move but the robot doesn't. Use Momo's cannon to activate the arm of the robot, which will activate a switch when the robot is in front of it.

Go back down the stairs and head up the ladder to the left. Go on. At the small stairs, go down and flip the switch for a Homing Bomb. Go on and head left at the intersection. Go past the door and follow the path for an Hourglass, and go back and through the door. Go up the long stairs, and shoot the yellow panel with Momo, or slash it with Ryu. The door will open, allowing you to go outside.

```
///Sandstorm\\\
\\-----///
```

On the world map, walk on a little bit to get to the desert screen, where Horis is. Talk to him to learn about traveling through the desert, and be sure to get a full water supply from the jug here. Now it's time for the odyssey through the desert. I changed my party back to Rei and Peco, and my levels were: Ryu lv 37, Rei lv 35, Peco lv 36.

Go to the edge of the area and pick "Go into desert". You can identify the North Star by the fact that it's red, and the False North Star is a bit pinker. Anyway, the only stars that glow (twinkle) are: the three blue stars on a straight line, the Evening Star (multiple colors), the North Star (red), and the False North Star (pink). Also, if you check the sand, you will be able to see your direction from that, too! You will see lines in the sand, that always point to the west, no matter where you are (because of this, the only star you really need is the Evening Star!). When the game says your characters need water, use the Water Jug immediately. Not doing so might result in permanently losing a point of HP. No very big deal, but you have plenty of water, and being careful is really better. Only walk at night. Check every so often to see how much progress you are making, and whether it is time to change direction yet. Oh yeah, after a random location or after camping, always make sure you are facing the right direction again.

```
!!!Note!!!
!!!!!!!!!!!
```

You can find a Royal Sword and Life Armor in this desert. I'd say it's much easier to get them from fishing (you **should** have them by now!), but if you must get them, you could check Fritz Fraundorf's FAQ for how-to.

First, head north, and keep doing so until the Evening Star is straight to the west. Then head east, until you can no longer see the Evening Star behind you. Go north again. After you headed north long enough, you'll be attacked by the Manmo.

(that is, when those three blue stars, which will slowly head left, reach the edge of the screen where you look directly at the North Star. By the way, how can they head left? I would think that they would have to go right when you walk forward. This makes me think of the sequence in Wild Arms where the shadow of a robot being pulled upwards becomes smaller, which makes no sense either...)

My levels for this boss fight were: Ryu lv 38, Peco lv 37, Rei lv 36.

```
____
 /Manmo\
/
| You could steal it's Power Food. You probably already got a lot |
| from the Hobgoblins, but extra never hurts, right? If you do,  |
| watch out, it almost always does a reprisal Anyway, after     |
```

```
| stealing or not, just use the Miracle and ??? genes to become a |
| Mammoth. Keep using MeteorStrike until the Manmo kicks the |
| bucket. It should be rather easy. In the rare event that you |
| change back, just transform again. |
\_____/\
```

After that thing dies, Nina is ill. Go outside and slash the Rakda with your sword. After some more sequence, you will be in the Oasis. Go to the house to the right of where you are and take the 800 Zenny there. You can buy some stuff in the shop if you want, and rest in the inn if needed. Head up the path to the north and go out back to the world map.

```
///The Deserted World\\\
\\\-----///
```

Since there is no Flower Ring here, you'll have to teleport back to another area to find one. Go to the ? area to the right and head inside the building. Push the block with Garr, it will break. Head up and teleport to point A. from here, go to wherever you like, they all have Flower Rings anyway.

Once done, head back and go into Caer Khan. The building directly to your left contains a Protein, but you'll have to walk around the path to get to the entrance. You can buy some better equipment here, you should have a lot of money to spend. For the rest, this place is just a collection of deserted buildings. Head to the building all the way to the north. There will be a Honey-like thing lying on the ground here. Head down. Follow the path. There is a chest here on a blue/white squared grid. Don't touch the grid. Head to the left, down the stairs here and through the door. Pull the lever here. Now you will be able to see the lasers that hurt you the first time. Take the Moon Tears from the chest, and go on. You will have to go past some more lasers. Head through the door at the end. Go through the other door and use the computer terminal to deactivate emergency mode. Select yes, and then okay. Go back outside and jump down. If you head south, you can go back into the city. If you head north, you will find another building to your right. Use the terminal here to open the doors, and go through them. Get on the lift platform to go into Station Myria.

```
:::Station Myria:::
::::::::::::::::::
```

Head right and down the stairs leading inside. Follow the path to the first intersection. Go up the stairs and pull the lever here. Go back down, and head down here, and outside you will find a Gas Shells. Head right, and take the lower path to another doorway. Follow the path up, but don't head right, it's a dead end. Instead, head left over the small ledge for a Life Shard. Go back to the intersection, and activate the elevator with the panel there. Head for the Arrival Platform, where you will find a Wisdom Fruit. Now head for the Maintenance Deck. Follow the path, and you will find another elevator. This one only goes to the Worker's Area. At the first intersection, head right first and use the panels here to release both the locks. Head back and go left and up. Head into the first door you come to after going up. Search the cabinets here for 800 Zenny, Napalm and an Hourglass (you can search the rear of the cabinets, too!). You can rest and save here.

Go on north, and up the stairs. Search the left cabinet for 400 Zenny, and go on. In the next large area, head down and to the right, and search the cabinet behind the counter to find a Life Shard. If you want

___/Sample 3: Mikba x2_____

```
/
| All you can steal is two Silver Mails, so don't. These guys
| reprise almost always, so magic is a good choice. True, their
| attacks don't do lots of damage, but avoiding it is always good.
\
```

After beating these samples, head up the ladder here. Go through the only door you can reach on this roof, and take the Moon Tears inside. Go on and you will be back at where the ladder from the save room led. Go back to heal and save. Go back to the room where you killed the Mikba clones. Go on through the door to the right. You will get to Sample 9.

___/Sample 9: Gaist_____

```
/
| Have Rings of Fire equipped. If you remember well, Ryu killed
| this one on his own once, when he was still at a lower level,
| and Gaist had two torches to help him out. In other words: piece
| of cake. Oh yeah, nothing to steal.
\
```

Since you can still only go in one direction, just keep on going. You will be back at the save room, which is a good opportunity to heal and save. Head back through where you came in, and go back to the room with the ladder. Head back through the door to the left, and further down. In the next room (where you fought the Nues), take the upper left door. Here you will find two more doors with red lights above them. Take the right one. You will encounter two slugs.

___/Sample 2: HugeSlug x2_____

```
/
| Nothing to steal. Fire works amazing on them, plus it reduces
| their defense, so use Peco's Firebreath at least once. For the
| rest, they are easy.
\
```

Go up with the ladder. There are two doors, take the right one.

___/Sample 6: Ammonite x2_____

```
/
| Again, nothing to steal. Note that this is your last chance to
| learn the skill Tsunami, since no regular enemies use it. Equip
| Rings of Ice and Balance Rings on everyone, and just kill them
| off.
\
```

The ladder in this room leads to a roof from where you can't reach anything, so don't bother. Take the left door here and go back to the save room. I know, you save and heal a bit often, but all those paths lead here, and better too much than too little, right? Anyway, go back to where you fought the Ammonite clones, head back through the bottom door, and go through the left door.

___/Sample 5: Angler_____

```
/
| Equip Thunder Rings. Nothing for stealing... Easy to beat...
| You know the procedure, right?
\
```

The path leads back to... The saving room! Surprise! Anyway, you will notice there is only one path leading to the save room roof left. So head back down through the Angler room, follow the path down to the ground level, and out through the bottom left door. Take the upper right door here, and go up the ladder there. There are two more doors up here. Take the left one for a Swallow Eye. Go back and take the right one to fight Sample 4.

```
_____/Sample 4: ???\_____  
/_____\_____  
| If you are wondering where you have seen this guy before, you |  
| haven't. He's tough too, and your elemental rings won't save you |  
| this time. You could skip him, but he isn't THAT tough, if you |  
| ask me. Oh yeah, nothing to steal... |  
\_____\_____
```

Head on through the door for the last clone.

```
_____/Sample 7: Manmo\_____  
/_____\_____  
| Nothing to steal. Well, he's pretty tough, and reprises a lot. |  
| You'll probably want to use a transformation for him. Use a |  
| Myrmidon or Mammoth or whatever. Two to three Myrmidon-Auras is |  
| enough to send him out of this world. |  
\_____\_____
```

Head on to find the last passage to the save room. Heal and save. Now it's time for the final boss fight with Myria. Just head down the ladder here, and follow the path to the elevator. You can talk to those women down here for the story of Myria. When this is your first time through the game, hear them out. Otherwise, just go past them, it's quicker. There is still some sequence you have to go through, though. At the end, you will encounter Myria. You get two choices, surrender your power, or fight Myria. You could try the surrender option to see some extra storyline, but it's not worth it if you ask me. So fight her. She will change into one big, ugly... thing. My levels: Ryu lv 43, Peco lv 42, Rei lv 41.

```
_____/Myria\_____  
/_____\_____  
| Equip Rings of Fire, and Rings of Ice/Ivory Charms. Use regular |  
| attacks and your best physical skills at first. Ryu should |  
| attack regularly, you need his AP later this battle, but Rei and |  
| Peco should use Super Combo and Shadowwalk, if you have them. Do |  
| use Celerity and Bonebreak with Ryu, though. Also resurrect |  
| members with Ryu, but you might want to give him a Spirit Ring |  
| for that. Anyway, in my game, after casting Celerity, Ryu did |  
| about 500 damage with a regular attack, and gained an EX Turn. |  
| The problem is, though, her Sanctuary spell cancels out |  
| Celerity's effect. Once Myria starts using Holocaust, her |  
| Defense seems to get quite a boost. So when that happens, change |  
| Ryu into a Myrmidon, and use Aura. Make sure he isn't blinded, |  
| that would be a waste of AP. Ryu should regain his EX Turn, and |  
| his Aura should do about 1600 damage, So it shouldn't take too |  
| much longer from there. |  
\_____\_____
```

After the battle, you will see a lot more sequence. You will also get to see some great-looking versions of the characters in the game, and there is some great music at the credits. At the end of all the credits you

can make a clear savegame. Do so, it's not over yet.

THE END (Well, officially...)

---The Clear Game-----

Note that while I conserved all stolen and copied stat-boosters up to now so I could write boss-strategies better, I used them all on Ryu (except the Life/Magic Shards/Moxa, I used some of those on Rei, too.) right after beating Myria. I had quite some, namely:

- Life Shard x22
- Magic Shard x18
- Power Food x73
- Protein x43
- Fish-head x 7
- Swallow Eye x52
- Moxa x11

--Getting The Best Equipment--

Okay, now that you want to get the strongest party ever, let's start off with equipment, shall we? Some equipment has multiple options, that's because the first one listed is very tough to get, and the second/third is almost as good, and a good alternative. In the case of Garr's Spears, it's more a case of preference.

=====

= Getting Money =

=====

To get some money to buy your equipment with, you should go to The Factory and kill some Gold Eggs. Every time you use a regular attack on them, the 20000 Zenny you normally get from them decreases, so don't use regular attacks. Instead, use Shadowwalk, Aura and Super Combo. If you are in chain formation, with a high Agility person in front, it should kill them before they can even do anything, including running away.

=====

= Ryu =

=====

- Weapon: GooKingSword- It's rarely dropped by the Goo King at certain areas of Station Myria. Steal it's Green Apple (or it will run) and use charm to increase your chances.
- Royal Sword- Get it from the Manillo at Lost Shore for 1x Whale, 3x Spearfish, and 1x Barandy. You can also get it from the Desert of Death, but fishing is easier if you ask me.
- Shield: Aries Gloves- Steal them from the Berserker.
- DragonShield- Use Rei to pick a lock at Station Myria, and get it from a chest there.
- Helmet: Dragon Helm- Use Rei to pick a lock at Station Myria, and get it from a chest there.

Armor: Life Armor- Get it from the Manillo at Lost Shore for 1x Whale, 1x Spearfish, and 3x Barandy. You can also get it from the Desert of Death.

=====

= Rei =

=====

Weapon: HolyAvenger- You get it when you beat the Archmage.
Lifestealer- Rarely dropped by Vampire. Steal it's BurglarGarb first, and then charm it for a better chance.
Slicer- Get it from station Myria, just before you beat the Chimera.

Shield: Aries Gloves- Steal them from the Berserker.
Mind Shield- Buy it in Caer Khan.

Helmet: Divine Helm- Dropped by Gold Eggs and Wraiths. Steal from them first and use charm for a better chance.
Sun Mask- Buy it in Caer Khan.

Armor: Life Armor- Get it from the Manillo at Lost Shore for 1x Whale, 1x Spearfish, and 3x Barandy. You can also get it from the Desert of Death.

=====

= Nina =

=====

Weapon: Ouroboros- Buy it from the Faerie Village Weapon Shop.

Shield: Aries Gloves- Steal them from the Berserker.
SpikedGntlts- Buy them in Kombinat.

Helmet: Silver Tiara- At station Myria. If you want to use Momo and Nina, copy it (I don't see why you would want to use either, though).

Armor: Diana'sDress- Dropped by Revenants.
Holy Robe- At station Myria.

=====

= Momo =

=====

Weapon: Atomic Bomb- Buy it in Caer Khan.

Shield: Aries Gloves- Steal them from the Berserker.
Mind Shield- Buy it in Caer Khan.

Helmet: Silver Tiara- At Station Myria.

Armor: Mist Armor- Dropped by Mist Man.

=====

= Peco =

=====

Weapon: Dragonfang- Dropped by Ice Drake/Red Drake.

Death Claws- Get it from the Desert of Death, see Fritz
Fraundorf's FAQ if you want it.
Brass Claws- Buy it in Caer Khan.

Shield: Aries Gloves- Steal them from the Berserker.
LaquerShield- Buy it in Kombinat.

Helmet: Tiger's Cap- Buy it from the Faerie Village Weapon Shop.

Armor: Amber BPlate- Buy it in Parch, east of Rhapala. You can also
get it from the Ability Weapon Shop in the Faerie
Village.

=====
= Garr =
=====

Weapon: Beast Spear- Get it from Gaist's ashes after beating him.
Rufad'sSpear- Dropped by the Berserker. Feeling lucky?
Dragon Spear- Found in Station Myria.

Shield: Aries Gloves- Steal them from the Berserker.
Giant Shield- Found at Station Myria.

Helmet: Divine Helm- Dropped by Gold Eggs and Wraiths.
Sun Mask- Buy it in Caer Khan.

Armor: Life Armor- Get it from the Manillo at Lost Shore for 1x
Whale, 1x Spearfish, and 3x Barandy. You can also
get it from the Desert of Death.

=====
= Accessories =
=====

Ring of Ice x3- Get one from Momo's Tower, copy it to get three. You can
also steal it from an IceDrake.
Ring of Fire x3-Get the first from Mt. Zublo, copy it until you have
three. You can also steal it from RedDrakes.
Thunder Ring x3-Get the first from the Tidal Caves, copy it so you get
three.
Spirit Ring x3- Get it from the Faerie Village Gift Shop, and copy it.
You might get one from exploring first if you are lucky.
Ivory Charm x3- You can only get it from having Faeries explore. Copy it
so you have three.

--Powering Up-----

Here I will explain the best method of powering up each statistic. When
you are still below lv 50, experience is a good way to become stronger,
but past that point, you are better off using stat-boosting items.

You can also get more of all stat-boosting items by copying, exploring,
use of the Gift Shop, and very rarely from the Random Locations (The ?
areas on the map, where you find a usually crap item).

=====

= Experience =

=====

To get major experience, kill Goo Kings, Berserkers and Archmages. You could also throw in some Ivory Dice, because they double your experience. This means for one Ivory Dice you get 2x xp, for two you get 4x xp, and for three you get 8x xp. Three is the maximum, as is 65535 xp.

You could also use the Lavaman trick (I found it at the gamefaqs message board, but sorry, I can't remember whose idea it was...). Whenever you use fire magic on a Lavaman, he'll become stronger, and give more xp. You can get the xp up to 65535 (the maximum for a single battle), but he will be mad strong... equip Rings of Fire to counter his spells, but his physical attacks are still powerful. So don't make him too strong! Killing him off is easy, just use Blizzard, or Ice Breath. Doing this trick is also a nice opportunity to steal some Proteins from the Vulcan's. Note that you have to be real strong to get serious rewards from this, as getting wiped out here is easy. The lavaman will do damage around 500 when he gives 2000 xp. Luckily, he can easily be killed in a single Blizzard/Ice Breath attack.

=====

= Hit Points =

=====

To get more HP, you need Life Shards. You can get these by stealing them from:

- Ice Toads at Momo's Tower (Skip em, Goo Titans are better).
- Goo Titans at Ogre Road/Mt. Levett.

=====

= Ability Points =

=====

To get additional AP, you need Magic Shards. Steal them from:

- Reapers in The Freighter.

=====

= Power =

=====

For Power, you need Power Foods. You can steal them from:

- Hobgoblins in The Factory.
- FoulWeeds in the area in Station Myria with the grassy hills.
- Night Bats in other areas of Station Myria.

Which you want to steal from will depend on what else you want to do. If you want to get money as well, head to The Factory. When you want to get xp/try to get the GooKingSword, go to Station Myria. When neither is the case, head for The Factory, it's easier to get Power Foods there.

When you are stealing from FoulWeeds or Night Bats, Charm them as well, for a chance to get a Protein. The chance is not high, but hey, it's free.

=====

= Defense =
=====

For Defense you need Proteins. You can steal them from:

- Vulcans in Mt. Zublo.

=====

= Agility =
=====

For Agility you need Swallow Eyes. You can't steal these, so getting them is a bit trickier. You do need them though, because against the Archmage and Berserker, you have to get an EX Turn, and you need about 130 Agility for that. So copy them a lot. They are also dropped (not the same as stolen from) by Rippers and Slashers, but very, very rarely.

=====

= Intelligence =
=====

You need Fish-heads for Intelligence. These can not be stolen, and are also not dropped. I don't suppose you really need them, though, since you'll use mostly attacks that depend on Power, not Intelligence.

=====

= Willpower =
=====

This is increased by Moxas. These are even more rare than Fish-heads, but you could copy some. You don't need a lot of them, though.

--Using Your Power-----

With your newly gained strength, there are three enemies you can beat. First of all, you could go fight Myria again. I'm not going to give you a new strategy for that, she should be very easy. There are two others, the Archmage and the Berserker, who are far tougher. You can meet them by walking around in the Container Yard (The Teleporter to station Myria is positioned in this small area, it's slightly to the right of Caer Xhan, and is a ? Area). I'm not sure whether you need a Clear Game to be able to meet them.

_____/The Berserker\
/

| If you want to beat the Berserker, you will need about 130 |
| agility. I had 132 with Ryu (unless you want to copy a very big |
| lot of Swallow Eyes, you'll want to use Rei for the 130 agility |
| instead.), and I gained an EX Turn, but I'm not sure exactly how |
| much you need. Use the Chain Form so everyone gets an EX Turn. |
| |
| Equip all your characters with a Fire Ring. As your second |
| accessory, use either a Soul Gem (if you have lots), or a Spirit |
| Ring (no Soul Gem for Ryu, give him a Spirit Ring always). Make |
| sure your characters have high power, so they can dish out some |
| damage. |
| |
| Once you are standing in front of the Berserker, start off by |

```
| having Ryu become a Myrmidon, and the others use strong attacks |
| (Shadowwalk, Triple Blow. Skip Super Combo, the Berserker is |
| immune to it.). The next turn, have Ryu use Aura, the others |
| repeat. If you have Rei, you could use Weretiger, but only near |
| the end of the battle, or he will attack you. |
| |
| If anyone dies, just re-transform to Myrmidon, re-equip a Soul |
| Gem, or use an Ammonia. If you are strong enough, he should |
| actually be quite easy... |
\_____/\
```

```
_____/The Archmage\_____
/ |
| For this guy, you'll want to use Soul Gems, because Ammonia |
| doesn't cut it. He has only 2500 HP, but regenerates 1500 each |
| turn. For the other accessory, use a Thunder Ring. This time, |
| have Ryu use the Thunder and Force genes (Myrmidon can't get |
| Thunder immunity, which is bad. It also hasn't got the Focus |
| ability.). |
| |
| Have Ryu use Focus two turns in a row. The others might make |
| themselves useful be using Ginseng or something (I believe that |
| Ginseng's 2x power max is not the same as Focus', IE, together |
| they have the max 3x/4x -NSS-). Just hope that that big meanie |
| won't use Mind Sword on Ryu, because that would kill him, |
| cancelling all of his powering up (again, -NSS-, does reverting |
| back to normal form cancel temporary stat increases?). When |
| done, use Aura with Ryu, and some strong skill with the others. |
| If that doesn't kill the Archmage, use your EX Turn to repeat |
| that. If THAT won't kill him, then how weak are your |
| characters...? |
\_____/\
```

--Ultimate Fishing Gear-----

If you want to do some serious fishing (not that you need to, you already got all the stuff from there), you should head to Junk Town, and go to the house on the peninsula to the northwest. There, talk to the dogfaced man (Many people say that it's Bow from BoF2, but I don't know... For as far as I know, this isn't really confirmed or denied anywhere in the game.). If you have a clear game, and 7000 or more fishing points(Master of Angling+), he will give you a Ding Frog, bait that catches any fish. On 9000 or more, he will also give you the Master Rod, the best fishing rod in the game.

---The Faerie Village-----

Since the Faerie Village is so important, I am starting a guide through it here. I will give advise on how to build it up quickly and how to make the most profit out of it.

First, some tips on efficiency here:

-Go here often. It doesn't matter how little you did, when the story progressed somehow, or you have battled just a bit (running away counts here!), the Faerie Village will have progressed too. This doesn't

necessarily mean something happened, but it usually does, especially after a while when the village starts to flourish.

-The faerie has 4 statistics: Red for hunting/exploring
Green for Building
Dark Blue for Merchant
Light Blue for Intelligence (Scholar/Copy Shop)

-The statistics are less important with the basic jobs such as clearing land and hunting. When your Faerie is in a room, it will make more of a difference.

-When you are not sure whether a Faerie is effectively working, just talk to it. It will let you know when it is unable to do anything. Note that "hmmmm... there is no more room to build houses." refers to clearing land and "There is no more room to build houses!" refers to building rooms.

-As long as you don't change a room, everything built up in there will stay. That means that if you have, for instance, two fully developed stores and a fully developed Music Select, you could have just one Faerie run them all. This is very handy, since rooms are usually there in abundance, while the Faeries are scarce. Have one room switch between Inn/Antique/Casino, three Copy Shops and two Explore Rooms, which fully use all the Faeries, and you have two rooms left to store music and items (you should just temporarily remove faeries from hunting to run any of the empty rooms when you need them).

-Once your village has Culture level 7, you can feed your full population with only 5 faeries with full Red skill hunting.

Okay, how to start. First, just have all your Faeries hunt. When new ones get born, have them hunt too, unless they have no Red skill whatsoever. If that is so have them use a room to research Culture or Clear Land/Build houses. Eventually your food supply will hit 99, the maximum. Keep about 1/3 of your Faeries hunting (one less can be done if the others have good Red skill, I believe). The rest should help researching Culture level to 7, the maximum, and the good green ones should build and clear. You need to clear three times and then you are done with that. The rooms are finished when no more rooms are blacked out. When Culture hits lv 7 you should start researching jobs instead.

In the end you should have:

- 99 food
- lv 7 Culture
- all the rooms
- all the jobs (you know you have this when you have the Copy Shop)
- 20 Faeries

Keep 6 Faeries with good Red skill hunting for a steady food supply. Now, your slave colony.., err, Faerie Village is ready to start being productive. There are 9 jobs available for you (Scholar has lost it's use). The jobs and how to use them will be explained below.

```
(((|))))
((Job 1- Merchant))
(((|))))
```

The merchant has some reasonable stuff. I'll give you a list so you know what you can get:

ITEM SHOP-ABILITY		WEAPON SHOP-ABILITY		HANDYMAN SHOP-ABILITY	
Green Apple	5	PointedStick	1	Berries	5
Vitamin	50	Waistcloth	210	Beef Jerky	50
Panacea	100	Bronze Sword	240	Taser	200
Ammonia	200	Crepe Cape	1300	Tiger Claws	3800
High Boots	3000	Flame Talons	3300	Angling Rod	2000
Lion's Belt	3000	Amber BPlate	6100	Lion's Belt	3000
Napalm	800	PiercingPike	7400	Bell Collar	10000
Dream Ring	1000	Katzbalger	9200	Soul Gem	3000
Balance Ring	1000	Protectors	11000	Holy Mantle	10000
Barrier Ring	3000	Tiger's Cap	5300	Molotov	10
Diamond Ring	3000	Ouroboros	22000	HiddenDagger	7000

ITEM SHOP-SPEED		WEAPON SHOP-SPEED		HANDYMAN SHOP-SPEED	
Green Apple	5	PointedStick	1	Berries	5
Vitamin	50	Waistcloth	210	Beef Jerky	50
Panacea	100	Bronze Sword	240	Clothing	50
MultiVitamin	300	Buckler	1100	Flame Chrysm	500
Ammonia	200	Wind Cutter	2200	Napalm	800
Talisman	500	Crepe Cape	1300	Bell Collar	10000
Life Sandals	500	Flame Talons	3300	Angling Rod	2000
High Boots	3000	Laurel	1800	Belladonna	200
Titan Belt	3000	Royal Dagger	6200	Royal Dagger	6200
Dream Ring	1000	SpikedGntlts	6800	Holy Mantle	10000
Balance Ring	1000	Ice Halberd	12500	Soul Gem	3000

Since you don't want the stores to clutter up your rooms for too long, you should only get equipment that remains useful. What you should get is: Weapon/ability to the max, Item/ability up to Diamond Ring, and Handyman/ability up to the Angling Rod. If you have loads of Zenny, you can upgrade it a little further to buy a lot of Soul Gems, which are useful. When the shops are upgraded, buy:

- Ouroboros
- Amber BPlate if you didn't get it from Parch
- Tiger's Cap
- Angling Rod
- all the Rings from the Item shop
- Any other stuff you want. If possible, you could upgrade some other equipment, but there is better available (the above are the only "best" equipment in the village).

After that, just remove the shops. You don't need them anymore.

```
(((|))))))
((Job 2- Inn))
(((|))))))
```

Pretty much useless in my opinion. Okay it's cheap. But aren't most Inns affordable? Well a save spot before checking at the Copy Shop sounds convenient, but it takes a room and a Faerie which can be used better. Also, the copy success is determined upon entering the village, so saving at the Inn means saving that, too.

```
(((|))))))
((Job 3- Gift))
(((|))))))
```

You can get items here by just creating the room, putting a Faerie in, and waiting. You can get some stat boosters but you can more efficiently create those in the Copy Shop. The only real reason to make this room is

the Spirit Ring. The Spirit Ring is a very long wait, but the only other way to get it is the expeditions or the casino, and they are very rare there, too.

Ok, her is what Jedd told me about the Gift Shop:

/ Like...i think when you have done about 30 or 40 battle the faiery
/ will give you a item to boost your max Hp by 1 (arrgg i can't even
/ reemember that SIMPLE item name!! i see it everyday... and 10 battle
/ more gives you a magic shad (LIfE shard, that's it!!) then 10 more a
/ power food, i think, then 10 more, a protein, then 10 more, a swallow
/ eye, then again 10 more , a fish-head, then 10 more a wisdom fruit,
/ and some times after, a shaman ring, and afteer another LONG time, a
/ SPIRIT RING! I'm trying right now to see if ther's something more
/ after the spirit ring.

Well, there is nothing beyond the Spirit Ring. I've waited like 5x as long as you needed to wait for the Spirit Ring, and nothing. I also had a clear game , so that won't work either. The Teleporter Dice are just a rumor. Come to think of it, the name "Teleporter Dice" wouldn't even fit in the game, it would have had to be something like "TeleportrDce"...

(((|))))
((Job 4-Fortune Teller))
(((|))))

Another pretty useless job. This store will give you some tips and useless comments about the game. Don't use it, you don't need it.

(((|))))
((Job 5-Explorer))
(((|))))

Now THESE are useful. Use them for getting many good items. Send Faeries with good Red skill, exploring. Always use the distant option, you'll die more but you will get better items. You should also send Faeries that are not good at anything. I'll make a list of what I find myself here. I always use distant, btw.

Equipment-----Accessories-----Antiques-----Items-----

HiddenDagger	Spirit Ring	Dragon Tear	Wisdom Fruit
Force Armor	Artemis' Cap	Clay Vase	Wisdom Seed
Mind Shield	Ivory Charm	Old Painting	Moon Tears
Ghostbuster		Marbles	Life Shard
Lacquer Helm		Beads	Protein
Flame Shield		Lithograph	Power Food
AP Shells		Dirty Rags	Moxa
Magma Armor		Moldy Vase	Swallow Eye
		Rare Book	Fish-head
		Tea Cup	Magic Shard
		Myria Icon	
		Dragon Tear	

(((|))))
((Job 6-Antique Shop))
(((|))))

Here you can sell all those "appears valuable" items for better prices, either same or 100x more. If you have junk to sell off, just create an

Antique Shop, sell what you have, and switch it back to what it was.

(((|))))))
((Job 7-Music))
(((|))))))

This has no use in the game whatsoever. However, you will be able to play all the game's music here. Develop it if you want, if you feel you can put a room with a Faerie to better use, feel free.

(((|))))))
((Job 8-Casino))
(((|))))))

Here, you can play two games, Hi-Lo for money, Number guessing for items. I will make a list of the items here.

- 3 guesses: Lion's Belt Ivory Dice
- 4 guesses: High Boots Vitamins Wisdom Seed
- 5 guesses: MultiVitamin Napalm Vitamins
- 6 guesses: MultiVitamin Panacea Ammonia
- 7 guesses: Healing Herb Vitamin
- 8 guesses: Bread Rice Ball

(((|))))))
((Job 9-Copy Shop))
(((|))))))

This is the best available job, if you ask me. Just fill two/three rooms with max-intelligence Faeries, and copy away. Remember to save before entering the village to avoid failure. You should make copies of these items:

- Ring of Fire, Ring of Ice, Thunder Ring x3 each
- Spirit Ring (if you have it) x3
- Otherwise Shaman's Ring x3
- Ivory Charm (again, if you have it) x3
- Life Armor x3 (or get three from fishing. See for yourself.)
- The best armor you have for Momo/Nina x2
- Aries Gloves (Once you get it from the Berserker. Don't worry, that will be after clearing the game)
- Silver Tiara x2
- Divine Helm (when you get it) x2
- Maybe some Soul Gems
- For the rest, stat-boosters! I'd say Swallow Eye, Moxa and Fish-head, since those are the only ones you can't get from battles.

---Skill List-----

A little guide on learnable skills. In order of appearance. In the usage section I will explain what it does, and what it might be useful for. I never assume you have a certain skill in the guide unless I told you to get it, and that doesn't happen often. Skills are fun though, so feel free to get a lot and try your own strategy against a boss. This list will also be useful if you want to get all the skills (like me).

Name	AP	Learn from:	Usage
Unmotivate	0	Goblin,	Cancels target's action. Must be faster then

		Durandal	it for any effect.
Blind	0	Ripper, Lizard, Claw, Bully 3, Tricker, Bolt Archer, Clone	Attempts to blind target, attack with half attack power.
Influence	0	Boss Goblin	Makes certain enemies attack the chosen target. Always works, but only on very few enemies.
Burn	1	Mage Goo, Lava Man, Goo Titan	Does very minor fire damage. Only useful for events that require fire damage for something, such as the Huge Slug or Volcano.
Snap	0	Pooch, Charyb, Scylla, Were-Tiger, Dragonfly, Plant 42, Sample 4	Attack for half attack power and reduce enemy defense. Useful only for boss fights, try and get it for an easier time with high-defense bosses.
Jump	0	Rocky, Roach, Giant Roach	Random damage attack; might do much less damage than a normal attack, might do much more. Very useful against a lot of bosses. When you use it you are a little bit faster than normally, like when using healing Magic.
Charge	0	Volt, Armorbob, Goo King, Mad Gong, Fahl	It does damage based on your defense. If your defense is high it will be pretty effective, but most bosses seem to be immune to it, so I didn't find it too useful.
Frost	2	Mygas, Vampire	Does very little ice damage. Just like Burn, only useful for when you need to deal ice damage for something, like the Tarman.
Meditation	0	Mygas, Adept	Raises your Intelligence. I never use it much but it is an okay skill.
Magic Ball	2	Mygas, Egg Gang, Nitemare	This is a pretty damn good skill in my opinion. It deals reasonable damage and is handy against high evade enemies. The only problem is that most bosses seem to have innate protection against this.
Typhoon	7	Mygas	Just a wind spell that affects all enemies. Pretty useful if you give it to someone who doesn't have any affect all spells of his own yet.
Double Blow	2	Nut Troop, Claw, Lizardman, Giant Crab, Elder Dragon, Scorpion, Sample 7, Sample 4	This skill is most useful for a high power character, who has nothing to spend his AP on. It can also be useful for enemies with high evade rate, but almost no HP, for two tries to hit them.

Feign Swing	0	Durandal, Manmo	Does absolutely nothing. Can be used for training Beyd.
Backhand	0	Durandal	Normal physical blow, but will always leave at least 1 HP remaining.
Last Resort	0	Orc	Increases attack, sets Defense to 0. Use it against enemies with no physical attacks.
Blitz	0	Hyperbot, Shroom, Giant Orc	Halves user's HP, half damage attacks against random targets. As annoying this attack is when it is used against you, it isn't very useful.
Monopolize	0	D'Lonzo	Very useful for not gaining xp. You can't follow this guide without it. It kind of loses it's use later in the game though.
Intimidate	0	D'Lonzo, Dolphin, Hobgoblin	Cancels targets next move. It seems a bit more effective than Unmotivate, but I still don't really think it's useful.
Steal	0	D'Lonzo	This one is very useful. With stealing, you can get all kinds of different items. Chance of success is determined by agility. I believe that it has better chance for success than Rei's Pilfer skill.
Air Raid	3	Bomber, Pipebomb, Magmaite, Hopper, Sample 8	Attacks with decreased hit rate, cancels target's next move. Only effective when you move before the target. Give it to someone with high agility, so you move first and the chance to hit is still good.
Rest	0	Eye Bulb	Restores 5 HP and 1 AP. This is really too little to be useful.
FrostStrike	4	Patrio, Bolt, Armor	Attacks for ice damage with power statistic, puts enemy to sleep.
Spirit Blast	0	Golem, Hobgoblin	Attack that ignores defense. I believe that your power is about halved for this, so it's only effective if your enemy has pretty high defense. Against those super-defense enemies, it is really handy to have, though.
Sanctuary	5	Yggdrasil, Gaist, Myria	Removes all support magic. It sounds useful, but there aren't many occasions for it.
Recall	2	Yggdrasil	Casts a random spell. Usually crap. Not worth casting. Spells I have seen: Burn, Flare, Rejuvenate, Iceblast, Steroids.
Shield	4	Yggdrasil, Lizardman, Newt, Vileweed	This is a pretty useful spell, but Ryu will get it innate. You could give it to someone so Ryu can use his turn for something else, or so you can cast it twice in one turn. You can only learn this skill from Yggdrasil, the enemies only cast it.

Resist	2	Stallion, Fahl, Mikba, Gold Egg, Sample 12, Sample 3	It cancels all damage in the current round after casting. If you have an EX Turn, it is very useful (and very cheap, mind you).
Barrier	4	Stallion, Emitai*, Sample 10, Sample 11, Sample 12	Raises magical defense. The only way I know to get any non-elemental defense against magic I know of. Can be useful against bosses with magical attacks. *Emitai can't teach you any skills in the fight against him, but he'll become a Master later.
Flying Kick	0	Tricker, Codger, Magmaite	Does damage based on agility. It misses rather often, though, even with super-agility Rei. Still, good skill.
Trump	0	Giotto	Casts random spell, only at 0 AP. Since you are almost never at 0 AP, this skill is pretty useless.
Berserk	2	Giotto, Berserker	It raises your power and kills you after 3 rounds. Never used it.
SuddenDeath	1	Giotto	It kills a random target. Never used this either.
Counter	0	Fahl	Allows you to counter all attacks, after using it only. I don't think that it is very good, since you are almost always with 3 characters, and the chance that it will increase your amount of attacks is pretty small.
Risky Blow	0	Bunyan, Gaist, Armor, Sample 9	Critical damage if enemy is hit. Might be useful if your enemy has high defense.
Focus	0	Bunyan Were-Tiger, Reaper, Manmo	Increases attack power. I didn't use it much.
Super Combo	12	Bunyan	This skill is very useful. It does great damage if you have quick fingers. If you don't, it is only useful while Peco has no alternative to use his AP on.
Disembowel	0	Bunyan, Assassin	Reduces target to 1 HP, reduces your MaxHP. It doesn't work on bosses (duh...), and it is to much trouble to use otherwise for me.
Wind Strike	1	Lizardman	Does wind-elemental damage based on Power. Useful if you want a warrior to do some wind damage.
Tsunami	8	Dolphin, Ammonite,	This spell is pretty useful, it halves all enemies' current HP. It works well on bosses,

		Sample 6	too.
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Charm	0	Meryleep	Increases chance of target dropping item. It seems more effective then steal, but it won't affect one target more then once. Also, if you steal first, then use Charm, you get a much better chance to get the secondary item.
-----	-----	-----	-----
Shadowwalk	8	Meryleep	Attack with increased damage.
-----	-----	-----	-----
War Shout	6	Meryleep	Increases all party members' power.
-----	-----	-----	-----
Lavaburst	7	Volcano, Shroom, Magmaite	Fire attack on all enemies. It is a pretty standard skill.
-----	-----	-----	-----
Wall Of Fire	4	Charyb, Scylla, Multibot	Fire attack on a single target.
-----	-----	-----	-----
Purify	4	Hondara	Removes poison status.
-----	-----	-----	-----
Kyrie	5	Hondara	Kills off all undead.
-----	-----	-----	-----
Benediction	20	Hondara, Archmage	Revives all allies.
-----	-----	-----	-----
Bone Dart	3	Ghoul, ZombieDr	Physical attack, causes confusion.
-----	-----	-----	-----
Douse	1	Giant Roach	Makes target receive more damage from fire.
-----	-----	-----	-----
Timed Blow	0	Goo Titan, Trasher	Deals damage equal to your HP-1 to you and to target.
-----	-----	-----	-----
Mind Flay	0	Slasher	Attacks for half attack power and reduces intelligence.
-----	-----	-----	-----
Mind Sword	2	Emitai, Archmage	More powerful (but same cost) version of Magic Ball.
-----	-----	-----	-----
Enlighten	2	Emitai	Raises your intelligence. I think it is more effective then Meditation.
-----	-----	-----	-----
Multistrike	0	Mikba, Ammonite, Reaper, Revenant, Sample 3	Does 1-3 attacks at half attack power. Sounds like a lottery to me. Well, it might be useful to get rid of those high-evade rate enemies which will die after one hit anyway.
-----	-----	-----	-----
FlameStrike	1	Fly Man	Just another elemental/physical attack.
-----	-----	-----	-----
Sacrifice	1	Bombseed, Tankbot, Pipebomb	Reduces all enemies to 1 HP, but kills of user. Very annoying against you, to costly to use yourself. Don't you hate such skills?
-----	-----	-----	-----
Snooze	0	Sleepy	Restores 20 HP and 4 AP to you. Puts you to sleep. Use it with a Dream Ring equipped.
-----	-----	-----	-----
Thunderclap	4	Angler, Multibot,	Does lightning damage to a single target. You have much better innate skills by the time you

		Sample 5	can get this.
Mighty Chop	0	Hachio, Newt	Physical attack that ignores defense. Good for attacking high defense enemies with low intelligence characters.
Demonbane	1	Hachio	Does additional damage to demons. I don't believe there are any demonic bosses after you get this skill, though.
Inferno	10	Deis, Myria	Strong fire attack on all enemies.
Blizzard	10	Deis, Ammonite, Thanotos, Dragon Lord, Myria	Strong ice attack on all enemies.
Myollnir	10	Deis	Very powerful lightning attack on one target.
Sirocco	12	Deis, Goo King, Dragon Lord, Myria	Strong flame/wind attack on all enemies.
Celerity	0	Deis	Raises abilities, must recharge after use.
Transfer	10	Tankbot	Gives target 10 AP. If used with Shaman or Spirit Ring, you can use it to increase your AP. The Dream Ring/Snooze combo is better in my opinion though.
Target	0	Assassin	Raises your hit rate at cost of attack power. Yet another skill that is useful mostly against low HP high Agl enemies.
Bad Back	0	Codger, Elder Dragon	Does nothing...? I guess the only reason you could want to learn it is completeness...
Mind's Eye	0	Ladon	Raises chance to hit. Useless if you ask me.
Holy Strike	2	Ladon	Another strike ability. Use it against shadow property enemies.
WardofLight	5	Ladon	Raises defense and counter rate. Useful if your enemies attack normally mostly.
Aura	20	Ladon	The most powerful attack skill in the game, without a doubt. It does a Holy Attack for double attack power (the double attack power is NOT permanent; it only lasts for that single Aura attack)
Cure	18	Drak(unparalyze him first!)	Cures status and heals on a single target. Very useful, since it's the only healing skill there is, as well as the only ability that heals and cures status.
Triple Blow	5	Deathbot, Vampire, Dragon Lord	Three physical attacks in a row, damage is reduced by about 1/3. Better version of Double Blow.

Evil Eye	7	Vampire, Sample 4, Myria	Paralyzes a single target. Not worth it if you ask me.
Gloom	1	Nightbat	Turns one target undead, so healing magic harms it. Healing magic is too expensive, but try Kyrie for some effect.
ThundrStrike	4	Mistman	Damage calculated with power, electric elemental, and chance to paralyze target.
Chill	7	Revenant, Arwan	Ice attack on all that lowers agility. Pretty useful since it's the only spell that lowers agility on multiple targets.
Ebonfire	5	Codger(Magic Shuffle), Goocy (Clear Game only)	Non-elemental attack on a single target. It's pretty good, but you probably have better skills by now, especially since in the Clear Game, you don't need to spare AP so much anymore.

---Dragon Transformations-----

--Dragon Form list-----

The abilities are always granted to these forms, but more may be added by certain genes. Every Dragon Form also receives the Restore Form ability.

Name	Genes	Abilities
Whelp	Any single elemental or support gene.	Whelp Breath, Blind
Dragon	Two or three elemental and/or support genes. Gross/Reverse/Trance/??? don't count toward this total.	Dragon Breath, Snap
Warrior	Force gene.	Gambit, Aura, Focus
Behemoth	Miracle gene.	MeteorStrike, Blitz, Charge
Kaiser	Infinity gene.	Kaiser Breath, Bonebreak, Howling
Trygon	Flame, Frost and Thunder genes.	Dragon Breath, Flame Breath, Frost Breath, Thunder Breath, Snap
Wildfire	Miracle, Thorn and Reverse genes.	Whelp Breath, Charge
Mammoth	Miracle and ??? genes.	Giant Growth, MeteorStrike
Pygmy	Mutant and ??? genes.	Dragon Breath, Snap, Magma Breath
Tiamat	Shadow and Trance genes.	Doom Breath, Shadow Breath, Venom Breath

Myrmidon	Force and Trance genes.	Gambit, Aura, Flame Strike, Thunder Strike, Frost Strike, Wind Strike, Holy Strike, Aura Breath
Kaiser (no control)	Infinity gene.	He only attacks random targets.
Kaiser (control)	Infinity and Failure genes.	Kaiser Breath, Bonebreak, Howling All Ryu's normal abilities can still be used.
Kaiser (Ultimate)	Infinity, Radiance and Trance genes.	Kaiser Breath, Bonebreak, Howling All Ryu's normal abilities can still be used.

Don't ask me which Dragon Form is most powerful, I don't know. Some say it's the Myrmidon, others say it's the Ultimate Kaiser (not the official name, it has none, it's always just called "Kaiser"). The Ultimate Kaiser is immune to all status change, but Myrmidon has Aura... Oh, and while you could just give Ryu the Aura skill from Ladon and have him use that in Ultimate Kaiser, it does about 25% less damage than Myrmidon does with it, and it is much more expensive. Using Aura with the Kaiser is really not a great idea.

 --Fusion Transforming-----

For the fusion section, I really have to thank DarkStorm. My list consisted of nothing more than a list of the abilities given with each character. But with some info from DarkStorm, this section actually has some useful info!

How to fuse with who:

- Rei + Momo or Nina: Tiger
- Peco + Garr or Rei: Onion
- Momo + Nina or Peco: Knight
- Nina + Garr or Peco: Avian
- Garr + Momo or Rei: Whelp

The second line shows the extra abilities you get when you add the gene noted at "Special Gene" (for instance, use Fusion and Force with Rei and Momo in your party to get the extra powerful Rei fusion). There is an extra powerful form for all of them. The Special Gene also increases the stats of the dragon.

Party Member	Special Gene	Abilities / Special Abilities
Rei	Force	Shadowwalk, Dragon Breath, Tempest Hurricane (replaces Tempest)
Nina	Eldritch	Typhoon, Lightning, Inferno, Blizzard, Temptation Sirocco, Myollnir
Momo	???	Speed, Protect, Might, Restore, Remedy, Combustion Vitalize, Ragnarok
Peco		Dream Breath, Venom Breath, Dragon Breath, Geo Breath

|Shadow |Gaea'sBreath (replaces Geo Breath)

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--Gene list-----

The AP cost for a dragon is the sum of it's genes, the AP subtracted each turn is half of that, rounded up. The three types of genes are elemental, support and special.

Elemental:

Grants elemental properties. Opposite elements cancel each other out, including everything the gene does, abilities and properties. The only exception to this are the forms, IE flame + frost still grants a dragon.

Support:

Support genes give certain bonuses, such as better defense or magic. They are quite similar to elemental genes, with the exception that they don't give any properties, but stat-boosts.

Special:

These are genes that grant certain Dragon Forms. The only way to cancel them out is another Special gene.

To determine what form is granted with multiple Special genes, here is a list, from most priority to least priority (with more than one Special gene, the gene with the most priority form will be given). Also note that forms granted by combinations of two genes will always get priority (this only goes for special forms, the dragon is not one of these).

- Infinity-Kaiser
- Failure- Whelp
- Fusion- Hybrid
- Miracle- Behemoth
- Force- Warrior

Also, with Shadow, Trance, Force, you get a Tiamat, not a Myrmidon, and with Miracle, Mutant and ??? you get a Mammoth, not a Pygmy (why do the worst forms have priority here, anyway?)

Name	AP	Found	Grants
Flame Elemental	5	Storyline, can't miss it.	Flame property, Flame Claw and Flame Breath abilities.
Frost Elemental	5	In the house by the Maekyss Gorge.	Frost property, Frost Claw and Frost Breath abilities.
Thunder Elemental	5	Deserted house in the Rhapala region.	Electric property, Thunder Claw and Thunder Breath abilities.
Shadow Elemental	5	Storyline, can't miss it.	Shadow property, Shadow Breath and Chlorine abilities.
Radiance Elemental	5	Inside the Container Yard.	Radiance (holy) property, Divine Breath and Shining Claw abilities.

Force Special	8	In the Plant Lab dungeon.	The Warrior form. If the Warrior form is cancelled out by another gene, it grants the Focus ability.
Defender Support	8	Storyline, can't miss it.	Better Defense, Counter ability.
Eldritch Support	8	Inside the Lighthouse.	Better Intelligence, Remedy, Restore and Vitalize abilities, and the following in combination with the elemental properties: Frost-Blizzard; Flame-Inferno; Thunder-Myollnir; Shadow-Death; Radiance-Resurrect
Miracle Special	16	In the Mt. Zublo dungeon.	Grants the Behemoth form. No effect if cancelled out.
Gross Support	8	At the end of the Tidal Caverns	"Enhances abilities". Increases some stats, differs per form. Doesn't grant a dragon with another elemental/support gene.
Thorn Support	8	Pick it up at the spot where Momo's Rocket "landed".	Increases your Power. Doesn't grant any abilities.
Reverse Support	3	At the foot of Mt. Boumore.	Swaps genes' properties. Frost and Flame, Shadow and Radiance, and nullifies Thunder (no AquaDragon or something???). Also changes the properties of some other genes.
Mutant Unknown	3	At Steel Beach.	Acts as a random gene. Only exception is when you use it with the ??? gene for a Pygmy.
??? Support	8	At the house to the south of Junktown.	No direct effect, only for Dragon Forms.
Trance Support	8	Yggdrasil tree at the Lost Shore.	No direct effect, only for Dragon Forms.
Failure Special	1	At the Colony dungeon.	Overrides all but Infinity and changes to a Whelp with no extra abilities. With Infinity, makes Kaiser controllable.
Fusion Special	16	Storyline, can't miss it.	Grants Hybrid Form, depends on party members.
Infinity Special	40	Storyline, can't miss it.	Grants powerful Kaiser form. Only controllable with Failure or with Trance and Radiance.

---Monster List---

This list is in order of appearance. A * marks all the skills that can be learned. The upper item is the stolen item, which is also dropped sometimes, and the lower is only dropped, and more rare.

Monster Name	Skills Used	Dropped Item	Stolen Item/	Exp given,	Zenny given	Notes
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Goblin	Unmotivate*	Bent Sword	2 xp	Only casts Unmotivate when
		Old Popper	5 Z	BossGbln is killed.
Ripper	Blind*	Berries	7 xp	
		Swallow Eye	5 Z	
BossGbln	Influence*	WaistCloth	12 xp	Will run when it's alone.
		Brass Helmet	10 Z	Never attacks itself.
Eye Goo		Healing Herb	2 xp	
		Vitamin	4 Z	
Mage Goo	Burn*	Healing Herb	6 xp	
		Wisdom Seed	20 Z	
GongHead	Giant Growth	Vitamin	8 xp	
		Life Shard	10 Z	
Puff Goo		Healing Herb	15 xp	
		Vitamin	7 Z	
Goey		Marbles	9 xp	
		Nothing	4 Z	
Man Trap	Devour	PointedStick	24 xp	
	Dream Breath	Panacea	40 Z	
Curr	Chlorine	Antidote	7 xp	
		Nothing	4 Z	
Bat		Berries	8 xp	
		Nothing	0 Z	
Zombie		Clothing	8 xp	Starts the battle confused.
		Bracers	8 Z	
Nue (boss)	Nue Stomp	Power Food	96 xp	
	Jolt	???	50 Z	
	Chlorine			
Pooch (boss)	Snap*	Vitamin	57 xp	
		???	10 Z	
Rocky (boss)	Jump*	Life Shard	87 xp	
	Ovum	???	0 Z	
Roach	Jump*	Healing Herb	10 xp	
		Vitamin	0 Z	
Guard	Healing Herb	Healing Herb	12 xp	
		Iron Helmet	24 Z	
Volt	Charge*	Taser	84 xp	Powers up and learns Jolt
	Jolt	Nothing	6 Z	when a Lightning spell is
				cast on it.
Torast (boss)	Sleep	???	32 xp	
		???	8 Z	

Kassen (boss)	Drain	???	38 xp	
	Leech Power	???	20 Z	

Galtel (boss)	Blunt	???	36 xp	
	Weaken	???	4 Z	

Doksen (boss)	Flare	???	46 xp	
		???	24 Z	

Amalgam (boss)	Sleep	Magic Shard	210 xp	
	Astral Warp	???	200 Z	
	Frost			

Balio (boss)	Jolt	???	-	
		???	-	

Sunder (boss)	Jolt	???	-	
		???	-	

NutTroop	Double Blow*	Berries	15 xp	High evade, low HP
		Broad Sword	16 Z	

Nut Mage	Flare	Molotov	17 xp	High evade, low HP
		Berries	18 Z	

Tarman	Tarbaby	Clay Vase	70 xp	Ice spells paralyze it, and
		MultiVitamin	15 Z	reduces it's Defense.

Balio 2nd time (boss)	Jolt	???	-	You CAN win this battle, but
		???	-	I never did. If somebody

Sunder 2nd time (boss)	Jolt	???	-	could tell me their stats,
		???	-	I'd be grateful.

Thunder	Jolt	Taser	16 xp	
		Nothing	18 Z	

Ghoul	Bone Dart	LeatherArmor	22 xp	Starts battle confused.
		High Boots	20 Z	

NutArchr	Lucky Strike	Berries	25 xp	High evade, low HP
		Panacea	14 Z	

Lizard	Blind*	Panacea	28 xp	
		Nothing	25 Z	

Gonger	Venom Breath	MultiVitamin	30 xp	
		Life Shard	27 Z	

Orc	Last Resort*	BronzeShield	58 xp	
		Titan Belt	62 Z	

Protobot		Marbles	30 xp	
		Cuirass	0 Z	

Ice Toad	Ice Breath	Life Shard	63 xp	
		Soul Gem	45 Z	

Armorbot	Charge*	Breastplate	45 xp	
		Marbles	0 Z	

Hyperbot	Blitz*	Cuirass	120 xp	
		Ginseng	0 Z	
RankWeed	Weaken	Bat Amulet	57 xp	
		Nothing	40 Z	
PainWeed	Weaken	Bat Amulet	57 xp	
		Nothing	40 Z	
Slug	Chlorine	Nothing	35 xp	
		Nothing	20 Z	
Fireslug	Fire Breath	Panacea	94 xp	
		Moxa	50 Z	
Bomber	Air Raid*	Vitamin	102 xp	
		Ivory Dice	45 Z	
Eyebulb	Silence	Mandrake	80 xp	
	Rest*	Vitamins	42 Z	
Mutant (boss)	Venom Breath	Nothing	600 xp	Regains 300 HP each turn,
	Dream Breath	???	300 Z	until you use Fire magic on
				it.
Claw (boss)	Blind*	Silver Knife	150 xp	
	Double Blow*	???	200 Z	
Cawer (boss)	Protect	Dream Ring	165 xp	
	Speed	???	70 Z	
	Cyclone			
	Frost*			
	Heal			
Patrio (boss)	Lucky Strike	Scale Mail	200 xp	
	Frost Strike*	???	120 Z	
Emitai (boss)		Mage's Robes	200 xp	
		???	340 Z	
Golem (boss)	Spirit Blast	Life Shard	-	
		???	-	
Garr (boss)	Lucky Strike	Scale Mail	-	Can't win.
	Pyrokinesis	???	-	
	Flare			
Bully 1 (boss)		Beef Jerky	80 xp	
		BallockKnife	120 Z	
Bully 2 (boss)	Flare	Beef Jerky	80 xp	
		BallockKnife	115 Z	
Bully 3 (boss)	Blind*	Beef Jerky	80 xp	
		BallockKnife	115 Z	
Stallion (boss)	UtmostAttack	Life Shard	801 xp	
	Resist*	Holy Mantle	500 Z	
	Jolt			

	Barrier*			
Tricker	Flying Kick*	Gems	70 xp	
	Blind*	ThievesKnife	120 Z	
LizardMn	Rejuvenate	Broad Sword	160 xp	That's right, no * at
	Shield	Flame Shield	102 Z	Shield. You can't learn it
	Double Blow*			from this monsters...
	Wind Strike*			
Bloodbat	Syphon	Berries	55 xp	It will run in the second
		Nothing	30 Z	turn, after casting Syphon.
Ghost	Sleep	Wisdom Seed	90 xp	
	Jolt	Buckler	80 Z	
	Cyclone			
Spectre	Depress	Wisdom Seed	150 xp	
	Leech Power	Barrier Ring	75 Z	
Gazer (boss)	Eye Beam	Wisdom Fruit	1500 xp	
	Hypnotize	???	1000 Z	
Dolphin (boss)	Tsunami*	Fish-head	900 xp	
	Intimidate*	???	200 Z	
Lavaman	Burn*	Vitamin	90 xp	If you do fire damage on it,
	Fireblast	Firecracker	75 Z	it will become stronger, and
	Flare			will yield more xp. This is
				cumulative, IE, more fire
				damage will make it more
				strong and yield more xp.
Vulcan	Lavaburst*	Protein	180 xp	It will only defend, until
		Magma Armor	300 Z	you do fire damage on it,
				then it will attack and use
				Lavaburst, and yield 900 xp.
Charyb (boss)	Wall Of Fire*	Power Food	500 xp	
	Snap*	???	333 Z	
Scylla (boss)	Wall of Fire*	Power Food	500 xp	
	Snap*	???	333 Z	
Gisshan (boss)	Vitalize	Magician Rod	500 xp	
	Sleep	???	334 xp	
	Confuse			
Cerebus	Howling	Beef Jerky	72 xp	
		Vitamins	45 Z	
Phantom	Lucky Strike	Belladonna	115 xp	
	Death	Crepe Cape	200 Z	
Garr, 2nd time (boss)	Lucky Strike	Nothing	400 xp	
		???	0 Z	
GntRoach	Jump*	Healing Herb	85 xp	
	Douse*	Vitamin	0 Z	

ZombieDr	Vitalize	Multivitamin	80 xp	
	Bone Dart*	Vitamins	215 Z	
-----	-----	-----	-----	-----
D.Zombie	Bone Dance	Power Food	1000 xp	
(boss)	RottenBreath	???	300 Z	
-----	-----	-----	-----	-----
BlueGbln	Jolt	Beef Jerky	95 xp	
	Rejuvenate	Scramasax	75 Z	
-----	-----	-----	-----	-----
Vagabond	Healing Herb	Moon Sword	88 xp	
		MithrilArmor	80 Z	
-----	-----	-----	-----	-----
Slasher	Mind Flay*	Berries	95 xp	
		Swallow Eye	70 Z	
-----	-----	-----	-----	-----
GooTitan	Burn*	Life Shard	660 xp	
	Timed Blow*	Protectors	200 Z	
-----	-----	-----	-----	-----
Weretigr	Snap*	Nothing	runs	
(boss)	Focus*	???	away...	
-----	-----	-----	-----	-----
Mikba (boss)	Quake	Silver Mail	3000 xp	
	Multistrike*	???	1500 Z	
	Resist*			
	Venom Breath			
-----	-----	-----	-----	-----
ToxicFly	Chlorine	Antidote	70 xp	
		Nothing	20 Z	
-----	-----	-----	-----	-----
Fly Man	Fire Breath	Scale Mail	160 xp	
	Flame Strike*	Flame Spear	140 Z	
-----	-----	-----	-----	-----
Big Bulb	Pollen	Mandrake	100 xp	
		Life Shard	75 Z	
-----	-----	-----	-----	-----
HugeSlug	Syphon	Vitamins	2100 xp	
(boss)	Molasses	???	300 Z	
-----	-----	-----	-----	-----
Shroom (boss)	Head Cracker	Wisdom Fruit	3900 xp	
	Lavaburst*	???	300 Z	
	Ragnarok*			
	Blitz*			
	Restore			
-----	-----	-----	-----	-----
Spiker	Giant Growth	Antidote	240 xp	
	Venom Breath	Soul Gem	125 Z	
	Rejuvenate			
-----	-----	-----	-----	-----
BarbBulb	Steroids	Croc Tear	125 xp	
		Ginseng	110 Z	
-----	-----	-----	-----	-----
BombSeed	Sacrifice*	Vitamin	212 xp	
		Ivory Dice	150 Z	
-----	-----	-----	-----	-----
Sleepy	Snooze*	Baby Frog	95 xp	
	Hypnotize	Fat Frog	66 Z	
-----	-----	-----	-----	-----
Gaist (boss)	Corona	Nothing	1000 xp	
	Howling	???	500 Z	
	Risky Blow*			

	Sanctuary*			
Torch (boss)	Flare	Nothing	-	Flare is cast on Gaist,
		???	-	which heals him. As long as
				the torches are alive, Gaist
				also has better intelligence
				(more damage from Corona)
Angler (boss)	Thunderclap*	Fish-head	3000 xp	
	Venom Breath	???	300 Z	
	Bone Dart*			
Bolt	Frost Strike*	Berries	160 xp	High evade, low HP
		Royal Dagger	85 Z	
BoltArch	Lucky Strike	Berries	190 xp	High evade, low HP
	Blind*	Panacea	100 Z	
BoltMage	Jolt	Berries	185 xp	High evade, low HP
	Silence	Robe of Wind	180 Z	
	Iceblast			
KingToad	Ice Breath	Healing Herb	280 xp	
	Influence*	Life Shard	150 Z	
GntCrab	Death	Belladonna	230 xp	
	Double Blow*	BlizzardMail	150 Z	
BoltLord	Heal	Berries	320 xp	
		Lacquer Helm	550 Z	
Ammonite (boss)	Tsunami*	Moon Tears	9000 xp	If you reach the middle deck
	Multistrike*	???	1000 Z	before fighting it, it will
	Confuse			use a Skill that damages
	Blizzard*			itself. I don't recall the
	Board Gun			name, though. Could anyone
	(forgot real			tell me if they find out?
	name...)			
Multibot	Thunderclap*	Silver Mail	300 xp	Cast thunder magic on it to
	Wall Of Fire*	Barrier Ring	0 Z	make it cast Thunderclap,
				and fire magic for Wall Of
				Fire.
Tankbot	Transfer*	Wisdom Seed	500 xp	
	Vitalize	Wisdom Fruit	0 Z	
	Sacrifice*			
Audrey	Pollen	Green Apple	330 xp	
	Absorb	Mandrake	310 Z	
	Devour			
Trasher	Watch Enemy	Wisdom Seed	185 xp	
	Timed Blow*	Nothing	110 Z	
Assassin	Disembowel*	Lgt.Clothing	225 xp	
	Target*	Katzbalger	380 Z	
Codger	MagicShuffle	Rare Book	380 xp	It's MagicShuffle will
	(* Ebonfire)	Skill Ink	230 Z	rarely cast Ebonfire, which

	Flying Kick*			you can learn.
	Bad Back*			
-----	-----	-----	-----	-----
ToxicMan	Chlorine	Clay Vase	225/325/335	There are three different
	Venom Breath	Nothing	25 Z	versions of this enemy.
-----	-----	-----	-----	-----
Reaper	Focus	Magic Shard	420 xp	
	Multistrike*	PhantomDress	270 Z	
-----	-----	-----	-----	-----
Insector	Tornado	Beef Jerky	520 xp	
	Typhoon*	Gale Javelin	220 Z	
-----	-----	-----	-----	-----
Dragnfly	Snap*	Panacea	250 xp	
	Chlorine	Nothing	60 Z	
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Elder (boss)	Inferno*	Dynamite	6000 xp	
	Sirocco*	???	0 Z	
	Myollnir*			
	Bad Back*			
	Double Blow*			
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PipeBomb	Protect	Vitamin	495 xp	
	Air Raid*	Ivory Dice	180 Z	
	Sacrifice*			
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Egg Gang	Ovum	Beads	560 xp	
	Magic Ball*	Ivory Dice	420 Z	
-----	-----	-----	-----	-----
Hobgbln	Spirit Blast*	Power Food	800 xp	Will attack Bossgbln if one
	Intimidate*	Nothing	300 Z	is in it's party.
-----	-----	-----	-----	-----
Gold Egg	Ovum	Diamond Ring	100 xp	Will run easily. Normal
	Resist*	???	20000 Z	attacks will reduce Zenny
				dropped.
-----	-----	-----	-----	-----
Gnt Orc	Protect	Titan Belt	480 xp	
	Magic Belt	???	260 Z	
	Blitz*			
-----	-----	-----	-----	-----
Scorpion	Tornado	Antidote	620 xp	
	Chlorine	Protein	320 Z	
	Double Blow*			
-----	-----	-----	-----	-----
Magmaite	Flying Kick*	Napalm	1300 xp	
	Air Raid*	Royal Armor	300 Z	
	Lavaburst*			
-----	-----	-----	-----	-----
Cacti	Pollen	Croc Tear	510 xp	
		Ginseng	210 Z	
-----	-----	-----	-----	-----
Drak	Cure*	Titan Belt	850 xp	Unparalyze it with Remedy or
		Mind Shield	350 Z	a Panacea, or it won't do
				anything (and you won't be
				able to learn Cure).
-----	-----	-----	-----	-----
Manmo (boss)	Feign Swing*	Power Food	6000 xp	
	Focus*	???	1500 Z	
	Howling			
	Quake			
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Adept	Meditation*	Holy Robe	650 xp	
	MagicShuffle	Shaman'sRing	550 Z	

Armor	Frost Strike*	Claymore	1220 xp	If you hit it three times,
	Risky Blow*	Gideon'sGarb	100 Z	it's armor will crack, and
				it's Defense will drop.

Deathbot	Barrier*	DamascusMail	960 xp	It will use it's three
	Protect	Atomic Bomb	100 Z	support Skills first, and
	Might			then attack. Focus on other
	Triple Blow*			enemies first.

Nitemare	Syphon	Hawk's Ring	850 xp	
	Sleep	Burglar Garb	220 Z	
	Magic Ball			

IceDrake	Frost Breath	Ring of Ice	2050 xp	
	Howling	Dragonfang	250 Z	

RedDrake	Flame Breath	Ring of Fire	2050 xp	
	Howling	Dragonfang	250 Z	

Newt	Shield	Heat Shotel	1550 xp	
	Simoon	Mind Shield	350 Z	
	Mighty Chop*			

Hopper	Air Raid*	Fat Frog	380 xp	
	Watch Enemy	Balance Ring	120 Z	
	Hypnotize			

Clone	Blind*	Vitamin	320 xp	
		Bell Collar	255 Z	

Chimera (boss)	Blizzard*	Firecracker	9000 xp	
	Inferno*	???	2000 Z	
	Paralyzer			
	Restore			

Plant 42	Snap*	Mandrake	1200 xp	
	Pollen	Vitamins	0 Z	
	Absorb			

Wraith	Depress	Soul Gem	1250 xp	
	Typhoon*	Divine Helm	275 Z	
	Iceblast			
	Fireblast			
	Lightning			

FoulWeed	Quake	Power Food	1700 xp	Starts the battle asleep.
	Devour	Protein	250 Z	
	Absorb			

Goo King	Ragnarok*	Green Apple	15000 xp	When you steal it's Green
	Sirocco*	GooKingSword	1000 Z	Apple, it won't run anymore.
	Tornado			It might still run in the
				turn in which you steal.

Vampire	Frost*	Burglar Garb	12000 xp	As long as Nightbat's are
	Flare	Life Stealer	1000 Z	with it, it will regenerate
	Evil Eye*			500 HP each turn.

	Death			
	Triple Blow*			
-----	-----	-----	-----	-----
NightBat	Gloom*	Power Food	350 xp	
		Protein	58 Z	
-----	-----	-----	-----	-----
Mist Man	Thunderstrk*	SeekingSword	5200 xp	If you hit it three times,
		Mist Armor	400 Z	it's armor will crack, and
				it's Defense will drop.
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Revenant	Multistrike*	Belladonna	1500 xp	
	Chill*	Diana'sDress	500 Z	
-----	-----	-----	-----	-----
Sample 1 (boss)	Nue Stomp	Power Food	96 xp	
	Chlorine	???	50 Z	
-----	-----	-----	-----	-----
Sample 2 (boss)	Syphon	Vitamins	2100 xp	
	Molasses	???	300 Z	
-----	-----	-----	-----	-----
Sample 3 (boss)	Multistrike*	Silver Mail	2000 xp	
	Resist*	???	1500 Z	
	Venom Breath			
-----	-----	-----	-----	-----
Sample 4 (boss)	Snap*	Ring of Fire	6000 xp	
	Evil Eye*	???	500 Z	
	Double Blow*			
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Sample 5 (boss)	Thunderclap*	Nothing	3000 xp	
	Venom Breath	???	200 Z	
	Bone Dart*			
-----	-----	-----	-----	-----
Sample 6 (boss)	Tsunami*	Nothing	6000 xp	Your last opportunity to
	Iceblast	???	1000 Z	learn Tsunami, which is a
	Confuse			good Skill.
	Blizzard*			
-----	-----	-----	-----	-----
Sample 7 (boss)	Double Blow*	Nothing	6000 xp	
	Quake	???	1000 Z	
-----	-----	-----	-----	-----
Sample 8 (boss)	Air Raid*	Life Shard	85 xp	
	Ovum	???	0 Z	
-----	-----	-----	-----	-----
Sample 9 (boss)	Corona	Nothing	2000 xp	
	Howling	???	500 Z	
	Risky Blow*			
-----	-----	-----	-----	-----
Sample 10 (boss)	UtmostAttack	Life Shard	7500 xp	
	Iceblast	???	800 Z	
	Barrier*			
-----	-----	-----	-----	-----
Sample 11 (boss)	UtmostAttack	Life Shard	7500 xp	
	Fireblast	???	800 Z	
	Barrier*			
-----	-----	-----	-----	-----
Sample 12 (boss)	UtmostAttack	Life Shard	7500 xp	
	Lightning	???	800 Z	
	Barrier*			
	Resist*			
-----	-----	-----	-----	-----
VileWeed	Molasses	Rice Ball	750 xp	Can also use Sirocco, Death

	Watch Enemy	???	0 Z	and Myollnir, but with no
	Shield			effect.
	Simoon			
	Heal			
-----	-----	-----	-----	-----
Mad Gong	Charge*	Ginseng	850 xp	
		???	0 Z	
-----	-----	-----	-----	-----
Thanatos	Blizzard*	Clothing	755 xp	
	Drain	???	0 Z	
	Leech Power			
-----	-----	-----	-----	-----
Arwan (boss)	Blizzard*	Nothing	5000 xp	
	Sleep	???	0 Z	
	Chill*			
-----	-----	-----	-----	-----
D.Lord (boss)	Blizzard*	Dragon Blade	15000 xp	I believe it always drops
	Inferno*	Dragon Armor	3000 Z	both the Dragon Blade and
	Sirocco*			the Dragon Armor.
	Howling			
	Triple Blow*			
-----	-----	-----	-----	-----
Myria (boss)	Blizzard*	Napalm	-	This battle is never
	Inferno*	Nothing	-	officially ended, so you
	Sirocco*			can't get any xp, Zenny or
	Venom			dropped item from her.
	Sanctuary*			
	Evil Eye*			
	Holocaust			
	Restore			
-----	-----	-----	-----	-----
Berserkr	Fire Whip	Aries Gloves	45000 xp	
	Berserk*	Rufad'sSpear	3000 Z	
-----	-----	-----	-----	-----
Archmage	Myollnir*	Soul Gem	48000 xp	
	Benediction*	Holy Avenger	2000 Z	
	Mind Sword*			
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---Masters-----

Some people have sent me notes on Masters, telling me they used different Masters than me, and notes on how to get certain ones earlier than my guide suggests. In my, guide, I've waited with certain Masters on purpose, because you don't have the right character yet. Anyway, for any who wish to use different Masters for different characters than this guide, I've created this list, so you can just do what you like. A * marks all the skills that can be learned from enemies, too.

Name: Mygas
Requirements: Talk to him once it's spring (after slaying the Nue), and give him all your Zenny.
Location: He's sitting to the north of McNeil.
Stats: AP +1, Intelligence +2, Power -1, Defense -1
Skills: Frost* lv 1
Meditation* lv 4
Magic Ball* lv 6
Typhoon* lv 8

Name: Bunyan
Requirements: Once you have fought Balio and Sunder for the first time, you can return here at any time for him to become your Master (if you want him right away, just exit the screen and re-enter).
Location: In his house, in the forest northwest of McNeil
Stats: HP +2, Power +2, Defense +1, AP -2, Intelligence -3
Skills: Risky Blow* lv 2
Focus* lv 5
Super Combo lv 8
Disembowel* lv 10

Name: Durandal
Requirements: Just talk to him.
Location: He's got his home at the end of the path around Wyndia. This is also the location of one of the teleporters.
Stats: none... I think that I made a mistake, and Durandal just doesn't give any stat-changes at all...
Skills: Unmotivate* lv 1
Feign Swing lv 2 (Can also be learned from Manmo, but
Backhand lv 3 Manmo is a boss)

Name: D'Lonzo
Requirements: Have 16 different weapons in your inventory (equipped does not count here...).
Location: At the coffee shop.
Stats: Power +1, Agility +1, HP -1, AP -2
Skills: Monopolize lv 2
Intimidate* lv 3
Steal lv 4

Name: Yggdrasil
Requirements: Give him a Wisdom Fruit.
Location: There are two Yggdrasil trees, one near the coffee shop and the Plant, one north of there, by the Faerie Woods.
Stats: AP +1, Defense +1, Intelligence +2, HP -1, Power -2
Skills: Sanctuary* lv 2 only bosses (Myria and Gaist), but you
Recall lv 5 can fight Myria as much as you like.
Shield lv 8 NSS- I don't believe you can learn this skill from enemies, even though they cast it...

Name: Fahl
Requirements: Fight 30 battles in a row without resting. You can do this anytime after finding Peco (NSS).
Location: In Genmel, at the pub.
Stats: HP +4, Power +1, Defense +3, Agility -3, Intelligence -3
Skills: Charge* lv 2
Counter lv 4
Resist* lv 6

Name: Giotto
Requirements: Have 2000 fishing points
Location: At the beach south of Rhapala.

Stats: HP +4, AP +3, Power -1, Defense -1, Agility -1, Intelligence -2
Skills: Trump lv 2
Berserk* lv 5
SuddenDeath lv 8

Name: Meryleep
Requirements: Kick a stone in her lake, give her the Flower Jewel.
Location: At the Faerie Woods, in the lake.
Stats: Agility +2, HP -1, Power -1, Defense -1
Skills: Charm lv 2
Shadowwalk lv 5
War Shout lv 8

Name: Hondara
Requirements: Have the Backhand skill Durandal teaches you.
Location: At Urkan Tapa.
Stats: AP +1, Intelligence +2, Power -2
Skills: Purify lv 2
Kyrie lv 5
Benediction* lv 8

Name: Emitai
Requirements: Give him 10,000 Zenny to pay his mortgage.
Location: In his house to the south of Dauna Mines. Also the location of one of the teleporters.
Stats: AP +4, Intelligence +4, Power -2, Defense -2
Skills: Barrier* lv 2
Mind Sword* lv 4
Enlighten lv 6

Name: Wynn
Requirements: Win hide and seek from her and her friends.
Location: In Wyndia, where they also were as kids.
Stats: HP +1
Skills: Refuge Form lv 3 (not a skill, a formation)

Name: Lee
Requirements: Win hide and seek from her and her friends.
Location: In Wyndia, where they also were as kids.
Stats: Intelligence +1
Skills: Magic Form lv 3 (not a skill, a formation)

Name: Bais
Requirements: Win hide and seek from him and his friends.
Location: In Wyndia, where they also were as kids.
Stats: Power +1
Skills: Chain Form lv 3 (not a skill, a formation)

Name: Lang
Requirements: Win hide and seek from him and his friends.
Location: In Wyndia, where they also were as kids.
Stats: Defense +1
Skills: Cupid's Lyre lv 3 (not a skill, an item)

Name: Hachio
Requirements: Give him a MartianSquid, a Angler, a Swallow Eye, and Beef Jerky.
Location: In Wyndia Castle.
Stats: HP +2, Power +2, Defense +2, AP -2, Agility -2, Intelligence -2
Skills: Mighty Chop* lv 2
Demonbane lv 4

Name: Deis
Requirements: Tell her "I like you this way" when she speaks of her snake form.
Location: In the temple at Mt. Zublo.
Stats: AP +3, Power +1, Agility +1, Intelligence +3, HP -3, Defense -3
Skills: Inferno* lv 2
Blizzard* lv 5
Myollnir* lv 8
Sirocco* lv 11
Celerity lv 15

Name: Ladon
Requirements: Just talk to him with Ryu after beating the elder.
Location: The plate at Dagnier, above the teleporter.
Stats: Power +2, Defense +2, Agility +1, Intelligence +2, HP -6, AP -6
Skills: Mind's Eye lv 3
Holy Strike lv 5
WardOfLight lv 7
Aura lv 9

---Credits-----

>Fritz Fraundorf of course, for his FAQ which guided me through the game my second and third time through.
>Capcom for making the first RPG which I ever liked better than FF7.
>Jedd (peruru82@hotmail.com) for the tip on the Eldritch gene in the fusion with Nina, and the list of the Gift Shop.
>XPinion (xpinion@yahoo.com) for telling me about the Ebonfire skill, and about getting Bunyan earlier.
>Nightwind (bas292@hotmail.com) for some Masters info.
>DarkStorm (raiu@geocities.com) for a very large amount of info about Dragon Forms. You should check out his incredibly detailed Dragon FAQ, it contains far more info on Dragon Forms than this guide. His FAQ is found at www.gamefaqs.com (just like mine :).
>Brendon Stariha (jimbo@triton.net) for making me think about Durandal.
>Aya Brea (I_love_aya@hotmail.com) for quite a big email with various info.