

Legend of Mana FAQ/Walkthrough

by Shdwwyvrm

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LEGEND OF MANA WALKTHROUGH Version 9.0 6/26/2001

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1. Updates

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- 9.0 - 6/26/2001. Fixed up the file, added the Wimpy Thugling adventure to complete the Cactus Diaries, added Kima to complete the Monster Encyclopedia, and added to the Memorycard Secrets section, plus general revising. It's not as big an update as I wanted, but it is one. ^^;
- 8.0 - 6/29/2000. Fixed up the file, added some adventures, finished Lands, finished Artifacts, some Monsters, added the Legend of Mana adventure, the Shadow-Zero Game, and

Memorycard Secrets sections.

- 7.0 - 6/22/2000. Fixed up the file, and added some adventures, Characters, Lands, Artifacts, Monsters, and completed World History.
- 6.0 - 6/19/2000. Added some adventures, Characters, Lands, Artifacts, Monsters, and World History, completed the Techniques, and added a Secrets section.
- 5.0 - 6/14/2000. Added some more adventures, Characters, Lands, Artifacts, Monsters, Techniques, and Credits.
- 4.0 - 6/13/2000. Added some more adventures, World History, and Techniques. Added a Credits section.
- 3.0 - 6/12/2000. Added some more adventures and Techniques.
- 2.0 - 6/10/2000. Fixed up the guide, added a bunch of things.
- 1.0 - 6/9/2000. Walkthrough release. Yay and lali-ho!

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2. The Beginning

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You start the game and pick a gender for your character. Use the X button to select it.

Next, you can pick your character's starter weapon. Scroll down the list and try to pick one that best fits your personality. They all have little differences between them, but no weapon's really superior to the others, in my opinion. You can always use the others later, and you should try them out at one time or another. Bear in mind that the weapon you're using when you level up, will influence your stats later on.

Now you pick your name. Come on, you have to have a name picked out by now... a real good one! No? Me neither, I'll just use Mike again. >"<

Oh! Press O to go back a section, incase you need to go back and change something you've picked already, wheither it's your starting weapon or whatever.

Now you'll be at the map. I don't know what the signifigance of this is, but I think it's just your personal opinions. Pick a good, non-grey space to start out on. Now, you'll place the mailbox, which will turn into your house. Pick a place that you like. ^^ You'll now be treated to the game's introduction.

You'll wake up at your house, up on the second floor. There's several things you can interact with here:

Bed:

The place to save and switch to 2P Control. Saving is important in any RPG, and this games takes two Memory Blocks. 2P Control won't be needed until you've got other members in your party.

Li'l Cactus:

Your quiet, potted friend. If you talk to him after completing an adventure, and go down the stairs, he'll run over to the leaf on the wall and jot down notes on your adventure. Try to talk to him immediately after each adventure; if you go and complete another before talking to him, he won't write about it!

Green Leaf:

This's the Li'l Catcus's Diary. There's 67 adventures he can write about you here.

Going downstairs, you'll see a chest on the left side of the house. There's 100 Lucre, which's this game's currancy. The door on the right leads to your Study. Press X by the ladder to get a ring menu of your encyclopedias of information. You'll have the 'Characters', 'Lands', 'Artifacts', 'Monsters', and 'Techniques' books now, but you'll find more soon.

Back outside, you'll see a little green person. This's a Sproutling, who will tell you the world's formed by one's imagination. He'll give you the AF (Artifact): Colorblocks, which will let you create the City of Domina. Continuing the tour of your house, if you follow the dirt path south of the house, you'll come to the Backyard Orchard. Not much will be here yet.

Taking the path to the left of Home, you'll find a building. This's where your workshops will be once you accomplish some of the game's missions. There will be one for Golem-Creation, and another for Blacksmithing.

Continuing to the right, you'll reach the Monster Corral, where you'll have baby monsters you catch in the wild. I'll have more information on this in the walkthrough soon.

When you're ready, follow the path south of the Sproutling, and go to the World Map. You'll see the land around you, and a seedling in the upper-right corner. This seedling will eventually flurrish into the Mana Tree. Press the Square Button to access your artifacts, and place the colored blocks where you want them to go. The City of Domina will spring up, which's where you should go next! Put the cursor over it and press the X Button, pressing again when your character is on the city.

The City Map of Domina will show up now. The blue dots are where you can walk to, to see more parts of the city. Walk forward to the first one, which will show you the Center of Domina.

You'll see an onion with a spear talking to a man here, who says he is named Elazul. The onion's named Duelle, and he's an Onion Warrior. If you follow him, you'll reach Teapo's house. Trying to follow Elazul will make you bump into a furry bunny-cat thing, that definitely doesn't look like a cabbit. Wait for him to move and follow Elazul into the Pub.

He'll be talking to a girl here, who is very quiet, and is named Rachel. What you answer here doesn't really matter, but try to be good. Elazul will leave afterwards, and you'll get a "Thank you!" from Rachel if you were nice.

Go back to the house Duelle entered, and you'll meet Teapo, the bouncing teapot. Occasionally, you'll see Mark sitting in a chair here. Talk to him when he is, and he'll give you the Equipment Encyclopedia for free! Buy some armor with your 100 Lucre in the next room, and explore more of Domina.

In the center of town, there's an Abandoned House here, on the left. You won't be able to do anything with it just yet, though. There's also the Mana's Blessing Inn. Miss Yuki is here, as is Mr. Moti, also known as the Turban Guy from the other games in this series. There's some Bird Meat in the upper-left room. There's also a girl selling Materials in the upper-right room. You won't need these just yet, though.

Heading left, you'll reach the Park of Mana Angel. Capella the monkey

juggles here, and his friend Diddle plays music. Continuing further left, you'll reach the Outskirts of Domina, and meet the Pelican mailcarrier. Heading up and left will get you to the Western End, which is currently deserted.

In the upper-right corner of town, you'll meet Inspector Boyd outside the Church. Inside the building itself, you can play the organ for fun, and talk to Rev. Nouvelle, when he pays attention to you at least. He'll answer questions about the town, the people in it, and the rest of the world. Asking 'About this town,' then 'Townsmen,' then 'Others,' then 'Meimei' will get you a Produce Encyclopedia. Freebies're great! Talking to him 'About battles,' then 'About using 2P,' will let you access the Abandoned House in the Center of Domina, by facing the door and pressing the X Button. This is so a friend can play their main character as they cameo in your game!

Go to the Marketplace, where you'll see lots of people. The fortune-teller is here, and you'll want to talk to Jennifer when she's here for a free Items Encyclopedia. If you talk to the bunny-cat, he'll introduce himself as Niccolo. If you tell him you think it's not dangerous outside, he'll try to get you to go with him. This starts one of the first adventures, Niccolo's Business Unusual!

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3. The Adventures
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3A1. Niccolo's Business Unusual (Cactus Diary 1)
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Leave the marketplace, and you'll bump into Elazul on the City Map, whether or not you're with Niccolo. If you don't want to go with him, he'll go to the Pub and wait until you do. You'll want to do this eventually, but it will start a different adventure. Just because you have started an adventure, does not mean you have to complete it before another one can be started. The Diary section in your subscreen will let you know what adventures you've started, and which you have completed. If you change your mind, Elazul will be waiting for you in the Pub.

Head to Teapo's house with Niccolo, and talk to her. Niccolo will try to make her buy a Wheel for 50,000 Lucre, but she'll say no. He says she can have it if she gets the money, but until then, it's yours! You'll get the AF: Wheel. Use this on the World Map to open up the Luon Highway. If you head home, Niccolo will run off, so you might or might not want to do this. This's how you can get rid of any character you have following you around that you might not want.

When you go to the Entrance of Luon Highway, you'll notice a waving flower/tail object. Ignore this for the moment, and talk to Duelle, who will fill you in on the combat system. Make sure your armor and weapon're equipped, and equip a Special Technique as well, and head right.

The enemies don't seem to change from screen to screen. Get used to that, and build up your fighting skills. The first screen, Main Highway, has one Rabite, and two Stinger Bugs. After them will be two more Rabites. Next, you'll fight a Lullabud, a Rabite, and a Stinger Bug. Continue right to the next screen.

At the Fork, you'll see a Gold Sprite Statue. This works as a save

point. You'll also see a cute catgirl, named Daena, who lives in the city of Gato. If Niccolo's with you, he'll try to flirt, and get turned down harshly. She's curious if you came to see one of the Wisdoms who lives in this area. There's also a chest with an Ear of Wheat in it. Take the lower-right path first.

Going along this route, known as <Character's Name> Canyon Side, you'll first encounter three Lullabuds. Next is a Denden, and two Stinger Bugs. You'll leave the screen to the right.

At this fork, you'll see a purple-pink colored creature in the lower left. This is Boink, and if you talk to him, you'll warp back to the entrance. Don't do this yet, but head to the right and continue that way.

Continuing along <Character's Name> Canyon Side, two Rabites and a Spiny Cone will try to stop you. Spiny Cones occasionally drop Wind Caps. Get past them, and the Chocobo and Rabite that follow them. Don't forget the chest with the Odd Meat in it, and go to the next screen.

You'll reach Gaeus the Earth here, who is one of the Wisdoms. Walk forward, and come closer when you're given the option. Talk to him 'About this world,' and he will mention an ancient tree by your house. Ask him 'About the Wisdoms', and he'll mention a little about his creation, and that one day you will be a Hero. Head back to Boink, and warp back to the start of the Highway. Save if need be, but head back to the fork where Daena was, and take the upper path.

The Great Rift Side is next. You'll first run into a Chobin Hood, a Lullabud, and a Stinger Bug. After them will be two Lullabuds, and a Stinger Bug. The next screen will have a Lullabud and two Spiny Cones.

The next area, Lorant Tableland, has a music-change, which means something's up. Go over to the two Chobin Hoods that are standing there. They demand your cash. Even if you give it, it won't be enough, and they'll ask for their Master to come and beat you up. This makes the Mantis Ant attack!

The huge lifebar at the bottom of the screen is the Ant's. The yellow part needs to be brought down to nothing, before the red part will go away. Eventually, your HP and other enemies will go this high as well, but this is your first encounter with it unless you really built up your levels. He'll spin his claws around to hurt you, but this's easy to dodge. He'll spit out a small cloud of gunk, or try a normal slice. When he starts flashing, move up or down: after his claw spins, he'll shoot out a forcewave along the ground. He can also push you back if you're too close. Wail away at him with your weapon, using your Special Techniques as they fill. Don't be afraid to go to the side of the screen and hide, waiting for your HP to refill. If stars are going up over the boss's head, wail away at him as fast as you can, as he's dizzy and can't move. This's a great time to hit him with a damaging attack!

When you win, he'll collapse and explode, leaving behind a chest with some big Experience Crystals and Lucre. Niccolo will congratulate you, and sell you a Greenball Bun, a Tako Bug, and an IronPot for 300 Lucre. If you don't have the money, he'll give them to you for free. He'll also give you the AF: Flame, and the AF: Medallion, if you don't have them. The IronPot is actually a helmet. This adventure's successfully at an end.

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3B1. Tiny Sorcerers (Cactus Diary 2)
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Known Requirements: Complete "Niccolo's Business Unusual" or "The Lost Princess."

Leaving your house, the Pelican will stop you, and say that someone is raising dangerous pumpkins in Western Domina, to take over! As the local heroic person, it's your duty to go there. Head to Domina, going to the Outskirts of Domina. It'll be a lot different when you get there! Two kids, Bud and Lisa, will be in a pumpkin patch. Bud seems to be developing into a good evil mastermind, but Lisa just wants to use something other than pumpkins. Seeing you, they'll start to attack!

You'll have to fight them both at the same time, in a small area thanks to the pumpkins on the screen. Bud seems the more dangerous of the two, as he'll frequently fire off spells. Dodge them when you see the glowing areas, or just hit him to disrupt it. Occasionally, they'll make a pumpkin appear, which will explode and hurt you. Beat them both up, and you'll win!

Bud and Lisa will appoligize, and ask if they can be your apprentices. Say yes, and they'll move into your house with you. This completes this adventure.

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3C1. The Wisdom of Gaeus (Cactus Diary 3)
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Known Requirements: Talk to Gaeus on the Luon Highway.

In Domina, in the Mana's Blessing Pub, Daena will be in the lower-right room. She will ask you about the Mana Tree, you can answer either way. She'll ask what you think happens to souls when people die. Answer 'It lives forever,' and she'll agree. She says she wants to meet Gaeus, saying you'll go with her will start this adventure.

Make your way through the Luon Highway to Gaeus. Talk to him with Daena in tow, and she will ask him what to do about her friend, dying from a curse by a demon. The Wisdom's advice is to "Do what your friend wants you to do," which Daena reveals is nothing. He says that people have the power to change themselves, which's the lesson Daena's friend is trying to tell her. She thanks him, and you're put back down on the ground. Continue to the previous screen.

Daena will thank you, and give you a ForbiddenRing, which can be equipped as armor. It's also good to share Experience with your pets and NPCs! She'll then run off, ending this adventure.

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3D1. Where's Putty? (Cactus Diary 4)
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Known Requirements: Complete "Watts Drops the Hammer."

Enter the Ulkan Mines, and take the Dudbear Express to the Diggers' Hideout. A group of Pirate Penguins will be here, and they've taken Putty! Roger will appear, and put two and two together. That will make this event trigger.

Now, the Pirate Penguins would take any plunder or kidnappees to their main base, right? That'd be the SS Buccaneer. Retrace your steps out of

the dungeon and head to the ship. Take the stairs down from the Deckhouse, to get to the Main Deck. Take the left door, and go do the Hatchway stairs to the Lower Deck. Go south here on the right to get a small treasure-trove, with Fish Meat, Ether, a Messy Scroll, and another piece of Fish Meat. Go back and take the left-hand down to find more stairs going down, guarded by two Sahagins. You'll reach the Bulkhead here.

Talk to the moving barrel. It's Putty! He'll go charging off though, the moment you find him. Head back upstairs, to Cap'n Tusk's room, and tell him you dislike his boat to be let off. Head to Polpota Harbor next, and go past the Waterfront Mall to get to the next area. There's Putty! Roger and the Dudbears will appear if you talk to Putty, where there'll be some weird hugging and posing, before this adventure's at an end.

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3E1. The Lost Princess (Cactus Diary 5)
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Either having let him join you on the Domina City Map, or at the Pub, go back with Elazul and talk Rachel. She will give you the AF: Jade Egg. Elazul will say it smells like Pearl. After giving him a weird look, continue out of Domina and use your Jade Egg to open up the next area, the Mekiv Caverns.

When you arrive at the Caverns, this adventure will officially start. Duelle will be here incase you came here before the Luon Highway, or incase you're rusty in your combat skills.

There's several paths to go here. The shortest is the lower-right, but the way to make sure you beat up on all the enemies and get all the treasure is to take the upper-right passage. Follow this to the Ground Level, and beat up the three Bloodsuckers who will swoop down. Get the Lizard Meat here, and go right.

You'll see a hopping Sproutling here, and a Boink, to take you back to the enterance. Don't for now, though, and continue to the right, to another nameless room. Take out the two Bloodsuckers and the Pincher Crab. After them will be a Blood Sucker, a Pincher Crab, and a Poto. Continue right.

The next area's called Underground Level 2. There will be another Boink here, as well as a Blank Eye in a chest. Continue to the left, where you'll be in a room that forks, passages going to the upper-left and the lower-left. If you take the upper-left, you'll meet two Bloodsuckers and a Poto, followed by a Bloodsucker and two Mushbooms. You'd then go left and be back by the enterance. Go here if need be, and head back to take the lower-left path when you're ready.

You'll be in the Underground Level 3. Beat up the two Mushbooms and the Pincher Crab. Take the stairs going down, to be in a nameless room with a chest. Grab the Moth Wing, and head left. If you came here before the Luon Highway, you'll meet a girl who talks with Elazul about stones and cores, and you'll rush to the next area to rescue Pearl. Either way, be ready for the boss!

Du'Inke will be your next challenge. It's a very large creature, with a big hammer. It can kick things smaller than itself, like you, away from it for no damage, and breathe out bad breath when it's flashing, turning those it hits into snowmen for continuous damage. Du'Inke can toss its hammer up in the air, making stalactites fall down, and it can also



pound the ground with its hammer for an area-effect attack. Wail away on this boss, running around behind it when you see Du'Inke flash. You'll be safe back here, and ready to hit it with more attacks and Special Techniques. When you win, parts of the ceiling will crush Du'Inke, as you scoop up your experience crystals and coins.

You'll find Pearl after the fight. You'll hear another little reference to cores, and you'll discover Pearl's ability to wander aimlessly while thinking. Pearl and Elazul will leave, but not before Pearl sneaks back and blushes. This happens if your main character is a girl, too... You do get more than a blush, you get the AF: Stone Eye, and possibly the AF: Firefly Lamp. This adventure is successfully completed now.

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3F1. Diddle's Letter (Cactus Diary 6)

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Known Requirements: Complete "Tiny Sorcerers."

Go to Domina, and go into the Park of Mana Angel. Talk to Diddle, the monkey playing the instruments. He'll finally speak, and wander off. Capella refuses to follow him, so head to the Outskirts of Domina. You won't see either Diddle or the Pelican here. Retreat back to the park, where Capella will stop you. He wanders off to ask if anyone's seen him.

In the Center of Domina, talk to the Sproutling to learn that it saw a bird carrying something off, and to ask the bird to find out what it is. The closest bird around this part of town is Miss Yuki, the canary/chocobo in the Inn. Go there, to see her chew out Capella about calling her the kidnapper. After some pecking, she says that she saw Diddle buy a stamp. "Perhaps the Pelican has taken your friend!" she says, and Capella goes off to buy a stamp.

You'll find Capella in the Outskirts of Domina. Talk to him, and he'll suspect that maybe Diddle put a stamp on his head and got mailed. As silly as this sounds, he tries it and the Pelican tries to abduct him! He'll escape, saying he's not mail, and get carried off. This officially opens this adventure.

Leave and come back, and you'll see the Pelican. She'll say that the letter was a mistake, and that she left Capella on the highway! Head there right away.

Upon reaching the Luon Highway, use Boink to warp to his tail. You'll see a letter laying on the ground, go over to it and try to pick it up. Capella will catch up to you, saying that it's Diddle's letter. Capella will read it no matter what you say, as this's your only clue. The letter is to Diddle's parents, saying that he's considering leaving Capella's act. Follow Capella south, which was blocked before by Boink's body. You'll be on the Side Road. Two Chobin Hoods will try to stop you, but just dispatch them.

The Entrance to the Caves will be next. You'll see Diddle here, by himself. Diddle will run up now, even though we somehow passed him. Diddle will tell how the Pelican mailed him by accident, but Capella will lie about reading his letter. I always rat on Capella, and Diddle goes running off into the Cave, Capella in pursuit.

Enter the Caves of the Chobin Hoods, and head to the upper-left. Kill the Chobin Hood and the two Spiny Cones that try to stop you, and get the Blackened Bat and the Needle out of the chests here. Retrace your

steps and take the lower-left path. Kill the Chobin Hood and the two Dendens, then get the treasure chests for an Angry Eye and a Poison Fang. Follow the path to the left and go down the stairs. Capella will be here, and say that there's a monster in the next room. Make sure you're ready, and run in there!

There'll be a chest of Grave Dirt on this screen, grab it and get ready for the monster to the left, the Giga Rex. It can claw at you with strong arms, and flip you around, before clawing at you in a whirl. A hit-and-dodge strategy will help here, letting you get in some hits while moving up or down to dodge the Giga Rex's. Distance-attacks will work well too. Before you know it, you'll be cashing in on coins and experience.

You'll be back on the next screen, Capella will ask where Diddle is. He'll come walking up behind him. How can they hide so well as we pass them? The two make up, friends again and still, and leaving us with another weird tale to tell Li'l Cactus, as well as some Gator Skin that Diddle gives us.

This adventure is now over.

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3G1. Two Torches (Cactus Diary 7)

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Known Requirements: Complete "The Murmering Forest" and "The Flame of Hope."

Return to the Village of Gato, and you'll see Escad head to the Temple of Healing. Follow him! If you go to the blocked Dreamweaver room, Daena should mention Escad, who she says finally returned. You'll be allowed in, officially starting the adventure.

Escad will be talking to Matilda, who will be talking about what happened since the ten years Escad's been in the Underworld. When you enter, he says a demon is trying to kill Matilda. Daena will ask him to go when she walks in, but Escad says that since the Wisdom Olbohn taught him swordwork, that the Wisdom wants this demon dead. He'll leave when Matilda only seems to care that Escad and the demon, once Irwin, are both alive.

Daena will explain about Irwin if you ask, and how Escad is the one who started this. When you leave, you'll see a fallen Nun, and another walk by without caring. Run back into the room, and you'll see Daena knocked out, and a person trying to kidnap Matilda! They'll teleport away in Boink-like fashion. Help Daena up, and she'll go with you to seal up the Temple and rescue her!

Run outside, and you'll see Escad is on the other side of the little land-bridge, leaving the kidnapper trapped. They teleport off, but Daena thinks that with the holy magic in the area, they couldn't go far. Follow Escad to the City Map, and head to the dungeon area of the town. Escad says the area's been searched, and nothing's there. Daena mentions a sealed Mediation Room, but Escad goes off on his own. Take up Daena's offer to take you there, but don't go to the right yet! Head back left. On the next screen, get the chest of Holy Water on the right. Go left, and fight the two Specters. Go to the next screen, and fight two Shadow Zeros and a Slime. Take the upper-left exit to be out on a cliff, a chest with a Vampire Fang to the right. Retrace your steps, and now take the right path.

The Kidnapper says this was a trap for you. Two good Nuns will get Matilda and bring her to safety, while the kidnapper thinks this's just until she kills you. Your battle will be with the ghost-like Spriggan! Watch out for the paralyzing licks Spriggan can do, and when it inhales and then exhales, it'll make a Skeleton appear. Spriggan can also go bowling, making a large ball roll across the screen! It can extend its limbs for a jab, or flash and stab just once for some damage. Even the carpet underneath you is a weapon, as Spriggan will flash, then make a big wave of it travel straight towards you, like in a cartoon, which sometimes can also put you to sleep. It can even copy your Evade Ability! Don't try anything very fancy, just wail away on the boss, trying to have a weapon that will reach the floating Boss. STs that hit anything on the screen will be good too, because Spriggan likes to dodge just after you're charged up on STs you need to be close with. Also, you can dodge the carpet and the bowling ball by walking up to the top of the screen, against the wall and off the carpet. Both attacks'll miss!

You'll be back in Matilda's room now. She'll explain that Irwin was only trying to help her be free of the rules and such she has to toil under, though Escad will run off to make sure that Irwin can't abuse his new powers. You'll get some metal, and this mission will be completed.

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3H1. Huntin' Du'Cate (Cactus Diary 8)
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Known Requirements: Place the AF: Medallion on the world map.

As you enter the Jungle, you'll see three people talking. Sotherbee is telling Skippie and Hamson that if they go and get a Du'Cate tail, then he'll reduce the fine they need to pay. They'll run off into the Jungle, officially starting the adventure.

Head to the right and up, and you'll hear Sotherbee exclaim something. Run back to the previous screen, and you'll see him chasing a 'wiwipea' around. Talk to it or Sotherbee, and it'll run offscreen. Run after it, to see the Lilipea standing there. Chat to it and it'll start walking. It'll go up a screen, which's the right way to go. Don't follow it yet though, and go down instead. You'll meet two Tomato Men, they can drop the Caduceus or Gambantein staves after a fight. Go right, to the Courtyard of Rain. Get the chest with Moss, and head back to the left, taking the upper path.

You'll bump into three Zombines, beat them and go left. There's a chest with Rotten Meat, and a Faerie. Go up, and run to the left on the next screen to get some Animal Meat. Go left to the next screen, then down. Head down the first path you come to, and you'll see Skippie come running from the left, and see a chest with a Blank Eye. Run to the left, through the green bushes, and you'll be in Greenwood Gardens. Beat up the two Cockatrices and the Spiny Cone. A weird bouncy penguin will appear! Talk to it, and you'll be enspelled against getting lost. You'll also get a Sharp Claw in a chest.

Head right two screens, and go to the upper-right path. You'll be back by the two Faeries at the area's entrance. Go to the right, and right again. You'll bump into Hamson, who will take a newly-opened path to the upper-right. Be sure to follow him, talking to him when you see him again. Follow him up, rather than going to the right, and you'll bump into Skippie and a Gold Sprite Statue. Skippie says that there's a different kind of monster on the screen to the north, while Hamson heads

to the lower left. Talk to Skippie about the Faerie territory, and she'll go zooming off. Rosiotti's Throne is the name of the next area. Grab the treasure chest here for some Acid, and chat with Roane the penguin. Roane says Selkie is missing, and was last seen at the Courtyard of Rain. You're asked to come back after you catch the Du'Cate, which is a rather obvious hint to me. The Wisdom Rosiotti will suggest teamwork to catch the Du'Cate, as well. Head back a screen, and wander into the Faerie territory in the lower left.

After some mystic words, you're teleported back to the Enterance of the Jungle. Go to the upper-right, and you'll see Skippie! Talk to him and agree to work with him. He'll run off, and you should follow him up a screen. In the next area, talk to Hamson and agree to work together. Follow him left, then to the upper right in the next screen. Run to the right, and on the following screen chat with Skippie, following him to the upper-right as well. He's ready to race after the Du'Cate, and Hamson runs after. You should too, and exit the screen to the right, in Du'Cate Territory.

You'll bump into a Tomato Man and two Zombines here, before reaching a screen with Poison Powder in a treasure chest. Two Cockatrices and a Tomato Man will be barring your way further to the right, while on the next screen, it's a Marlboro and two Spiny Cones. Right beyond them is a Tyrranos. On the next screen, called the Spring of the Beasts, is the boss, the Du'Cate!

The Du'Cate spends most of its time on the tree-branches above you, swinging back and forth. You should try to dodge the fruit that will be plucked and tossed down at you, trying to get in hits while you can. When it flashes, the Du'Cate is getting ready to jump and hit the ground for a small earthquake, which causes tons of fruit to rain down! If the Du'Cate flashes and eats a piece of fruit, however, it will spit the seeds out in a machine gun-blast. When you defeat it, a horde of baby Du'Cates will appear to carry it off. Make sure you pick up your experience crystals for a job well done.

After the fight, Hamson and Skippie decide that they're bad partners, and should never have to do this again. You'll next talk to Sotherbee, who congratulates you and offers you 500 Lucre. I turned him down, and told him to give the money to the other two. I received the AF: Sand Rose for doing that, as well as the AF: Ancient Tablet, if you don't already have it. And with that, your mission will be at an end.

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311. The Murmuring Forest (Cactus Diary 9)
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Known Requirements: Complete "Huntin' Du'Cate."

At the entrance to the Jungle, there is a boy Flowerling offering to teleport you to one of three locations: the Forested Ruins, the Greenwood Gardens, or the Courtyard of Rain. Head to the Courtyard of Rain. You'll be greeted by a Gloomoth and two Zombines. Winning here will cause a happy penguin to bounce in, and enspell you to prevent being lost. Great! ^^ Leave to the south, and fight yourself back towards Rosiotti's Throne, talking to the Faeries on the way about the anti-human group that's rising. Or you can head to the entrance, and teleport back to it with the Forested Ruins option.

When you get there, Selkie will be there. She'll ask if you want the evil spell removed from you. That sounds good, so let's say yes. She'll

ask for a favor, so just go along with it. She wants you to investigate why the Faeries're acting so strangely lately. This'll officially start the adventure!

Head back to the Faerie territory, to the lower-left of the Forested Ruins. A mob of Faeries will have attacked a Nun from Gato! They're looking for someone with many elemental powers to be their new Queen. They've somehow kidnapped the priestess of Gato's Temple! They'll get into a comical discussion about how long humans live, before a man stops them, killing them with a two-handed sword. You'll arrive on the scene, and be promptly ordered to bring her to Rosiotti. The Nun will get up, walking away from the area by herself. You're cautioned not to start any wars, as the man runs off to the left.

Head down, to fight two Gloomoths, then continue right. You're in the Western Section. Get the chest with a Moth Wing. If the Dryad Mana Level for this area is at Level 3, Chitto the Chobin Hood'll be here. Go back left two screens, then go left again. A Gloomoth and two Zombines will be here, fend them off and go to the next screen on the left. Two Marlboros will attack you here, and after them, a Spiny Cone and a Tyrranos.

On the next screen, you'll see some sort of floating creature. It'll tell you to leave, and the game will give you several options. He'll talk about Lord Irwin if you ask what's going on. If you talk to him again, he'll attack! This's a Punkmaster, and has a boss-sized life meter. He can whirl around in a cyclone-like attack, and likes to use Jinn spells. The Punkmaster can also fire off some sonic-like mouth attack, but you have probably seen other normal enemies do this before.

After the fight, you'll be at Rosiotti's Throne, talking to Selkie. She'll explain it all to Rosiotti, who happens to be asleep. They all decide to just leave things as they are, and that things will work out, hopefully for the best. This wraps up this mission.

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3J1. The Gorgon Eye (Cactus Diary 10)
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Known Requirements: Complete "The Lost Princess."

Going to Lake Kilma, you'll meet Cap'n Tusk, a walrus with some Pirate Penguins. They'll mention that the scouts haven't returned, and they'll run off to the left. Take the upper path first, to fight a Shrieknip and two Stinger Bugs, and to get a Moth Wing from the chest. Go back and follow those penguins!

Fight off the Tezla and the two Tonpoles in the Southern Woods, the next area. A Tezla, Tonpole, and Shrieknip follow. The next screen shows three petrified Pirate Penguins. Are these the scouts that didn't return? You're on the right trail at least. A chest on the left has some Fish Meat. And, if your Undine Mana Level is at 3, then you can get Captain Dayang the Mad Mallard to join you! The screen to the left, the Southern Shore, just has a Teedie and two Tonpoles, and ends in a dead-end. Go back to the right, and take the upper-right path.

This Southern Shore has three Spiny Cones that pop out to attack. Beat them up and you'll continue onto the next screen, where a petrified Pirate Penguin can be seen by a chest, with a Healing Claw in it. A turtle talks to you, who's stuck on his back. He says he's just a turtle, but turtles normally don't talk. He'll ask you to stand there,

and he'll spin and get himself back on his flippers. He says the pirates accidentally knocked him over on the way to find treasure. He'll then suddenly ask if you can see the Faeries around you. He hasn't been knocked loony by being on his head so long, as he demonstrates by spelling you. Faeries're suddenly everywhere!

The Faeries talk about their Master of the lake, and how he can petrify things, much like a Faerie can with the Stone Eye. They think they'll die if the Master's killed, and they say they have no treasure. The upper-right path does have a Sleepy Eye, though, if you beat up the Chobin Hood and the two Spiny Cones guarding it. You can also get Beast Eggs here sometimes.

In the Woods is on the lower-right path, where a Spiny Cone, Stinger Bug, and a Tonpole will jump out at you. After them will be another Spiny Cone and two more Tonpoles. On the next screen, you'll have caught up to Cap'n Tusk and his pirates. Cap'n Tusk suggests a retreat, while they debate the difference between being "petrified" and "stoned," and how a Cap'n should be more rough and vocal with a crew. They'll head off next, letting you save at the Gold Sprite Statue.

Take the lower-right path, to meet some human-hating Faeries here, and a chest with a Hairball in it. The lower-left leads to a Gray Ox and a Stinger Bug. Further to the left on the next screen, three golden-colored Faeries can be seen before they disappear. Head back to the screen with the other Faeries, taking the path to the right. A Chobin Hood, Shrieknip, and a Stinger Bug will be here. Continuing right, you'll come to a screen with more statues and penguins. Go to the upper-left, and get the White Feather in the Eastern Shore area. Two Beholders will be to the left, and two Shrieknips and a Teedie after them. Going left again will get you back to the Gold Sprite Statue.

Head to the right when you get back to the last Faerie-area you were at. This next screen has more petrified statues, and two chests, with a Poison Powder and an Ear of Wheat. Head to the upper-left, thrashing the Gray Ox in your way, and you'll reach the Cliff Overlooking the Lake. The Pirate Penguins will jump in, as a Faerie says that Cap'n Tusk must be sacrificed too. He'll blaim his crew, before getting blasted and falling off the cliff. The turtle will appear, and the Faerie will fly off. The turtle tells you that you can't get back up if you jump down, a subtle hint of an upcoming boss-fight. Jump down when you're ready. The turtle will follow you too, hopefully not landing on you. ^^;

You'll spot Cap'n Tusk the statue here, with lots of his penguins around him. The turtle says that the Faeries won't die if the Master of the lake dies, and that there really is no treasure here, either. She decides the turtles will be good bait, to lure the Master out so you can beat it. She shows just how large the Master is, and after pushing Cap'n Tusk in the lake, the penguins 'agree' to be the bait. Now it's your turn.

Gorgon's Eye is the name of this boss. He floats around, pushing you and stabbing you with his spikes. He can shoot those annoying, ST Meter-reducing stars, and he can blink his eye to not get hurt. He can also vanish, moving around to another location before becoming visible. He has a large flash-assisted laser beam, that will throw you across the screen and stone you for some continuous damage, as well as a ripple of circular beams it can fire at the ground. In another move, the creature will act like a huge bristling pin cushion. Stay back a safe distance and pepper it with projectiles and Special Techniques, or run up and

slice away. When it's readying its laser beam, try to hide below it or behind it if possible. You'll be done with him before you know it.

After the fight, the penguins will try to make a ladder up the cliff, so everyone can safely get out of here, but it doesn't work so successfully. You'll get the AF: Firefly Lamp, or some metal, and this mission will be completed.

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3K1. In Search of Faeries (Cactus Diary 11)
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Known Requirements: Complete "Two Torches."

Return to Gato after completing Two Torches, and go to the Dreamweaving Room to talk to Matilda. Daena's gone to talk to Escad, so agree to go and find her. This'll cue the adventure's start. As the name hints at, Daena must be with some Faeries, as Irwin has a connection with them, and Escad has a connection with Irwin. Head through this level, until you reach the Wisdom, Tote, by the Cliff Overlooking the Lake. He'll talk to you about Faeries, and how you might end up in their land if you jump into a circle of them. Tote'll mention a girl just asked about that. Was it Daena?

Heading down, you find out it is. She talks about how she's trying to figure out what Irwin really wants. She'll go running off, and it's up to us to find her again. Head to the lower-left, then go past the Faeries and go left again. Beat up the two Beholders, and go left to be at the Gold Sprite Statue. Take the lower-right path, to see Daena and Irwin! She'll attack him after some insults, and be knocked back. They'll run off, and you should follow them to the lower-left. Beat the Gray Ox and the Stinger Bug, and go left again.

The Gold Faeries you may have previously spotted in this level will be here, and Daena too. She charges into the Faerie Circle, to get teleported to the other world, and a beast will attack! It's the Boreal Hound, and it's rather speedy. It can dash at you, or swipe with its claws. When it flashes, be careful of the electrical breath attack it'll try! It can flash and fly up in the air, raining projectiles down on you. It can also flash and fly around the screen in three quick rushes! This boss likes to flash, so try to stay dodging and healed up, and take it out as soon as possible.

Afterwards, you'll be back in Gato's Dreamweaving Room. Tell her about where Daena went, and she'll thank you for your help. After you go, Selva will appear to talk to Matilda, to ask her to become a Wisdom. You'll be mentioned as one of the people who shall usher in the new era of the world, as this adventure ends.

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3L1. Teatime of Danger (Cactus Diary 12)
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Known Requirements: Place the AF: Ancient Tablet on the world map.

Head to the Mindas Ruins to start this adventure. Duelle will be here, and he'll say Teapo went in to get tea leaves. There's also a chest here with a Virgin's Sigh in it. Continue to the next screen, beating up the two Lullabuds here. Two Eye Spys and a Lullabud will follow. Follow the path up, and talk to the girl Flowerling here to get an explanation about the gates you'll soon encounter. Head to the left first, to reach the Tower of Winds, and a Gold Sprite Statue. Continuing left will lead

you to a boy Flowerling, who talks of psychokinesis. Go left first, getting the Sharp Claw and Morph Meat from chests, before going up.

This is one of the several Flowerkeys' Corners in this level. They're females, and talking to the one in the center will cause two more to drop down. Talking to these other ones will make them move a short distance away, horizontally. Think of it as an X: where the Flowerlings are standing, is a closed gate later in this level. When one of them moves, a gate opens, but the space they walk over to will close another gate. This's the key to going through this level. Talk to the one on the upper-right, so it walks to the left, and they'll resemble a > shape.

Go back to the area before the Temple of Winds, and take the upper-right passage for some Blackened Bat in it. The lower-right passage leads to a Marlboro. Continuing along, you'll reach the Eastern Gates, and see Teapo behind a gate. You'll also see another boy Flowerling. Head to the lower left path, heading down to pick up some Knockout Dust. Go into the Flowerkeys' Corner, and talk to the boy Flowerling to make two more fall down. Talk to the one in the upper-left, so that he walks to the right. Ignore the one on the bottom, so that they partially-resemble a < shape. Run back to the Eastern Gates to see that your path is clear to the upper-left.

You'll reach the Megalithic Structure, a big ruin-looking place, with a female Flowerling here. She says she can't feel anything. Ignore her for now, and run over to the next screen. Now you'll be at the Western Gates. Go to the upper-right to battle a Rattler Boa, and get to the next screen. This will take you back to the psychokinesis-Flowerling. Talk to the girls on the next screen, so they are in a \ shape, and head back to the Western Gates.

Take the new lower-left exit, and continue into the area on the left. You'll get a Creepy Eye, and the Flowerling boy will prepare some psychokinesis. This's a good thing! ^^ Leave and go south, following the path right to reach a Chess Knight. You'll be in a Flowerlings' Corner after this. Talk to the Flowerlings, so the boys look like a >.

Run back to the Western Gates, taking the upper-right path back to the female Flowerlings' Corner. Assemble them into a /, and head right, past the Temple of Winds, and back to the Eastern Gates. Get the Vampire Fang from the lower-right path, and follow it. You'll thankfully be in a boy Flowerlings' Corner, so we don't have to hoof it back. / is the shape you want here, so take the path to the upper-left when you get back to the Gates. Run to the Flowerling by the ruins, who will now be able to open the way down, thanks to that psychokinesis earlier. This's our next stop!

Go Inside the Structure, and beat up the Chess Knight. On the next screen there will be a Succubus, and the screen after, an Ape Mummy. Get the Clear Feather, and proceed to the next room when you're ready. There's Teapo! She recognizes you, and gets upset that Duelle didn't rescue her. She hops off, telling you as an afterthought about the blood-sucking bat that's waiting to eat you. It turns into the vampire, Count Dovula! The Count's had terrible luck so far, drinking the water-filled Teapo, then a 'filthy' human like you, when a dove is the way to go. It's time to beat up a vamp!

Jabs, kicks, and Shade-powered spells seems to be the Count's weapons. He also can stand on the ceiling, and fire off bats that turn into spears of darkness. Cool! The spells can do a variety of damage, and



they seem to fit the creepy setting just perfectly. Your STs fit in here well, too, cutting the Count's life-meter to ribbons. When you win, you'll get the AF: Bottled Spirit, and the AF: Rusty Anchor if you don't already have them.

Back at the entrance, Duelle will tell Teapo he didn't go in, cause adventures're what make life grand. Teapo will gush a bit, and the two'll go home for some tea, as Teapo protests against any other adventures. You still have many to go on, but this one is now over.

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3M1. Star-crossed Lovers (Cactus Diary 13)
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Known Requirements: Complete "Pokiehl: Dream Teller."

Go to Gato to see Daena walk towards the Temple, on the City Map. She's back from the land of Faeries! Follow her to the Dreamweaving room, and this event will start. Daena mentions the Mindas Ruins, and the land of Faeries having a different rate of time. Daena still thinks Irwin can give Matilda back her powers, and that Matilda can stop him.

Escad bursts in, sword drawn, saying Daena is on Irwin's side. He'll attack Daena, and leave her just wounded, so she can't interfere. Matilda will start casting, and you'll all vanish, minus Escad, from the room. Matilda will appear at the Temple of Winds, as Irwin sneaks off. She'll go after him and try to talk to him.

Meanwhile, you will be at the Mildas Ruins entrance. Two Faeries will teleport you Inside the Structure, where you fought Count Dovula before. Go right and dispatch the Ape Mummy, and then the Succubus on the next screen. You'll have to fight a lone Chess Knight before you can leave and be outside the Megalithic Structure. Go left to the Western Gates, and go to the upper-left. Talk to the girl Flowerling here, and make them resemble a < shape by talking to the one on the lower-left. Go back to the gates and take the lower-left, and talk to Niccolo here. Pay him 500 Lucre for a quick trek to the Tower of Wind. Save at the Gold Sprite Statue if you need to, and go up the Tower steps.

Daena and Escad will both be here, and ready to fight. I decided to join Daena here. Escad fights very much like he did in Pokiehl: Dream Teller, except he can use Moonsault rather than Jump. Defeating Escad earns nothing, but you can run up to the top of the Tower and talk to Matilda. She fesses up to loving Irwin, and says she won't go to the Land of Faeries as it'd impeded his freedom. If Irwin wants to destroy the world, she'll allow it. Matilda will head back to Gato, and Daena ends up following you as an NPC, as this adventure closes.

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3N1. Mine Your Own Business (Cactus Diary 14)
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Known Requirements: Place the AF: Bottled Spirit on the world map.

Head into the Ulkan Mines, for some spelunking fun! The second room on the right will have a chest of Rust for you to take. Head up from here, and you'll reach Watts's workshop! Pokiehl, the storyteller and Wisdom will be here, and will say that Watts is underground, mining away. This will officially start the adventure.

Leave the workshop and head right. Kill the Molebear, and go to the next screen and down the stairs. Duelle will mention that Watts does this a

bit too often. Head left in the next area, and fight the three Molebears that appear. If you take the upper-left path, you'll be in an Abandoned Room, which's very dark. There's nothing to do here yet, so go back down and take the wooden bridge, heading further down the stairs until you get to a room with a Gold Sprite Statue.

Save if you want to, then head right first. Take the upper-right path, and kill the Narcissos here. Need to get that Monster Encyclopedia full! You can also find Spiral and Gigas Claws here if you beat it up enough times. Go back to the previous screen, and take the lower-right path this time, and down more stairs. You'll end up in a room with three doors, that close behind you. Beat the Springball to proceed, and go up. Beat the two Specters, and go up again to land in the Diggers' Hideout. There's not much to do here yet, though you can read some poetry on the table, and meet Roger. Go back to the closing-door area, and head right. The next room has a chest of Bug Meat in it, and a Faerie talking about "the light is within the darkness." Go up and to the right into another area, and get the Little Eye, Sulpher, and Moss inside it. Head back to the Gold Sprite Statue.

Head left, and go in the first northern room. It's empty, but at least it's lit. Go back out, and take the lower-left path. Head down the stairs, fighting a Hoppin' Tick and two Slimes. It's a dead-end though, so head back upstairs and take the upper-left path. Fight the three Slimes, then the two Hoppin' Ticks and the Specter that follows. The next room will have a Dudbear, and paths going to the upper-left and lower-left. The lower-left one is blocked off, though. Go up to the upper-left, up the stairs and across the bridge. Two Hoppin' Ticks will attack, and a Slime with them. Two Molebears follow. Head down the stairs, and into the next area for a music-change. Something's gonna happen!

A big evil meanie-type Boss is hanging from the wall. Walk over to the left, and you'll see Watts. Keep talking to him, and he'll mention that this place is dangerous. Labanne attacks on cue. You need to hit its flowery hands, to drop them onto the ground, then kill them. This won't kill the boss, just hurt it, so you'll have to keep repeating this. Gnome and Aura spells will be used against you, and the blue hand can spit out a small circle of pollen. The red hand likes to make electricity crackle around it in a small radius as well, and killing itself in the process. This will even hurt the boss! Don't worry about the boss's life meter, as much as just killing the blue hand again and again, and knocking down the red one so its electricity will go off. Try to keep your life meter full too, as their attacks might just do more damage than you'd think. Before you know it, the boss will be losing greenish blood in a spray or two, and letting you pick up your experience crystals.

Watts will tell you to go, as a big monster is in the room... he'll eventually leave and you'll be back in his shop, as he manages to remember seeing you in the dungeon. Pokiehl will try to tell you about Watts's many adventures, and realizing that he hasn't had any. You may receive the AF: Moon's Mirror, and this adventure will be completed.

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301. Pokiehl: Dream Teller (Cactus Diary 15)
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Known Requirements: Complete "Mine Your Own Business," and "In Search of Faeries."

Go to the Ulkan Mines, and you'll see Pokiehl. Talk to him and this event will trigger! You'll be in a living flashback, where you see a young Escad. He sees you're not Irwin, and leaves to the right. Follow him! Watts won't be in his shop, but enemies'll still be here, like the Molebear to the right. You'll see Pokiehl down the stairs. Tell him you're in a hurry to be warped ahead to an area with gases appearing from the ground.

You'll see Irwin and Matilda, both children too, up ahead. The gas's hard to breathe for humans. They'll fade and disappear, letting you get the chest of Sulpher. Go to the right to see a Hoppin' Tick, a Molebear, and a Narcissos. The lower-right path is the one you want, with a Narcissos and two Slimes, then two Marlboros. Another Marlboro and two Slimes are after them, then a set of stairs. Head down and you'll see Irwin and Matilda sitting there, talking. The mine entrance collapses, leaving them stuck in here, and Matilda doubting if this's the wisest choice after all. You'll see part of the reason why Irwin is as he is today, as he takes Matilda's elemental spirit, and Irwin appears.

You'll wake up here, an adult Escad facing you. Talk to him when you awaken, and you'll be forced to choose who's side you're on, Escad's or Daena's. I chose that Daena was right, and that I was on her side; she's just trying to help her friend, and Escad's "the ends justifies the means" personality didn't let me agree with him. Escad will then face off with you! I'll try to come back and choose Escad in another game, to see if it significantly changes the plot or adventure.

Escad is equipped with a 2H Sword, so he has the limitations and bonuses one gives. If you're familiar with the weapon, you'll know its reach, plunge attacks and Special Techniques, giving you a vital edge here. When he flashes, he'll try to damage you in a flurry of sword-swipes. Stay out of the black circle on the ground, and you'll be safe. He uses the Abilities Jump and Back Roll, too. He shouldn't be that hard of a battle for you, but do your best! The adventure will end after the fight, with no rewards gained.

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3P1. Diddle Kidnapped!? (Cactus Diary 16)

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Known Requirements: Complete "Catchin' Lilipeas."

For this adventure, once you've completed the Catchin' Lilipeas adventure, head to the Church in Domina. If you go inside, you'll see many Dudbears, and Roger too! They've taken the church over so they have a new above-ground base, and look like they're looking for more labor to go into the White Forest for some reason.

Go to the Park of Mana Angel after this, and Capella and Diddle will be there. Diddle is once again depressed and pondering to end it all. After Diddle explains his feelings, a Dudbear will walk over and kidnap him! This adventure will officially start, as well.

For once, Capella will actually look for Diddle from the start. You'll want to look too, so head towards the White Forest. You'll see a Dudbear walking around near the entrance. Whenever you see a Dudbear, run up and hit them, to knock them out. If you don't, they'll take you back to another, nearby screen! Go to the lower-left, and beat the three Needlebeaks you find there.

On the next screen, quickly bop the two Dudbears, then go to the upper-

left, and fight two Needlebeaks and a Rattler Boa, then two Dendens. There'll be four Dudbears to bop in this area, then go to the upper-left. Roger and his Dudbears will be here, with Diddle! They rush off, and Capella catches up. Diddle's happy helping here, which Capella thinks is wrong. The Dudbears come back now, mentioning a monster! Everyone leaves, except you. Did you think they would've slain it?

You need to fight the Chimera Lord here. It fights a lot like a normal Chimera, using eye beams and lots of spells. It'll also belly-bounce you, which will stop you for a few seconds. If you give it a rapid-fire assault, then you won't have to worry about its attacks.

Diddle agrees with Capella that hanging out with people that run away isn't cool. He still had fun though! The two friends're back together at least, and this adventure's over.

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3Q1. Heaven's Gate (Cactus Diary 17)
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Known Requirements: Complete "Star-crossed Lovers."

Go to Gato, and the Dreamweaving Room to start this adventure. Irwin will be plotting to revive Lucemia, the Wyrms of Light, to destroy the world. Matilda refuses to stop him still, even as Daena protests. Talk to Daena to have her join if you want, and talk to Matilda to get the AF: Brooch of Love. Use this on the World Map to place Lucemia. You'll need to use the Cancun Bird to get there, but you'll use it automatically if you click on it as a destination.

Crawl over Lucemia's dead wyrm-body, heading left and moving up or down as needed. On the second screen, you'll face three Cockatrices. After them will be a Cockatrice and a Rattler Boa. On the third screen, enter the hole in Lucemia's corpse to reach the Avenue of Deterioration. The area after this will have a chest of Rotten Meat. The path north is a dead end, where you can fight a Chimera Beast and a Sand Scorpion, to get a chest with a Zombie Claw.

Go back and take the right path instead, meeting an Imp and a Narcissos. After them will be another Imp and two Skeletons, followed by a Narcissos and a Skeleton. The next screen has a chest with a Creepy Eye, and a path back outside. Outside here, you'll meet Selva! He'll ask if you can take any more of Irwin's toying. Say 'Of course!' to prevent being brought back to Gato. An Imp and two Rattler Boas attack on the next screen, then a Rattler Boa and a Sahagin. Head inside another hole to reach the Embrace of the Ancients.

The screen to the right has a Rattler Boa and a Seadragon, followed by a Sahagin and a Seadragon. Take the path to the right, and get the chest of Dragon Blood. Go around the corner, and take the path on the left. Two Sand Scorpions are here! Get the Raven Feather they're guarding, before going back and taking the upper route. Fend off the Cockatrice and the Rattler Boa, then the Cockatrice and two Skeletons past them. Take the exit from this area if you want to, fighting a Rattler Boa and two Seadragons, but it leads to a dead end. Go inside and head towards the left.

Thrash the Imp and Narcissos here, and get the Ghost's Howl from the chest before going outside. You'll see Selva again, be sure to say 'Of course!' or you'll have to repeat things up to here. The lower-right path here only leads to a Sahagin and a Seadragon, so take the upper-

right path instead. Beat up the Cockatrice and the Skeleton, then the Cockatrice and two Imps. The next screen also has a Cockatrice and two Imps to kill, and a hole to walk in, to reach Decayed Dignity. Get the chest with the Messy Scroll in it, then head up. A Seadragon and a Skeleton will try to stop you, but they're not a serious threat.

The area on the left will now have three Cockatrices attacking you. Defeat them, and go left again to claim the Giant's Horn from the chest. Go up and outside, beating an Imp and a Narcissos. Up ahead, two Chimera Beasts will attack you, but they're too few, and too late to slow you down for long. Leaving Sorrow Behind is the next area, and the music-change should hint that you've reached your destination, finally! You'll spot Irwin ahead, be sure you're equipped and talk to him. He'll reappear in a swirl of flames as a huge demon! Will Irwin be successful? Will the world be destroyed? Will there be no more sequels in this series? Of course not, so get ready to fight!

Irwin can hop around and lunge at you with one of his clawed hands. When he flashes and pounds the ground with his hands, use an evasive technique to get out of the way of the explosions and lightning that shoots up around him. When he flashes black, and has energy crackling around him while a smaller image of himself appears, he'll jump up in the air, appearing in the background as he fires little exploding purple-tailed comets at you. He can also flash, jab the ground to have rocks fly up in a firey explosion. Another flash-move Irwin has, is to make a hole in reality, that he can thrust his clawed hand through to get you. This would be bad, so constantly keep dodging. When you win, Irwin will be destroyed in a colorful disintergration. You'll get no experience or Lucre for the battle, but it sure was a fun one! ^^v

The Cancun Bird will rescue you, as Lucemia falls and breaks apart on the ground. A Nun will run over, to tell Daena about Matilda's sudden death at the same time Irwin died. There'll be a scene showing the Faeries talking about war being wrong, and how the humans maybe shouldn't be destroyed. The next scene shows Olbohn in his office, telling the Shadoles to let the two restless spirits wander, as Matilda appears. She agrees to be a Wisdom, and regains her past youth. The next scene shows Irwin and Matilda, talking about how real power comes from the world around them, and you don't have to be a demon or a priestess to do great things. Irwin manages to confess he does love Matilda, at least as much as he can admit, and he vanishes. Selva appears to talk to Matilda, as this adventure ends.

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3R1. Daddy's Broom (Cactus Diary 18)
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Known Requirements: Complete "The Infernal Doll."

Leave your Home, and come back to talk to Lisa. She'll mention her broom, and how it's gone. This'll officially start the adventure. Li'll Cactus will walk back in the house! Talking to him, he'll say he threw the broom away at the Junkyard. Running back downstairs, Bud says Lisa ran off to the Junkyard! Take him with you if you want, and head there next.

The Flowerling here can warp you to Professor Bomb's Laboratory if you want, and the Jack-In-The-Box at the entrance can be a one-time warp to Louie's Room. If the Gnome Mana Level is 3 here, then just have the Flowerling warp you to Professor Bomb's Laboratory, then run back to find Fernando the Narcissos! But we need to walk the old Jack-In-The-

Box, Teddy Bear, Doll, Jack-In-The-Box, Rocking Horse route that we did to complete The Infernal Doll. Lisa and her Broom're right in the same room, as a matter of fact. Lisa's broom's broken, but you'll be on the scene to save them from the diminutive Gremlin that appears. Treat it as an extra-strong Imp, and you won't have any trouble. He can spit bubbles and shrink you on occasion, but it's still nothing to worry about.

You'll be back at the Home. The broom's still broken, but Bud fixes it with some well-placed tape, ending this adventure.

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3S1. The Infernal Doll (Cactus Diary 19)
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Known Requirements: Place the AF: Broken Doll on the world map.

Enter the Junkyard you get from using the AF: Broken Doll. A floating doll will appear, as others talk to it briefly about old wars and how 'they' are awake. The doll scolds them, calling you an artificer and swearing revenge before zooming off, starting this adventure officially.

This level can be a nightmare, as the paths will seem to change from time to time in subtle ways: a dead end won't be anymore, but it very well might be later. It all depends who you talk to and what paths you take.

Talk to the Jack-In-The-Box, and he'll tell you to follow this path: Jack-In-The-Box, Teddy Bear, Doll, Jack-In-The-Box, Rocking Horse. Take the upper-right path, getting the chest with a Little Eye in it. Head down the Doll path first, beating up the Basilisk and the two Imps here. Continue right, getting the Bug meat, and head to the right to take out an Imp, a Punkster, and a Shadow Zero. Head back to the entrance, talking to the Jack-In-The-Box, and taking the upper-right path. Take the lower-right path, where the Teddy Bear is. Get the Magical Meat from the chest, and take the upper-right path, by the doll. The Pathway of Garbage is next, fight an Imp and two Lizardons, and continue to the Acropolis of Trash.

Get the chest with the Wicked Eye in it, and go to the upper-left past the Jack-In-The-Box. If you talk to it, don't back away or it'll teleport you back to the entrance. It goes through lots of dialogue, changing everytime it teleports you off, so come back and forth talking to it if you want to see. Take a right past the Rocking Horse to be at the exit, but we're not done exploring yet. Go back to the Acropolis of Trash and head right for a hidden area. Louie is here, as are chests with a Wad of Wool, Electricity, and a Gold Sprite Statue. Go back left and head down at the Teddy Bear. Fight two Punksters, then two Lizardons and a Punkster. Take the Rocking Horse path, beating up two Cursed Dolls and a Mad Mallard. You'll be back at the entrance now.

Head to the upper-right again. Before the doll path, there should be a new path with a chest on it. Take the Little Eye, and go into this new area. You'll meet Professor Bomb, a curious man who lives in a duck-shaped house. He claims to have made a golem, but it ran away. Talk to him again, and agree to find Pavlov the Golem, and you'll open the adventure "Professor Bomb's Lab."

Follow the Doll path, beating up Basilisk and a Lizardon, going to the next screen and getting the chest with Stinky Breath. Continue right, where the Rocking Horse used to be, and you'll have to beat up a Moldy Goo and a Shadow Zero. Head down to open another passage, and you'll be

back in the Acropolis of Trash again. I appoligize for all the looping around, but I haven't found a precise way through to get all the chests and only have to make one loop. Teleport back to the beginning, go through the Jack-In-The-Box, Teddy Bear, Doll, Jack-In-The-Box, and Rocking Horse paths.

There'll only be one Moldy Goo now, kill it and run all the way to the right. You're at the Heap of Junk, the boss area! One Chess Knight, two Cursed Dolls, and a Polter Box are your foes. You'll get the AF: Tome of Magic, and you'll be in Louie's Room. He tells you the dolls're happy to have lost, and this adventure'll finally be over.

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3T1. Diddle Had It! (Cactus Diary 20)

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Known Requirements: Complete "The Fallen Emperor," and "Diddle's Letter."

Head to Lumina, and to the Mischievous Spirit Tavern. Diddle will walk off on Capella, and the event will open officially. Ignore the non-caring Capella, and leave Lumina. Take off and go on other adventures, level-building or the like, until on the world map, you see four Shadoles head to Lumina. Run back to Capella, and he'll go look for Diddle, finally. Go back to the City Map, to see Diddle get abducted by the Shadoles! Capella will run off after them.

Go to the Underworld, to see Capella catch up to the aducting Shadoles. Diddle's really depressed, he's given up on life, so the Shadoles're only doing their job. They'll take Capella too, and you'll appear on the scene and get sent to the bottom on the Underworld! Pokiehl will be here, and tell you not to talk to the Shadoles on this adventure. Do not agree to go back to the surface, or you'll forfeit this adventure! Head left when you're ready.

Hordes of Shadoles'll be here! Carefully take your time, and manuver around them without touching them. You don't have a time limit, so just creep past if need be. Go up two floors of Shadoles, then head left and fight the Chimera Beast. Further left and up is the way to get to the next screen. Two Dark Stalkers will be your next challenges, followed by two Kid Dragons. Head inside the blue door past them, to be in another Shadole-filled room.

These ones move in a little path, then vanish, as others repeat the path elsewhere. There's a definite pattern to it, which you can watch and learn. The invisible ones are still there, so be careful or you'll be teleported before you know it. I found running while hugging the upper-wall to be the best strategy for me, but it could have just been luck. In the next room, the Shadoles're briefly visible, before vanishing. They won't move, so just remember where they were, and get around them if possible.

The next room has Diddle and Capella! They have a talk about the world and that living in it's good, even if it goes bad sometimes. They'll agree to go back up, but the Shadoles will summon up a monster to try to eat them. It's an Ape Mummy! This one has much more HP than its normal kindred, but otherwise doesn't seem to differ from them. Rip into the Ape Mummy with your chosen weapon, and you'll be collecting experience crystals before you know it.

After your victory, you'll be back in the land of the living with

Capella and Diddle. They seem happy and full of life again, and this mission will now conclude.

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3U1. The Looking-Glass Tower (Cactus Diary 21)
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Known Requirements: Place the AF: Moon's Mirror on the world map.

Head to the Tower of Leires, alone. If you invite Elazul along, then you'll find a Boink in the way. Come alone and you'll bump into Pearl, who is lost in thought. This'll successfully start the adventure. She'll talk about something calling her, in the Tower. Offer to go with her, or she'll take out on her own. She won't be very much help even if you take her along, but it's better than letting her fend for herself.

On the First Floor, you'll want to go to the left. The next room you'll be in will have a Bloodsucker, Dainslaif, and a Mad Mallard. You can get Throatlitter and Orihalcon Knives, and Braveblades (2H Swords) from the Dainslaifs, and Soldier Helms and Destiny Dice from the Mad Mallards. After that will be two more Bloodsuckers, and a Dainslaif. Help yourself to the Aroma Oil in the chest, and go back to the First Floor entrance, continuing right. Three Bloodsuckers will try to suck you dry, but just fend them off and go to the left. Two Dainslaifs are guarding the stairs up here.

On this Second Floor, skip the door to the right for now, and go up instead. Kill the three Bloodsuckers on the left, and then the Bloodsucker, Dainslaif, and Mad Mallard that follow. These back stairs lead up to a room with the Transportation Device. You don't need to take this path, but if you do, you'll get to skip up to the sixth floor right away.

If you want to fight more monsters, go through the door we skipped. Go up to meet two Dainslaifs, then two Bloodsuckers and a Succubus. Up the next set of stairs, you'll reach the Fourth Floor. Take the north path first, for a chest with Electricity, and then go back down and to the right. Two Bloodsuckers and a Dark Stalker will be here. Dark Stalkers can drop a Levatine Sword, which is a pretty decent weapon. After them will be two Chess Knights. Past that will be another set of stairs, going up to the Fifth Floor.

If you head left now, you'll bump into a Gold Sprite Statue. Continuing on, you'll pass the Transportation Device area. This's where you will have ended up if you took that shortcut earlier. To the right are more stairs, leading up to the Seventh Floor and two Succubus's. You'll see a chest with a Dangerous Eye, and two holes in the wall. If you jump out of the one on the left, you'll end up on the Fourth Floor, in the place you got the Electricity from previously. The right hole will drop you back down to the Fifth Floor, right by the Gold Sprite Statue.

Head back to the right and down the corridor we haven't been down yet. Slay the Basilisk and Chess Knight, and go up to the Sixth Floor. You'll see a chest of Demon Meat, and continue to the left and up the next set of stairs. This's a very tall tower! Run to the right on the Seventh Floor, beating up three more Bloodsuckers, then a Basilish and two Mad Mallards. Go up yet more stairs, ending up on the Eighth Floor and fighting a Chess Knight and two more Dainslaifs. Two Dark Stalkers will be next, and will soon be reduced to nothing. Head left for now.

You guessed it, more stairs. When you reach the Ninth Floor, head



straight across, and you'll fight a Kid Dragon. Go up to the next area, and jump out the hole in the side of the Tower, to land on the Sixth Floor in a treasure room! There will be a Ghost's Howl, a Zombie Claw, and Morph Meat here. The hole here will deposit us back on the Fifth Floor, by our now-familiar Gold Sprite Statue. Curse whichever mages made this Tower, and run back up to the Eighth Floor, heading down instead of left so you will reach the Transportation Device that goes to the Tenth Floor.

Head to the right, nabbing the chest of Mercury before you run up the stairs on the left. There's another hole to jump out of here, but it will just drop you down by the Gold Sprite Statue, without gaining any treasure. So don't jump yet! Go to the next area, and Pearl will mention the Room of Fate, and facing one's past. When you're ready, go in the doors, and a person will be standing there. This's if Pearl's with you, of course. They'll fade away, and the Iron Centaur will be there and ready to fight!

Watch out for the Iron Centaur's axe-swings and stabs! When it begins to flash, it could be ready to jump up in the air. Run away from its shadow, and when it lands to cause an earthquake, you won't get hurt. Alternatively, it could flash and charge up, before rapidly stabbing with its axe in a strong series of blows! Always try to avoid a boss when it begins to flash like this. When you win, the boss will desolve in a small cloud of blackness.

After the fight, if you went with Pearl, Elazul shows up, too late to do anything. If you took him with you, he'll already be there, but will act the same. He will try to have Pearl come along, but she thinks she can remember something by not leaving yet. Elazul kindly threatens to kill you if you mess up, and he goes on to clear out the enemies. You're not done with this adventure yet, now you have to walk all the way back out of the Tower! Take the little hop out the window, and head down towards the entrance. Don't forget to save!

When you get back to the entrance, try to leave. A note will fall to the ground, and Sandra will appear! She'll summon a Jewel Beast II to attack you! It can stab with its mouth and tongue, and charge to press you against the side of the screen for some damage. In a flash-attack, it can flip over onto its face, and use its feet to drill into the ground. Overall, this critter's really boring, and other than hitting harder and lasting longer than a normal enemy, really isn't much of a challenge.

Sandra leaves, saying you'll meet again. Pearl's worried about Elazul, who's looking for other Jumis. Elazul is a Knight, while Pearl is a Guardian. Usually, two Jumi would be paired off, and Pearl thinks that if Elazul bumps into another like herself, then she'll lose him. She thanks you, and gives you the AF: Frozen Heart, before leaving. This adventure's now at an end.

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3V1. Two Pearls (Cactus Diary 22)
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Known Requirements: Complete "Cosmo."

You need to talk to Elazul, who's in your bed, then go downstairs and come back. Repeat this, and answer his questions truthfully, until he vanishes from your room. You want this to happen, so don't panic. Go to the Tower of Leires, and you'll see him there. Offer to take him along,

and the event will start.

Head inside the Tower, and go to the top floor. If you need to refresh your mind as to the layout, it can be found in The Looking-Glass Tower adventure of this walkthrough, until I retype it here. The path should be the same, minus the detours for all the treasure you already have. ^^

Elazul will stop you before you enter the room to the Door of Fate, and try to open the doors himself. Inside, you'll see both Pearl and Blackpearl! They'll talk about how Pearl must take Florina's place, to heal and help the Jumi until things are put right, but she refuses to as she might die. Elazul rushes over, and after demonstrating his resolve to protect Pearl, he has to fight Blackpearl. Accept to help him, and leave the room to be back on the First Floor. Make sure you're ready and equipped, and go to the left.

Blackpearl is armed with her strange hammer-type weapon, and seems to have the Abilities Spin, Crouch and Cheer. Her main Special Technique is to smack the ground with the hammer, so a wave of force flies forward. Overall, she fights just like you or another human would, with that weapon and those abilities, so react accordingly.

When you win, Blackpearl compliments Elazul on not being a bad fighter, and agrees to leave Pearl alone for the time being. She warns you to stay away from the Jumi, because of the old saying they have. Pearl comes back, thanking you for helping, and after some confusion, runs off with Elazul again. This mission's now over.

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3W1. The Flame of Hope (Cactus Diary 23)
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Known Requirements: Place the AF: Flame on the world map.

In the Village of Gato, you'll bump into a Nun talking to a Sproutling. It's hard to miss, as they're blocking the road in front of you. The Sproutling has an upset tummy, and runs off when the Nun tries to help. Go in the Items Shop here to buy some new equipment and meet Alex, then follow the Sproutling to the next area, the Pathways. Talk to the man here, and he'll introduce himself as Rubens, and asks if you've seen anyone suspicious. The Sproutling doesn't count, and Rubens'll tell you it ran up to the Cliff Terrace.

The Sproutling is there, chatting with the Nun again. She spots a Popo Bug on the Sproutling, and tries to take it off, as it's a cure for most ailments. The Sproutling runs off again, cause it would have to lose a leaf to get it off. The Nun mentions that Rubens needs a Popo Bug for some reason. Run back and talk to him, and he'll say the Sproutling headed for the Temple of Healing. Head to the left, and an object will fall down next to Rubens, it's a letter.

You'll see another Nun chatting with the Sproutling, who is running around wildly. The Nun says to just meditate, and the Sproutling runs off after seeing that she won't really help. Check the side rooms of the Temple, and you'll see the Dreamweaving Room, where a priestess named Matilda lives. You'll also find chests with Aroma Oil and Moss. Leave the Temple when you're done, and head back to the Cliff Terrace.

Rubens and the Nun from before will be here, with the Sproutling. Rubens glows, and the Sproutling gets knocked over. Rubens refuses to follow through and hurt the Sproutling to get the Popo Bug, even if it means

his sweetheart will remain in stone. Run back to the Temple, and you'll see a Nun on the ground! Inspector Boyd will rush in, and start examining the body, only to find out that she's still alive. It's just a twisted ankle. Inspector Boyd blows his top, and says that someone named Sandra must be disguised as the Sproutling. Leave the Nun behind, and run back towards the Cliff Terrace. Don't worry, another Nun will take care of her.

Rubens and the Nun will be here now, talking about the Popo Bug. Rubens still does not want to hurt the Sproutling to get a bug, though the Nun seems rather greedy. She mentions Rubens' girlfriend in Geo, and he's shocked to hear that the Nun knows. She stabs Rubens, who collapses on the ground. You try to stop her, but she threatens to kill him. She takes his sparkly gem, calling him a Jumi Knight, and teleporting off as the Inspector gets there. He blames you and your weird hat for the crime, but Rubens tells him otherwise. He runs off to catch her. Talk to Rubens and he'll appoligize to Diana, and vanish in a swirl of colors.

You'll be back at the Temple of Healing, talking to Inspector Boyd, who will explain everything about the Flame of Hope. He asks for your help, and gets it wheither you like it or not, sending you off to check the town's outskirts. Buy new equipment and save, and head there when you're ready. The Nun that was previously blocking that area, will have moved aside for your investigation. You'll see leaves headed into a cave enterance, but past this is a path leading down, and another cave, with a piece of Bird Meat next to it. Head down, fighting the Howler and the two Needlebeaks who appear, and go in the Gato Caves here. Three Shadow Zeros attack, and continue right.

Go up the stairs on the next screen, and fight the Moldy Goo that waits for you. Don't go up yet, (Back to Bird Meat Cave), but continue right and go down the stairs. You'll meet a Skeleton and two Slimes here. Head outside, and left to be back on the City Map. Remember where this is, as we'll be coming back after we've explored the rest of the caves.

Head right, and fight the Wooding, then the two Needlebeaks. Ignore the path up for now, and go in the right Cave to get chests with Blackened Bat and a Wad of Wool. This's also where the Nuns make their Blessed Elixir. Going up leads to another cave, and then back outside to where two Rattler Boas attack. Ignore the cave on the left for now. Going up brings us to a screen with two more caves. The one without leaves is the one we want to go in right now, and it brings us inside to see a Sproutling, but not the one we're searching for. Two Skeletons will be our next enemies. They sometimes drop Wishbones. Heading left will let us get swiftly kicked out by a Nun, and heading right will let us fight a Polter Box, leading outside to the Rattler Boas from before. Head back up a screen, and take the cave on the right.

Two Shadow Zeros will be here. Take the first partially-hidden path up, and you'll find chests with an Angry Eye and a Flaming Quill. The second one leads back to the first cave we passed at the very beginning of this level, so take this one if you need to leave or save. Further to the left is a room with two Slimes, and a path heading out of the caves. Take the path down, fighting off a Needlebeak and a Wooding, and enter the next cave, running across a wooden bridge. Another Nun kicks us out for now.

Remember the way to get back on the City Map? Retrace your steps there, and go to the next area, the Waterfall. Continue past it, and head into the cave. No, there's not more dungeons to go through, you'll be back on

the City Map. Go to the next dot, and you'll be at the Cancun Bird Nest. The Nun's here, and our Sproutling. She knocks the Sproutling out, and Inspector Boyd shows up. Sandra tosses off her disguise, using the Cancun Bird to fly away. The Sproutling feels better, though the Inspector still seems angry at losing the criminal. You'll get the AF: Ancient Tablet, and AF: Torch of Coral, for your help, if you don't already have them. This adventure is now complete.

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3X1. Cosmo (Cactus Diary 24)
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Known Requirements: Complete "The Lucky Clover."

After completing "The Lucky Clover," Elazul will be pacing outside your house. Tell him Pearl hasn't shown up yet, and that you'll help, to make him say Pearl must have been kidnapped. This will trigger the event, as well. Head to the World Map, and you'll see a note land at the Mekiv Caverns. This'll be your next destination!

Inside, you'll see a Mad Mallard, smoking! Talk to it, and you'll learn Sandra and Pearl're both here, and took the upper-right path. Go there, and fight off the three Bloodsuckers that attack you. Head right, and talk to the Sproutling to hear you're on the right track. Take the upper-right path again, and fend off the Goblin and the two Pincher Crabs here.

When you get to the next screen, Elazul mentions that his core's getting cloudy. Up ahead, you'll see some creature sitting here. He'll say Pearl took the middle path, straight ahead. Elazul's getting a really bad feeling about this, too. Up ahead, kill the Mushboom and Skeleton, then go to the next screen to find Pearl.

Sandra's with her, and is trying to get her to remember something. Pearl can't, and Elazul tries to stop Sandra. She throws a letter-like object at him, and damaging his core. After some conversation, Pearl changes into Blackpearl, and Sandra runs off. You and Blackpearl run after, to face another Jewel Beast. This one seemed to have a flash-attack, which is to fire a large laser after putting its feet in the air. But this won't be enough to save it from you. Take advantage of Blackpearl's Synchro ability, which will instantly fill your ST meter, and destroy this Jewel Beast like all the other ones.

After the fight, Blackpearl will abandon Elazul to look for Florina, and the creature you met will teleport Elazul to your Home to recuperate. Lisa will offer to find medicine, but Bud'll say it's useless. What will happen next? This adventure's now completed.

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3Y1. Can't Look Back (Cactus Diary 25)
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Known Requirements: Complete "The Looking-Glass Tower."

Head on over to the Fieg Snowfields when you're ready. A person will talk about Nakratos, who died looking for Faerie treasure to bring their wife back to life. This'll officially start the adventure. The person leaves if you talk to him again, mentioning his students, and that there's an ice witch here.

Two Rabites and a Tonpole will be on the next screen. After them will be two more Tonpoles, and a Zombine. The screen after this has two Potos.

Head further left and up, going to the next screen and getting a Sharp Claw from the chest. Continue left, fighting two Sahagins, then a Poto and two Zombines. Sahagins can drop Stargazer spears, which're pretty good. You'll reach the Field of Innocence here, and a Gold Sprite Statue. Save if you need to, and take the lower-left exit.

This area's the South Fieg Glacier. There's a chest with a Giant's Horn here. Also, if your Shade Mana Level's at 3, then you can recruit Elysia the Succubus! Go to the next screen on the left, fighting a Howler and three Rabites. The next screen on the left has a chest with an Angel Feather, and a chest with a Sleepy Eye. Head right, to North Fieg. Two Seadragons will try to attack you here. Beat them off, and you'll be back in the Field of Innocence. Take the upper-right path this time.

This area is called North Fieg as well. A Sahagin and a Tonpole will attack first, then a Poto and a Sahagin. The screen on the right will be Mephianse's Camp. He'll be talking with his students, about the Faerie treasure and how it might be able to let people speak to the departed. Get the Knockout Dust and the Wad of Wool from the chests, and talk to the students to hear about monsters and ice witches. After you talk to Mephianse again, he'll run off, leaving his students behind.

Follow him back to the Field of Innocence, taking the lower-left path. Go down and go right here, fighting the two Rabites and the Sky Dragon you meet, and continue to the right for the next area. You'll see Mephianse talking to the Ice Witch. She says his brother is alive, and that Mephianse is just lying to everyone else about it. His brother changed into a big snow monster, who is now laying in wait ahead. Mephianse can't go through with it, but the Ice Witch moves aside, so you can.

The next screen on the right has a Seadragon, and two Tonpoles. Continue past them, and in the next area go to the right, to reach Queen Altena's Hill, and two Howlers. You can also pick up a Hairball and a Virgin's Sigh. Go back a screen, and when you're ready, take the upper-left exit.

You'll be in the Field of Lost Guilt, with a music-change! A large yeti-like creature, named Du'Mere, will be here to challenge you. It has the standard Boss-push, and attacks with a slow punch, kicks, and a rushing attack where his hand is up. When Du'Mere starts to charge up and fold his hands in front of him, get out of the way of the swirling ice tornado that'll soon be there! It goes all around him, so focus on distance, rather than being behind him. When he flashes and has one of his hands up in the air, get behind him to dodge the large frozen snowmen that fall, or you'll be turned into one for continuous damage.

When he's defeated, he'll vanish in a colorful swirl, and you'll be talking to Mephianse again. He thanks you, but doesn't feel overly happy about what's happened. You'll get some WendelSilver, and this adventure will be at an end.

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3Z1. A Siren's Song (Cactus Diary 26)
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Known Requirements: Complete "Summer Lovin'," "Faeries' Light," and "Drowned Dreams."

Go to Lumina, and go behind their tavern area. You'll spot many soldiers standing around here, looking for the lampshop. This will trigger the event. They all think Monique was responsible for the Imperial Ship

sinking! Head to the lampshop, and the soldier there will tell you Monique isn't there. Where could she be?

Head to Polpota Harbor, and to the Seaside Hotel. Go down the stairs to The Harbor, and you'll see Monique. She was looking for Elle, who isn't around. Then some Soldiers will try to kidnap Monique! Their Captain comes by to tell them they already found a siren, and to let Monique go. Go to the area past the Waterfront Mall, to see some soldiers talking about the Siren being trapped in by a Boink. If you talk to Thoma in the northern part too, you'll see him try to set his friends' spirits to rest. Thona will appear, and tell Thoma about his immortal lord. The screen'll fade to black, and you'll be back on the map.

Leave Polpota and go to the Madora Beach. Head left, to where the Boink was before. This time, you'll hear singing, and the Boink will move out of your way. Continue left, and you'll see the Birdcage Lighthouse. Monique and Elle will talk, about singing and being free, no matter the cost. Run over to the left and get the Angry Eye when you're allowed to, and try to go inside the Lighthouse. Flameshe will try to stop you, but Monique will ask her to let you protect Elle. She still doesn't think she should. Walk to the right, as if you were leaving, and she'll vanish in a bubble. Run back and through the doors before she unbubbles again, and you'll be in! It's time to fight Tropicallo!

Tropicallo likes to use Wisp and Dryad spells. Knock the right hand onto the ground, and move away from it, as it'll self-destruct in an electrical swirl for heavy damage. This'll harm the boss too, leaving you time to attack the left hand to wrack up more damage. The lower-left area is a relative safe-point, to use to Crouch if need be and the like. Some attacks can still get you there, so watch out! Eventually, you'll win.

You'll see Elle inside her sanctuary, as Monique comes up to say hi. Elle's finally free to come and go as she wants, if she's ever brave enough to. There's also a chest here with a Mirror Piece if you come back for it after the adventure, which concludes now.

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3A2. Summer Lovin' (Cactus Diary 27)
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Known Requirements: Place the AF: Torch of Coral on the world map.

Arriving at Madora Beach, you'll see two Penguins talking. David has to go back to sea, but Valerie doesn't want him to go. Valerie takes off, leaving David to think she's layed an egg, so he follows after. This starts the adventure.

Bash the crabs for fun here as they go running around. There's seven or so on each crab-screen, but they can escape off the sides of the screen, so be careful. If you want to get some extra experience and a chest or two, head left first. If not, sit tight and we'll be right back.

You'll meet a Sahagin and two Teedies, followed by two Chocobos and a cave entrance. Head on in, and beat up the Big Baby and the Iffish. When you reach the fork, take the lower-left exit, to beat up two Seajacks and get a chest with Scissors. Going up will let you fight an Iffish, a Seajack, and a Tezla. Going outside, Boink will forcibly teleport you back to the entrance. Go right now.

You'll meet two Pincher Crabs here, and then a Tezla. Next, you'll face

two Iffishs, along the Royal Coastline. The cave up ahead is Sunrise Caverns. More crabs're here! If you take the upper-right path, you'll reach Princess Beach, where one Seajack and a dead end are! Go to the lower-right instead, fighting a Sahagin, then two Bloodsuckers. Kill the Big Baby, which sounds worse than it actually is, and go to the next screen, Sunrise Caverns, to find more crabs. The right exit leads to Eastend Beach, where you can find a monster egg sometimes. The upper-left exit goes to Prince Beach.

A Pincher Crab will be here with a Tezla, followed by two more Pincher Crabs. The next cave's called King's Caverns, and you'll have to fight off a Seajack next. The next area has more crabs, and two exits. The upper-left lets you get a chest of Rust, and there is a crab who will count how many you've bashed to this point. Between twenty-three and twenty-five will get you the Lord of Darkness honorary title, and twenty-eight will make the crab call you the King of Demons! Remember where this guy is for later. Go back to the lower-right path, to fight the boss, Fullmetal Hagger!

Fullmetal Hagger can push you around, and stab with its feet. There's two flash-type attacks: eye beams, which can be dodged by moving under or behind him; and a jump, which makes him fire off electricity around him when he lands. After enough damage, he may lose an eye or two, but it doesn't seem to hamper his fighting Abilities. He's really slow overall, and shouldn't take long to defeat. There will be a chest with Ash in here if you come back after the adventure, too.

David wants to stay with Valerie, even if it means quitting the Pirates. David goes as Valerie insists, only to find out she really does have an egg. Talk to her to get the AF: Rusty Anchor, if you don't have it. If you just leave by the cave without talking to her, you may miss out on it! This adventure is now successfully completed.

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3B2. Drowned Dreams (Cactus Diary 28)
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Known Requirements: Place the AF: Rusty Anchor on the world map.

Go to Polpota Harbor, and go to the first dot you come to, the Waterfront Mall. You'll see a Flowerling here, who talks about a ghost at the Seaside Hotel. Flameshe the mermaid will appear, and denounce the ghost as just a prank. Do as they suggest, and go to the pink dot near the center of Polpota's City Map. Talk to the Mr. Moti on the right, and a ghost will briefly materialize! Offer to help to start this adventure.

Head back past the Waterfront Mall, and go up. You'll reach Polpota Bay, and talk to Thoma the Imperial Soldier. You can ask him about the ghost, and the ship that sank mysteriously. Go back to the hotel, to meet the Basket Fish. He'll run off into the Lobby after some questioning. Take the stairs under the big shell on the right, to reach The Harbor. You'll see Inspector Boyd here. Talk to him several times, and ask him about each option. Talk to him again to get complimented, and then ask why he's here. You'll hear Sandra is in the area, looking for the Blue Eye. Tell him to go see the soldier, and he'll go running off.

Exit to the lower-left to reach the Sea's Bounty Restaurant. Thoma will be talking to the Pirate Penguin here. The Penguin will point out that Basket Fish claims to see everything that happens underwater, and Thoma will run off again. Head back to the Seaside Hotel and try to leave, to see Thoma and Inspector Boyd talking. The Inspector found a clue, and

Thoma agrees to help. Now go back inside the Hotel, and go into the Lounge at the left.

Thoma and the Inspector will be talking to Basket Fish. He has the Blue Eye stone, and Thoma and Boyd ask to see it so they can tell how the ship sank. Basket Fish says no, but the dancer he's drooling over asks, and he shows her. This causes a scene to be shown, showing how the ship sank. A sea hag was the culprit, and the ghost will appear! It's a member of the sunken ship, and demands the Blue Eye stone. It'll run off and get away. Is it Sandra in disguise, or someone else? You won't go Home empty-handed, though, as the Management will reward your ghost-stopping with the AF: Pirate's Hook. This will conclude our adventure.

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3C2. Fluorite (Cactus Diary 29)

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Known Requirements: Complete "Alexandrite."

When you're ready for this event, go to the Jewelry Shop in Geo. You'll hear a voice calling you, and this event will start, making you appear in Pandora's Box. A girl will be here, and after a core-flash, introduce herself as Florina. Another person will soon appear, Belle, who monitors people's dreams.

After some quick dream/reality explanation, you hear that you're here to fight the monsters in Florina's dreams. Tell Belle when you're ready, to make you reappear in a dream-Oasis, in the Duma Desert. And there's Niccolo! He offers to be a dream-guide, for 200 Lucre. This isn't so expensive, so you might as well agree to it. At the worst, he can be cannon-fodder for the enemies around here.

When you agree, you appear in an area with lots of Basket-Fish, and Revanshe the dancer. Take the lower-left path, and fight off the two Molebears and the Skull Beast here. Continue left, beating up the three Molebears you'll soon see, and you'll arrive on a screen with Niccolo and Li'l Cactus. Ignore Niccolo, and move to the upper-right. Beat the three Skull Beasts, then continue onto the next screen.

Blackpearl and Elazul will be talking here. Elazul says he let his Guardian down, so he should no longer be a Knight. After Blackpearl leaves, chat with Elazul and the sand-falls will vanish. Take the new upper-left path, and fight the two Fierce Faces and the Mad Mallard here. Past them will be two Cockatrices. Further on, you'll see Elazul and Blackpearl again.

Elazul is trying to get Pearl back, but Blackpearl says she doesn't need him. She lets slip that if her core was taken, she'd return to being Pearl, as Elazul draws his sword. He puts it back, and the two vanish again, after more talks about Fluorite. Another sand-fall vanishes, and that's the path you should take. A Sand Scorpion and a Skull Beast will be here to battle, then get the chest with Acid up ahead.

In this next screen, Sandra and Blackpearl will be talking. Sandra seems to need 1000 Jumi-cores to revive Florina, but Blackpearl knows that Sandra won't stop there. Blackpearl faints, and Sandra runs off, as you arrive on the scene. Get ready to fight another Jewel Beast here, this one capable of flashing, and then digging into the ground to cause rocks to be thrown up. Stay far out in front of it, and you should be able to dodge them. It also has the laser-attack of the last Jewel Beast you fought.



Collect your experience and Lucre, and the scene will change. Pearl will be collapsed next to where Blackpearl was, and Elazul will find her. The two will run off, like normal, and you'll be back in Pandora's Box. Belle will say Florina is sleeping safer now, and that dreams're just reality through a filter. This adventure will now conclude.

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3D2. Faeries' Light (Cactus Diary 30)
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Known Requirements: Complete "The Lost Princess."

Go to Lumina, and move north as you reach the City Map, to reach Bright Moon Alley. You'll want to go across the bridge and up, leaving the screen to the right. Head past the stairs and door, go up the next stairs, and you'll be in the Limelight Lamps Shop. Talk to the girl Monique, who has a problem selling lamps. She needs six more sold, or she'll close her shop down. Gilbert the Bard will run in, telling her not to. He'll agree to sell the lamps, then leaves, starting this adventure!

Outside, Gilbert will ask you to help out, if you talk to him, which you should. Choose to sell them, and he'll give you three of them. Head to the dot on the left on the City Map screen, and you'll reach the Mischievous Spirit Tavern, an area with lots of Dudbears. Head up the stairs here, and talk to the bartender. He'll start to teach you the Dudbear language! I've typed up the language for you to look at if needed:

Dub!: Greetings/Yes  
Dud: Goodbye/No  
Duba: You  
Duda: Me  
Dubba: Friends  
Bubu: Dudbear race  
Gugu: Other races  
Da: Light/Stars  
Ba: Night  
Dadda: Lamp  
Dubababa: Many/Very  
Du: Little  
Baba: Music  
Dada: Please  
Gak: Unhappiness  
Bub?: "Huh?"  
Dada Dadda: Buy Lamps

Find the two chatty Dudbears in this area, to sell lamps to. This is pretty fun, chat with them and try to translate what they say. You won't get exact translations, but enough to get an estimate. Keep talking until they say you're friends, agree with them, and then try to sell them a lamp when they don't have much more to say. Also, if you look behind the tavern area, you'll find a chest with a Raven Feather. IF Lumina has a certain Mana Level at 3 (I'm not sure which one, I'll check into it further), you'll find Guri the Goblin as a possible pet! After selling two lamps here, go to Bright Moon Alley, and sell a lamp to the Dudbear here.

When successful, return to Gilbert and give him the money, and he'll rush over to tell Monique. They'll go outside for a little romantic

session, and you can follow to overhear them. They seem to live in two separate worlds, and just that quickly Gilbert dumps Monique! She doesn't mind that much, and thinks she'll get a new love when she wishes as well. Go back into the lampshop, and Monique will admit she's a bit depressed. Three Dudbears will come in, and talk to Monique, who also knows their language, or can at least understand it. She's happy they liked her lamps, and gives you the AF: Trembling Spoon, and the AF: Sand Rose, if you don't already have it. This adventure is now at an end.

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3E2. The Lucky Clover (Cactus Diary 31)
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Known Requirements: Complete "The Looking-Glass Tower."

Go to the Pub in Domina, and recruit Elazul. Try to leave the Pub, and you'll bump into Pearl. She'll run off again, and Elazul will comment on her needing the better things in life, like friends and family. Head to Geo, and you'll see a green-haired girl appear on the City Map. Nunuzac will appear after her, and call her dirt several times, and the two'll run off. Elazul will think he recognizes her, but sounds shocked.

Head to the Sorry, Carl! Cafe, and rest there until it's Jinn Day. If you find the girl on a different day, she won't be able to talk and Elazul will say to come back later. Head to the Academy of Magic, and take the upper-right door that a Student is standing by. You'll see the green-haired girl at a desk, and talking to her will reveal that she's a Jumi! If you read your World History Encyclopedia, you might recall that many mages tended to call the Jumi "dirt." She says that you should come back and meet her at the School's Library, on a Gnome or Undine Day. Do as you're instructed, and go to the Cafe to kill time until it's one of those days.

Head back to the Academy's Library, on the lower-right, and talk to the girl. Nunuzac will explain the dirt-concept, and run off when Elazul's on the verge of killing him. The girl will say she's looking for someone who looked like her, and will ask you if you've seen anyone. She asks you to visit her later, and this scene will finally, officially, start.

Go back to the Cafe and take some time off, and keep coming to the Academy until it's a school day. Go back and talk to her in the classroom, and she'll want to ask you a favor. Return to the Cafe, wait until it's an Undine or Gnome day, then see her in the library. She'll mention that Florina was kidnapped. Florina's a Jumi that could heal, so this's a serious threat to their race. Since Elazul's already a Knight to Pearl, the girl, Esmeralda, asks you to be her Knight. Say yes, and Elazul will go to the Jewelry Shop incase you need him, and Esmeralda will be your new NPC.

Your first stop should be the Jewelry Shop. You'll talk to Alex here about cores, and find out that Esmeralda's sisters are dead, and she's trying to find a way to revive them. Next, go to the Palace of Arts. Kristie and Sotherbee will talk, and tell you there's a core downstairs in the warehouse. Kristie wants it gone if one is there, as it'll bring misfortune. Talk to the statue here, which Esmeralda calls Diana. She'll say to go, Florina is dead, and Sandra is coming to get her core! She's hoping that the Jumi won't be hurt anymore if she gives up now. Esmeralda will get one of her sister's cores back, as well.

Our second destination, is the Academy of Magic. If you take the upper route, you'll find the Principal's Office, and Esmeralda will sense one.

She'll say to return on Dryad Day. You know the drill, visit the Cafe until the right day, then return. She'll find it, and ask if you think she's a thief for doing this.

For Esmeralda's third sister's core, stay at the Cafe until an Undine Day, then go back. Talk to the Teapo from behind the counter, then leave and go to the City Map. Esmeralda will say that it must be in the Cafe, so go back and you'll get the third core!

Sandra will be in town now, and plotting to take the cores away from Esmeralda. There'll be a note on the ground, saying just this. When asked, tell Esmeralda to go "To the academy!," and then follow her there to see Inspector Boyd. Esmeralda will already be kidnapped! Sandra sure works fast. Go back to the Jewelry Shop if you want Elazul to help you out in the fight ahead, and head back to Diana at Kristie's Warehouse.

Esmeralda was just here, but now she's gone! Talk to Diana, and you'll be teleported to the Battle Arena. Head to the center to fight one of Sandra's Jewel Beasts! Other than hopping around, charging and stabbing with its jeweled tongue, this Beast has no real attacks, and should be a cinche to beat.

You'll race to the next room, but too late to prevent Esmeralda's core from being taken. Sandra will escape, and you'll be talking with Diana, who Sandra hasn't taken yet for some reason. Diana thinks she knows what Sandra's trying to do, and tells Elazul to bring Pearl here, and she'll tell him. She'll give you some metal, and teleports you back to your Home. Pearl is dozing here, and Elazul decides not to wake her just yet. This adventure's now over.

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3F2. Alexandrite (Cactus Diary 32)
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Known Requirements: Complete "Two Pearls."

To get this adventure under way, you'll want to go to the Pub in Domina, and chat with Elazul and Pearl. He'll ask you to escort Pearl to Geo, and to start this adventure you should say yes. Pearl will mention how Elazul feels about Esmeralda having her core taken, and she'll join the party. Head to the World Map, to see another of Sandra's letters hit Geo. Bring Pearl with you to Geo, and the Warehouse under the Palace of Arts.

You'll see that Diana is now a crystallized statue. Pearl'll wonder what to do, so assure her to 'Don't worry' just yet. You'll go upstairs, and Pearl will tell you about the Jumi Knight-Guardian ceremony. You'll also learn that you're supposed to look for Keys of the Heart, to get Diana back to normal. There's three of these keys you'll need to find.

The Academy had a core last time you were here, at the Principal's Office. Maybe they have a key too? Check there, and you'll find a key on the desk! This is the Key of Hate.

If you try to leave Geo, right by the stairs, you'll see one of the keys, this one the Key of Pride. One more to go!

Lastly, head to the Instrument Shop in Geo. A key will be there, sitting on a drum! This's the Key of Pain. You have all three, so now you just need to bring them back to Diana. Of course, things are never this easy. Kristie decided to redecorate, so Diana's missing! Ask Kristie about it,

and you'll learn Diana's now in the Battle Arena.

Elazul will appear, to hear that Diana did this so she wouldn't get her core taken by Sandra. It seems Diana doesn't want to die as much as she first thought. The keys will work to free her, as Diana explains Sandra's motives behind hating the Jumi so much. Sandra will interfere, and wound Pearl, before grabbing Diana's core. She says to find Blackpearl, before vanishing. Elazul and Pearl try to leave to keep you out of this, blaming themselves for causing possible harm to you, as this adventure concludes.

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3G2. Teardrop Crystal (Cactus Diary 33)
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Known Requirements: Complete "Fluorite."

For this last adventure with Elazul and Pearl, head towards Domina's Church, and speak to Inspector Boyd. When he starts to ask if Pearl and Elazul might be dead, be sure to tell him 'No, that can't be,' especially since you know that's the truth. He'll suddenly remember to ask you for a favor, which is to check an abandoned building in Geo, that used to sell Jumi cores.

Accept the mission, and the two of you will be outside Alex's old Jewelry Shop, where you just went to do the Fluorite adventure. The Inspector will ask you to open the door there, which you can easily do. Somehow, he can't seem to, so he stays outside. There's nothing of note in the shop, so try to leave, to bump into Pearl. Elazul will be with her, and they'll say that everyone thinks this place is abandoned, and that Alex is a mystery-person of some sort.

They'll look around the shop for something strange, so examine the box in the lower-right. The box will open, and it's Pandora's Box! Pearl will immediately collapse here, and they'll meet Florina. Pearl will become Blackpearl again, and Florina will ask her about the Mana Sword. They'll talk about Elazul's sword, and how it's not the right one. Then they'll ask the big question, about Blackpearl/Pearl, and who was the real one.

During this scene, they'll explain about Florina being in Pandora's Box, the Jumi's search for the Mana Stone, and who Alex really is, among other things. This adventure will open up officially, and show how Pearl and Elazul met. Florina will ask Blackpearl to defeat Alexandra, who is now Sandra the jewel-hunter. You'll get the AF: Jumi's Staff, and Florina will vanish.

You'll be asked to bring either Pearl or Elazul to the location you place the Jumi's Staff. Elazul is a decent fighter, but picking Pearl will let Elazul give you the SwordOfFate, a 1H Sword with an offense of 40, and some stat-bonuses. Step on the circle to reappear in the Abandoned Jewelry Shop, then save and head to the World Map.

Place the Jumi's Staff on the World Map, to create the Bejeweled City. Head here with your chosen partner, and head up. Go inside the door here on the Glowing Corridor, with the blue stone above the door, and get the chest with a Mirror Piece in it. Fight the Beholder and Denden inside, then get the Sapphire here. Head left and up outside, and go in the door with the yellow gem above it, to fight a Beholder and a Marlboro. Don't forget the Topaz or the Messy Scroll!

Head left and up again, to reach Sappho's Gate. Walk past it for now, and go to the next screen and inside the door with the green stone above it. There's some Magical Meat here, as well as two Chobin Hoods and a Succubus. Take the Emerald here, and leave to go left and up again to the next screen.

Enter the red stone room, getting the Holy Water from the chest, and slaying two Chobin Hoods and a Shadow Zero for the Ruby. Head back to Sappho's Gate, and examine it. You'll need to put the jewels you received on pedestals. Your partner will detect something, and Pearl will change into Blackpearl if she's with you. It's yet another Jewel Beast!

When it's done, talk to the pedestals to place the gems. You need to make the color of the stone above the door, so talk to the gems until the Topaz and the Sapphire are there. This will open the gate. Journey back along the Glowing Corridor, to get a spare Topaz and Sapphire, then go up the stairs behind Sappho's Gate.

Head to the right, entering a room with a purple stone above the door, to get a chest with a Virgin's Sigh, and fight two Ape Mummies. Pick up the Amethyst here, and go back outside. To the right is another of Sappho's Gates, so continue right past it to see a strange scene from the past, with Esmeralda, Rubens, and Diana. Go right again, and enter the room with the light-blue stone above the entrance. Get the Angel Feather from the chest here, then fight a Dark Stalker and a Marlboro to earn the Aquamarine.

Return to Sappho's Gate, and examine it to fight yet another Jewel Beast. These things should be regular enemies, they've been used so much by now. At least the experience is good, though. Go back to the pedestals, and try to place the right stones. There's three here, so place the Amethyst, Sapphire, and Emerald to open the gate. Now, go back downstairs to the first floor, retrieve another Sapphire and Emerald, then come back up and get a new Amethyst. Then head up the stairs here.

Right to the right is a door with a white stone above it. Get the chest for a White Feather, then get ready to fight a Machine Golem. It can only attack things in front of it. It'll move up and down like a normal enemy, but if you're in the line of fire, it'll try some attack. When it flashes, be ready to dodge the huge laser that fires straight ahead. When you beat it, take the big experience and Lucre, then get the Diamond.

If you head right, you'll see another scene from the past. Going right will lead to the Sappho's Gate on this floor, with four pedestals. Another Jewel Beast guards this one. Place the Topaz, Emerald, Amethyst, and Diamond here to open this last gate, and run inside to reach the Room of the Clarius. Head to the door when you're ready, to meet Alexandra inside.

Alexandra admits to being Sandra, and calls on the Lord of Jewels, who you met in the Mekiv Caves. He swallows Jumi cores, somehow merging them inside as well. He's eaten 998, Sandra claims. He eats another in front of you, which for me was Elazul, since I took Pearl with me. The Lord of Jewels 999 will attack right after this!

Boss-pushes, rush attacks, and a quick tail-whip are the Lord of Jewels 999's physical attacks. It also likes to block your physical attacks. This creature loves to use flash-attacks, though. One is a shower of

crystals onto the ground, that soon explode. A second is a laser beam, that will try to hit all of your companions and yourself, surrounding you in crystal and shattering. It also has a chance of confusing you. A third flash-attack is a quick sprinkling of gems, that explode upwards into stalagmites. Get in hits between flash-attacks, stepping back and dodging if you need to get some energy back. Distance attacks work well, but more physical weapons usually hit harder, too.

After the fight, Sandra will sacrifice her own core, to energize the Lord of Jewels so he can revive Florina. You'll be transported to a star-studded battlefield, to fight the Lord of Jewels 1000. This boss usually fires a laser beam in front of itself for an attack. When it flashes, it'll float to the top of the screen, to fire one bit of crystal that will explode. This's actually the only flash-attack I saw this boss do, as it was quickly destroyed by my party. I believe this form is much easier to fight than its previous.

Your character will cry for the dying Jumi, and turn into stone, as the rest of the Jumi all come back. They'll make a teardrop crystal, which can cure your petrified state. Winds will swirl around your Home on the World Map, and lightning will strike, before you can see Bud and Lisa inside your house, commenting on the storm. The storm will break, and Bud and Lisa will run outside amidst a great backdrop to meet Elazul and Pearl. You'll be back too, and your character will say their first unpicked words! ^^ And this quest will conclude successfully.

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3H2. The Quiet Sea (Cactus Diary 34)

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Known Requirements: Complete "Drowned Dreams."

Board the SS Buccaneer, and head for the Wheelhouse. Tell Ramtieger to go South, East, and East, and he'll tell you the wind has stopped. This will start the adventure. This's bad for ships that're trying to move, so he tells you to go fish or something.

Fishing's best to do from the Quarter Deck, so go up to the top of the boat to see a Penguin's already fishing. Leave and come back, and chat with the Penguin to open the bottle he caught. A ghost will pop out, and start talking about the ship. Looks like the SS Buccaneer's haunted now! Go to Cap'n Tusk's room, and he'll tell you to find the ghost's bottle.

Head outside the Deckhouse to the right, and go down the stairs. Take the Hatchway stairs down, and talk to the brown barrel you'll see here. Tell it a pretty girl's here, to trick it into moving around. Talk to it until you get the ghost's bottle, then head upstairs. When you get outside, a Penguin Pirate will lead you to the front of the ship to duel the ghost, Gova!

Gova can inflate its fists, then spin around in a cyclone to hurt and dizzy you. It also relies on single jabs and licking with its tongue. After flashing, it can stab you and suck out your energy to refill its own! Alternatively, it can resemble a band, and start playing music to hurt and confuse you. Stay beneath Gova and it can't harm you with its attacks. When you win, collect your experience and Lucre, and a piece of ViselGold from the captain, along with a Pincher Crab for your library. This adventure is now over.

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3I2. The Treasure Map (Cactus Diary 35)

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Known Requirements: Complete "Drowned Dreams."

Place the Pirate's Hook in the water, to make the SS Buccaneer. Head down the stairs and into the Deckhouse. Head south while in the Deckhouse to reach the Wheelhouse. You'll meet Ramtieger, the steersman for the SS Buccaneer. He'll then ask you to give him directions to sail in. Sail North, North, then East, and the Cap'n will send someone to ask you to go see him. You'll be moved there automatically.

Cap'n Tusk will ask you to go look for a treasure map inside the Mekiv Caverns. Agree to go and you'll be inside the Caverns with the Pirate Penguins, and you'll trigger this event. Take the upper-right path, and fight three Bloodsuckers. Go to the lower-right, and you'll see Roger and his Dudbears. They'll talk about a treasure map that they lost, and how the Pirate Penguins are their enemies. Follow them up to the area Boink was previously guarding, and fight the Goblin and two Pincher Crabs here. Goblins can drop 2H Earthsplitter Axes sometimes. Continue along to the lower-right exit, and look at the brown paper you'll see. It's the map!

A horde of Dudbears runs up, eight in number. They'll each grab the map and run, tearing it into eight pieces. You have to hurry and grab them all! Run right and talk to the Dudbear there to get a piece of the map back. Head right, fighting a Mushboom and a Skeleton, running right to get the Blackened Bat from a chest. Head back to the Dudbear you knocked out, and take the upper-left exit. Fight the Goblin and two Pincher Crabs again, and leave the screen to the left. Take the lower-right path on this screen, kill the two Bloodsuckers and the Pincher Crab, Then the Bloodsucker, Pincher Crab and Poto, and leave to the right.

Get two more pieces of the map from the Dudbears here, and go back to the upper-left. Kill the enemies off and head left, left past the Sproutling, and kill the three Bloodsuckers here. Go left, and go around the Boinks, taking the lower-right path. Get three more pieces of the map here. Hurry, time's running out! Exit to the lower-right, killing a Bloodsucker and two Mushbooms, and the two Bloodsuckers and a Poto after them. Head right, and quickly grab the last two map pieces. The map's finished! You'll receive a Crab that crawls around in your Library for your trouble. Careful not to step on it! This adventure will be over now.

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3J2. Reach for the Stars (Cactus Diary 36)
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Known Requirements: Place the AF: Sand Rose on the world map.

Place the Sand Rose, and head into the Duma Desert. Talk to the shocked Students of Geo to hear that a magic book was stolen. Talk to Kathinja to get attacked by over-eager Students, before she calls them off. She reveals they're looking for Mephianse, and that he's the thief. Him and his Students're here to test out the new spells. They want the book back, but it is a large desert. Talk to Kathinja again, and offer to help. She'll officially introduce herself as a professor of Geo's Academy of Magic, and the event will trigger. She warns you about Mephianse's Students giving you incorrect information, and runs off.

Go right, and leave the screen by the lower-right. Get the chest with Lizard Meat here, and take the upper-right where the Blue Student is standing to fight three Skull Beasts. Head right and up to be at a sand-

fall, and go right. Two Mad Mallards will be here. I found a NinjasCharm after the fight. Beat them, go right and down to the River of Sand. Go to the right and up, and get the Rust here. There's also another sandfall. Talk to the Green Students, and choose to 'Go Through' it. They'll kick your shins, and let you go up. When you do, another Student will teleport in and inform them that they've let you go the correct way. Oopsies!

This next screen will have a Fierce Face and two Skull Beasts. I won a PegasusHelm from this fight! Taking the upper-left route brings you to the Oasis, which has a Gold Sprite Statue, and also a chest with Scissors. Go back a screen and take the lower-left route. Fight two Mad Mallards, and note the upper-path, but don't take it yet. Go left, fighting three Skull Beasts, and then two Cockatrices. Left is another another sandfall, and a chest with a Silly Eye. Leave by the lower-right, fighting two Cockatrices, and then two Fierce Faces and a Mad Mallard. Get the chest with a Needle. Going up would put us behind the first sandfall we found, but we wouldn't be able to go past it. So, retrace your steps to the upper-path we noted earlier.

Take this path up, to see a sandfall and lots of Green Students. Keep talking to them until you can choose to 'Go Through,' and do so. The Students will swarm you, which somehow seems scarier than many of the monsters we've fought. Just head one way, so they follow you, then curve back around and past them, heading to the upper-left. Run left, and Kathinja will catch up with you. She'll tell you to make sure you have equipment that'll reduce magic damage on, but you actually won't need it. Talk to her again when you're ready, and you'll both go left.

Mephianse is here with some Students, at some weird cannon-like object. Mephianse says he's going to create a star with this device, and shatter the earth with stars. He'll push you back to the previous screen, and Kathinja will zoom off further. Two Axebeaks will appear to take you out! They can fire their beaks like boomerangs, and try either one hard peck or several weaker pecks to hurt you. They can also kick with their little feet. Try to use area-effect Special Techniques, or just focus on one with your chosen weapon until it's dead. The survivor will be a lot easier to take down.

After the fight, Kathinja returns. You'll run back to the left, only to see Mephianse's machine's ready! You'll appear on the World Map to see the stars he creates! Much to everyone's surprise, these're just fireworks, not some world-shattering star. Kathinja comments on the cool fireworks display, and gives you the AF: Torch of Coral, if you don't have it, or some metal if you do. That'll complete this adventure with a bang!

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3K2. The Dragon Princess (Cactus Diary 37)
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Known Requirements: Complete "The Ghost of Nemesis."

Go to the White Forest with Larc in your party. When you enter, Larc will mention the White Dragon, Vadise, hiding in here. He says his senses are slightly-messed up here, and that he'll tell you where to go when he knows. This event will start, and you'll be back in control.

Head to the right and down, and Larc will say you're going the wrong way. This's okay, as you can beat up two Rabites and a Silkspitter in the next screen, and get a chest with a Giant's Horn. Head south of the



chest to another screen, and take the right path. A Wooding will try to stop you, but you can find a chest with a Baked Roach here. Go back to the previous screen.

Take the path on the lower-left to get a chest with Ash in it, then beat the two Rattler Boas. Get the chest with Animal Meat, and go left again. You'll see Reverand Nouvelle here, who says he found the Lilipea Village, but you need to find a missing Lilipea to get in. There's also a Gold Sprite Statue here. Further to the left on the next screen, is a Goblin and two Silkspitters, then a Rabite and two more Silkspitters.

Get the Silly Eye on this next screen, the Eastern Forest, and take the upper path, even though Larc says it's wrong. Battle the waiting Goblins here. I got a SilverCrane 1H Axe from them, if you're curious. Head left and up, then take a right and fend off two Dendens, then Two Needlebeaks and a Rattler Boa, to get a Clear Feather from the chest up ahead. Go back to the left, and take another left if you'd like some Beast Eggs or Elemental Coins. Go back south when you're ready.

Head to the right, beat up the two Goblins and go south again. Take a left, and Larc will pick up the scent again. Beat the Rabite and Wooding in the next area, and the two Rabites and Silkspitter that follow, then go south. Larc will give the go-ahead, and on the next screen says you're close to Vadise's lair. Get the chest for an Ear of Wheat, and head left to get a chest of Poison Powder, then go back and take the path under where the Ear of Wheat was. Go right, and beat up two Rattler Boas, then go right again to reach the Ancient Tree.

Sierra will appear here, and will try to warn Larc again of Drakonis's scheme. Larc's known all along, and wants to still do this so he can return from the Underworld as well, and he tells Sierra to get out of his way. You find out Sierra is Larc's brother, and Vadise the White Dragon appears, to tell Larc where the Mana Stone really is. Larc will give you some metal for adventuring with him up to here, before running off. Vadise asks you to stay, and wishes you to demonstrate your abilities to him. Get ready for a battle!

You will have to beat Vadise, and his Dragoon, Sierra. Sierra might be your first target, but you can ignore her if you want. With her knife and Back-Roll, High Jump, and Spin Abilities, it'll be just like fighting another human. When beaten, she collapses on the ground. If you take too long to beat up Vadise, however, she'll revive! Vadise meanwhile stays still, and attacks at the same time. One flash-move is a volley of shots from Vadise's eyes, that can do some damage and also put you to sleep. Another move shows some mystical circles, before appearing underneath you. Run away from it, before the explosion catches you! When you attack Vadise, its only physical attack is whapping you with its tail to try to push you back.

When you beat Vadise, you will find Vadise dying. Vadise asks you to go track down Larc and stop him, and this mission will end.

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3L2. The Guardian of Winds (Cactus Diary 38)
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Known Requirements: Complete "The Fallen Emperor."

Head to the Norn Peaks, that you'll get after placing the Skull Lantern. Bring Larc with you, he's at the Underworld entrance if you ever lose him. He'll stop you as you enter the Peaks, repelling a blow from some

knife-bearing lady named Sierra and starting this adventure. She'll mention Larc is being tricked, and run off. Remember to come here later, when the Salamander Mana Level is 3, to recruit Mambo the Tomato Man!

On the next screen, head right and kill the Eye Spy and two Needlebeaks. The following screen has two Eye Spys and a Shrieknip. Continue right and you'll reach the Village of the Winds. A blue person will run off the moment you enter. Talk to them to learn you're rather unliked, Larc especially. Talk to the green ones to learn they're dragoons of a dragon named Akravator. They dare him to pass, and Larc does, only to get sneak-attacked. He teleports to safety, and the bird-people run off. Continue up to the Mountain Gate.

Three Shrieknips greet you, then two Eye Spys and an Imp. After you've bested them, continue up the mountain. Take the left path when you can, to fight two Imps and a Narcissos. You'll also get chests with a Poison Fang, Angry Eye, and some Bird Meat. Go back and try the right path up the mountain. On this Hidden Path, you'll have to duel one of the green Windcallers. Watch out for Jinn-related spells! Alternately, there'll be either a six-way shot of feathers, or just one fired in front of the Windcaller. You'll gain no experience or Lucre from its death, but its spirit will unlock some sort of barrier. Go back and take the path to the left.

Go to the left, and face the Imp and two Shrieknips on the next screen. Take the upper-right path on the following screen, and get the Dragon Blood and Sleepy Powder from the chests. A Garuda is to the right. Go back down and left, to reach the Path of Clouds, and another Windcaller. Beat it like the first one you faced, and go back to the right three screen. Take the upper-right path, and fight two Eye Spys and a Howler. You'll see a statue of a Windcaller on the upper-right path. Ignore it for now, and go to the lower-right. Fight past two Narcissos to get to the Eternal View, and the third Windcaller. Defeat it like the other two.

Go back and examine the statue to have it vanish, now that all three Windcallers were defeated. You'll fight an Eye Spy, a Narcissos, and a Shrieknip. I won a Skuldesect from the Narcissos here. Go right, and face the two Imps here, and go up and right again. Four blue Windcallers will be here, and Larc will kill all four in one blow. Go right to get a chest with a Messy Scroll, then fight off the two Howlers. After them will be chests with a Flaming Quill and a Dragon Steak. Head back left past where the blue Windcallers were.

Two Narcissos attack here, then a Garuda and a Needlebeak. To the left, you'll hear a roar and meet Akravator, the dragon! He tries to tell Larc that Drakonis is plotting something, but he refuses to listen. Bite attacks and swipes with its clawed wings are the least of your problems. Tail-swipes are common, and Akravator can go airborne to evade most of your attacks. When Akravator starts to flash, and magical circles appear on the screen, move to the extreme sides of the screen to dodge the purple explosions! Another flash-move is to go into the air and throw everyone backwards with a few powerful wing-flaps. Alternately, Akravator can fly around the screen, leaving little yellow explosions in its wake. There is also, of course, a flaming yellow breath weapon that'll hurt you. Try to get in hits with strong weapons whenever you can, your chances of winning are higher the less time you spend fighting. Larc's Synchro Ability helps, as it does deal extra damage to dragons, and you might be up close with him slashing anyways.

After the victory, you'll see Akravator was guarding a Mana Stone. Larc says it's still too small, and gives you the AF: Dragonbone for helping out so far. Larc will claim the Mana Stone, and a dying Windcaller will ask him why he's killing so much for Drakonis. He will not have an answer, and this adventure will be over.

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3M2. The Ghost of Nemesis (Cactus Diary 39)
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Known Requirements: Complete "The Field Trip," have Larc and a pet in the party.

Return to the Bone Fortress with a full party, and Larc will sense something. The Students will explain about hearing voices, and a Dragon of Knowledge possibly being inside. You'll hear its roar next. Go right to the Cranium Gate, and a Skeletal Soldier will appear, pushing you back! This will start the event, as it tells you to leave. Choose to stay to battle it!

The Skeletal Soldier uses a variety of sword attacks, swinging at you as it floats around. It can fire off its hand as a projectile, which will return and reattach. It's frozen in place when it does this, so it's a good chance to knock it down. It can block your attacks, and try to sweep you off your feet. It's more of an annoyance than a real threat to you. When it's done, examine the dragon's skull to have it open, letting you walk inside.

Inside, you'll see no doors or paths you can take, but you'll see three little pedestals. Talk to one to have Larc say it looks like a trap. Your pet will hop over towards you, and you'll wake back up with your companions gone, and one pedestal missing. On the left is now a chest with a Giant's Horn. Go to the new upper-left path, and fight off a Skull Beast and a Slime, then go further left to the Vertebrae Room. Chat with the skull here for a short conversation, and to open a hidden door!

Talk to the Skeletal Soldier in the next room, to have another hidden door open. Inside you'll find your pet, and a chest of Demon Meat! Now we just need to find Larc again. Leave this room and go back to the Vertebrae Room, and take the lower-left exit to fight two Dainslaifs. Take the bottom path to see another skull. Talk to it and go in the hidden passage, to find an Imperial Soldier. His spirit will fade, and he'll turn into a new Skeleton Soldier and leave in front of your eyes!

Take the upper path in the room with the Dainslaifs to be back in the pedestal room. Examine the one on the left to cause the door in front of you to open. Talk to the flame inside, and you can pick which floor to go to. On the Second Floor, head to the left to talk to a Skeleton Soldier, who tells you to leave if you don't have the brand. Heading south instead will make you fight a Gloomoth and two Slimes, for no prizes either. The upper-left room is the home of a Kid Dragon. The right-side room has a Slime and two Tomato Men. Go back to the flame, and have it take you to the Third Floor.

Sierra will meet you on this floor. She won't tell you Drakonis's evil scheme if you ask, but she'll try to kill you to make him stop, and so she won't have to kill Larc. Sounds like she might have a connection with him. ^^ Sierra will attack with her knives in this fight, using Spin, High-Jump and Back-Flip as her Abilities. She'll fight just like a human using those Abilities and weapons, so if you've had experience

with knives, you know what to expect for range, damage and the like. When you defeat her, she won't die, but will vanish, leaving a key behind. Be sure to pick it up!

Head to the left, and get the Blank Eye from the chest here. Go in the upper-right door to find a half-hidden Zombie Claw behind the table. Go back to the Hallway of Cartilage, and go to the left for a Raven Feather. Head back to the Second Floor and the Skeleton Soldier there, and he'll now open a secret door for you. Go inside, get the Ash and leave... fine, we'll take Larc back with us, too. Talk to him to wake him up, and after mentioning his sister, he follows along again.

Go to the First Floor, and you, Larc, and your pet will all hit the pedestals at the same time. Take the flame-elevator back to the third floor, and head left, then up the stairs. The music-change will warn you to equip yourself, before you face the Deathbringer, who Larc seems to know. After an eruption of bones, the Deathbringer will be ready to fight!

Deathbringer can swipe with its claws, or fire off a slow three-way blast of purple energy. When it flashes, bones could thrust up from underneath you, or charge up with yellow energy, before firing it off in a blast towards your party-members. In another flash-move, the Deathbringer will slice open a reddish hole in the air, which spirits come flying out of. The left side of the screen is very safe from most of the attacks, and you can just sit and let Larc and your pet win entirely for you, if you want. When you've won, collect your experience and Lucre, and head to the right to find the real boss of this area.

You'll be in the Throne of Corpses, with some good music in the background. Larc will sense more Mana here, and will challenge Jajara to fight. Jajara quickly accepts, and falls from above to fight you. The dragon lumbers around slowly, before flashing and charging with electricity, before firing off a blast of plasma-breath. It also has a chance of poisoning. It's not much of a fight, and Larc actually slaughtered Jajara before I could see if it did any other attacks. ^^;

After you win, the area will flash different colors, and Jajara will reanimate into some sort of flying creature, and after picking up the statues in the room, begins to fight again in a last-ditch effort to beat you. Jajara will now use boss-pushes, and quick bites with either its mouth or its back ribs, as well as firing a laser beam behind it to get party-members trying to sneak-attack it. When Jajara flashes, it might grab the side of the room and shake it, to make objects rain from above. Alternatively, it could flash and charge up with its statues, before blowing things up around it in a swirl of magic. Constantly dodge its attacks, and together with Larc and your pet, you're sure to win the fight.

Afterwards, Jajara will say that Drakonis is evil, and that you shouldn't attempt to help him before dying. Larc will go to the next room, and find out that the Mana Crystal here is what made the nearby herbs so potent. You'll be able to ask Larc a question, before he gives you the AF: Green Cane. With one dragon left to find, our adventure concludes.

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3N2. The Crimson Dragon (Cactus Diary 40)
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Known Requirements: Complete "The Dragon Princess."

Try to go to the Underworld after completing The Dragon Princess. Sierra will stop you, and will ask if she can go with you. Tell her yes, and talk to the Tombstone again to enter.

Sierra will notice something's wrong up ahead, and Drakonis will make six Dark Stalkers attack Sierra in a rush, starting this adventure. She'll dispatch them easily, and you'll regain control. Head left, and down the stairs here. Head to the right, and enter the first blue door you see. Go north again, and you'll be at the Second Level.

Head down more stairs, and take the path to the lower-left. Go right, over the bridge and enter the first blue door to reach the Third Level. Head around to the right and down, and face the two Cursed Dolls and the Succubus you see up ahead. I got a DoomHammer from the Cursed Dolls. On the next screen, you'll face a Dark Stalker and two Shadow Zeros, then enter the blue door here to reach the Shrine of the Silent Faces. Walk to the bone-covered opening in the wall, and it'll move and let you pass.

Head right and down the stairs, then take a left over the bridge and enter the first blue door you see for a Mirror Piece. Take the turn to the next screen, and go in the next blue door for some Animal Meat. The next room on the left has some Sulphur, and the room following is another Shrine of the Silent Faces. Don't go in here yet, but remember where it is. The blue room right after it has a chest with Aroma Oil. Take the path on the left to loop back around, and go in the second blue door here for some Grave Dirt. Go back to the second Shrine of the Silent Faces.

Go through the covered opening, and talk to a Shadole here to be sent to the bottom of the Underworld. It saves you the walk, and it is where you're trying to go anyways. Go into the covered opening in this Shrine of the Silent Faces to have Sierra ask you if you're sure. Make sure you have some equipment for the upcoming boss-fight, and say 'Let's go!' when you're ready.

Drakonis will have his powers back, and Larc will reveal his plan. Drakonis and Larc were to fight to the death when this happened, so that only one would get back from the Underworld. Drakonis will cast a spell, and change Larc into a huge centaur! You'll be forced to fight him now. Larc will use boss-pushes and stamping down with his front hooves, as well as charging to impale you with the horns on his front. Strong punches are also employed. After flashing and glowing red, Larc will fire his hands up off the screen, and they'll rain down in a quick flaming barrage. In another flash-move, Larc will rear up and fire off machinegun-style blasts from his feet, complete with spent shells bouncing off. A third flash-move is a charge of blue energy, then Larc will fire a projectile in front of himself.

When you win, collect your experience crystals and Lucre, then Sierra will hear Larc's last words. He'll apologize and fade away, not having to travel too far, considering you're in the land of the dead anyways. Sierra swears to avenge him, before the Underworld quakes and changes into a huge castle, The Flames. Vadise appears to offer you words of support, and warns you that once you enter this level, you're stuck here. You can leave to go save, shop, whatever, which is recommended, as this adventure isn't over yet.

All set now? Talk to Sierra and take her with you, then head inside the

castle. The first room will be empty, but there're stairs in the second one. First, let's take a small detour. Head to the right, and fight two Cursed Dolls and a Fierce Face. Go up to the next room, and three Dainslaifs will try to stop you. Past them are a set of stairs, go down here to get the chest with Dragon Blood, and a Gold Sprite Statue.

Head back to the First Floor stairs, and go up the stairs to the Second Floor. Go in the door here to fight two Land Dragons if you want to. Go back outside and go to the left, heading left again to face a Chess Knight and two Dainslaifs. Go up the stairs here to reach the Third Floor. Kill the Goblin and the Fierce Face up ahead, and go up to the Fourth Floor. Kill the two Fierce Faces here, and go in the door.

You'll have to cross the center floor, followed by that blue flame, and fall into a pit. You'll land on the Third Floor, next to a Gold Sprite Statue. Head all the way to the left, and down the stairs here. Go down the next set, and you'll be back on the First Floor. Beat the two Howlers here, then go up to the next area. The music will change, and you'll have to fight a Sky Dragon. It attacks just like a normal Sky Dragon would, just with more HP. When you win, the green ball above you will be destroyed. This'll disarm some of the floor-traps in the castle.

Take the exit to the left, and get the chest for a Raven Feather. The next screen has two Cursed Dolls and a Fierce Face. Head to the right, and up the stairs to get back to the Second Floor. Take a left, then walk straight down to another screen. Go across the untrapped floor, and you'll hear a music change. Walk towards the blue ball, and it's time to battle Zenoa! Zenoa fights identically to Larc the Centaur. Same flashes, attacks, everything I've found is the same. Since you've gotten here, Zenoa shouldn't be much trouble for you.

When you win, the blue ball will destroy itself, and the doors will open here. Go back in the left door, and go up. Then head left, and beat the Chess Knight and two Dainslaifs to get to the Third Floor. Kill the Fierce Face and the Goblin, then go up to the Fourth Floor. Fight the two Fierce Masks here, then go in the door and you'll fall back down to the Gold Sprite Statue on the Third Floor. Head all the way to the right, taking the stairs here to get a chest with a Flaming Quill in it.

Go back to the previous room, and take the path that's south and to the right of the Gold Sprite Statue. Run across to the next room, then go to the right and fight the Goblin and Mad Mallard, then the Cursed Doll and Mad Mallard. Go down the stairs here, and you'll be on the Second Floor. Take the first door on the left, to get a Creepy Eye from a chest. On the next screen, beat a Goblin and a Howler, then take the stairs down to the right. Go down the stone stairs, then fight two Dainslaifs and a Fierce Face.

The next room on the left has a music-change, and you need to battle a Land Dragon here, which is an extra-strong version of its usual species. When you win, the last set of traps will be broken! Now, go back to the right and up the stone stairs, back to the left, down and down again.

Go right here, and up the stairs to the Third Floor. Fight the Cursed Doll and Mad Mallard, then the Goblin and Mad Mallard that follow as you head left. Go up and across the room to the Gold Sprite Statue. Save if you want to, then take the path that's down and to the left of the Statue. Cross the trapped floor, and in the next room fight the Kid Dragon and Land Dragon that attack. Head right and down, and down again to get the chest with some Stinky Breath in it.

Retrace your steps to the Second Floor. Then, head left to fight the Chess Knight and two Cursed Dolls. Go up, and you'll be by the door on the Second Floor of the castle. We're almost done! Head left, then straight down, and take the door all the way to the right. Continue up to get chests with a Wicked Eye and a Dragon Steak, then keep going up until you're on the Fourth Floor. Kill the two Fierce Faces, and head inside the door for a chest with Dragon Breath. Go up the stairs when you're ready, to find Drakonis.

Sierra challenges him, for his evil ways and the deaths he's caused. Drakonis will change into a huge dragon-form, and attack! Drakonis can push forward and backwards with his boss-pushes, or swipe with his claws to let a spray of talons fly around. He can also smack you with his head in a sort of headbutt. When he flashes, he'll change his position on the screen to attack you. One such move is a classic blast of firey breath. Another has him fly up into the air, hovering right near you as he starts to cast some dragonic spell to tear up the battlefield in volcano-like flaming explosions. A third flash move is a quick bite with its mouth, gnawing on any caught prey for continuous damage before releasing them. A fourth flash move is to fly up in the air, before obliterating part of the screen in a huge blast of flaming dragon's breath. Pace yourself, getting in some shots and retreating before Drakonis can hit you too hard, and be aware that most of the damage he'll deal out is in the flying talons and the flash-attacks.

When you win, you'll gain zero experience, but Larc will be found by Sierra after the battle. You'll all rush out, as The Flames reverts back to The Underworld that it should be. You'll be back at the Tombstone, and Vadise will tell Sierra not to touch Larc, because of Drakonis's curse. She'll leave him there, and tell the story to the Windcallers, and Akravator and Jajara, who are back now. The stolen Mana will be restored, and even Larc will get to return as this adventure concludes.

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302. The Fallen Emperor (Cactus Diary 41)

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Known Requirements: Complete "Faeries' Light."

Head inside the newly-placed Underworld. You'll see a blue flame move towards a big tombstone, and you should as well. Examine it and you'll activate the event, as well as being deposited inside a strange world. You'll meet Larc the Dragoon, and he'll offer his assistance. Take it, and then we'll have to figure out how to get to the bottom of the Underworld.

Go left, and take the path here that's in the upper-left. Talk to the weird Shadoles to learn more about where you are and what they are. Follow the path on the right, and go right again in the next room. Continue right, dispatching the two Cursed Dolls and the Shadow Zero that're there, and go in the next room for a piece of Odd Meat. Go back, and take the path up this time. Head up again, and you'll be on the Second Level.

Run right, and down the next set of stairs. Head right again, to reach the Baptismal Chamber. Larc will say the Shadoles need to pour flames on you! Luckily, you have to find Olbohn and talk to him first before this can happen. Go back to the last screen and take the lower-left path. Larc will mention that finding Olbohn is something you should do, and you can head to the left. Larc says all the doors are closed, and talks

about Olbohn's job. Enter the only blue-lit room you'll see, and you'll see Olbohn! After some talk, a Shadole will appear, who can warp you to the Baptismal Chambers. Agree to it, and it'll tell how afterwards, you can get into all the locked doors. After some flames, you'll be all set to further explore.

Go to the screen on the left, then the lower-left. A lot of doors'll be opened now! Head right and inside the first door you see, to get a Ghost's Howl from a chest. Continue right, skipping this door for now, as it'll lead to the Third Level. Take the passage further right, and ignore the next door, as it's just Olbohn's room. The next room has an Angel Feather, and after that, a room with a Dangerous Eye. Rubens's here too! Take the next passage on the right, skipping the next two doors, and taking the one after the little bridge.

Head down the stairs here, and go right to battle two Cursed Dolls and a Succubus. Heading right, you'll go up to the next section, and have to face a Dark Stalker and two Shadow Zeros. Enter the blue room here, and Larc will ask if you're ready to serve his master. Say yes if you're ready for the Boss up ahead, and you'll face a little spirit in the Shrine of Silent Faces, Hitodama!

Hitodama can split into three temporarily, just like your Evade ability. The small Boss can also possess the faces to the sides of the chamber. The lower faces will fire a circular beam at you, and the upper ones seem to fire green laser beams. When Hitodama flashes, it'll activate all the faces, and a trident-like object will stab down, hurting the target it hits and lowering Magic. When you win, Hitodama will swell up and explode, leaving you with some experience crystals and Lucre.

You'll appear at the Pulpit of Eternal Flame, to talk to Larc's master. Lord Drakonis, who just looks like a man with a turban, asks you to restore his powers stolen from him by three dragons. He says he was once the Emperor of Dragons, and the dragons sent him here to wander the Underworld. You're forced to agree if you don't wish to stay half-dead, and you'll eventually fade away to nothingness. Agree, and you'll be teleported out. You'll receive the AF: Skull Lantern, and have your new mission to hunt the Dragons of Knowledge, as well as Larc following you around. This adventure will now be over.

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3P2. The Blessed Elixir (Cactus Diary 42)
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Known Requirements: Complete "The Flame of Hope," and place the AF: Tome of Magic on the world map.

Go to Gato, and head for the yellow dot to the left on the City Map. You'll have the option to go to the dungeon, or the waterfall. Pick "To the Waterfall" first, then immediately go back and pick "To the Dungeon." This'll save you a short dungeon trek. Kill the Wooding, then the two Needlebeaks after it. Enter the cave all the way to the right, and talk to a Nun. A rabbit drank up all their Elixir! This adventure will now start. Talking to them again will let them tell you they need water from the Duma Desert Oasis, and a barrel in their soul.

Right outside the area, is a disorientated Niccolo. He'll think you're a monster, and attack! He uses a Glove-weapon, so he has little range, and he's learned a boss-push. He can also flash and throw exploding treasure chests! He shouldn't be too hard to beat, and after the fight you don't gain anything. You'd think he would have lots of Lucre, at the least!



Anyways, head to Geo, and the Outdoor Fruit Parlor. Talk to the guy in the back, and he'll mention his master in Lumina. This's where he got his soul-barrel, so head there next! It's the dot on the left, on the City Map. You'll spot the man you're looking for up the stairs and to the left. Agree to listen to his story, and then say you do know why he does this. You'll get a barrel in your soul. Souls must be where the rest of your equipment's stored, too!

Now head to Duma Desert. We need to get to the Oasis here, as we can fill our barrel with the water the Nuns need. Head right, then take the lower-right passage. Fight three Molebears, then two Molebears and a Skull Beast. Head all the way right, then up past the sandfall, and up again. You'll next face, appropriately enough, a Fierce Face and a Skull Beast. Take the almost-hidden upper-left path, and a barrel will appear from your soul, and fill with water! You'll automatically return to Gato and give the water to the Nuns. You'll be thanked, and this mission is over.

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3Q2. Seeing Double (Cactus Diary 43)
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Known Requirements: Achieve a Shade Elemental Level of 3 in Domina.

To trigger this event, you must place your lands so that Domina reaches a Shade Level of 3. I've achieved this using the AF: Sword of Mana, but it's possible to start this much earlier with some careful planning. You'll know when this is successful, when you walk to the Center of Domina and see an evil clone of yourself harm the Sproutling here! This event will trigger now as well.

Follow your clone off the screen to the right, and head to the marketplace. Your double will be taking two more leaves away from a Sproutling! Follow it back to the Center of Domina, and go see Teapo next. Duelle will be here, demanding pumpkins! He wants to take over the world, which's very unlike him! Using the threat of an anthill, Teapo surrenders her pumpkins. It's the evil doppleganger! Chase him outside, where it's torturing another Sproutling, and chase it to the left. You'll see it walk through the park, and towards the Outskirts of Domina. Talk to the Pelican to get chewed out for what 'you' did, and head to the Western End.

You'll see you, across the new pumpkin patch. Your copy wants to take over your life, because it's your bad you. It'll turn into the Shadow Zero-One, and attack! It attacks much like the Shadow Zero enemies you may have fought, except it can't hide on the ground like they do at times. It does have an extra-long life bar for its species, though, and deals more damage with every hit. It has to get up close to hit you most of the time, so staying at a distance will definitely pay off here. When you've defeated it, grab your experience crystals and Lucre. After a short scene with Mark and Teapo, this adventure will be over.

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3R2. The Cage of Dreams (Cactus Diary 44)
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Known Requirements: Complete "Heaven's Gate," "Teardrop Crystal," or "The Crimson Dragon."

Go Home to write down whichever event you completed in Li'l Cactus's Diary, then leave and come back. Li'l Cactus should be talking to three

Sproutlings by your house. If so, this event's ready to go. Li'l Cactus and the Sproutlings will be talking about how one of them, which is technically all of them, was chosen to revive a tree in their other world. Doing so will revive the tree here, as well. Li'l Cactus will run inside the house after this. Go inside, then back out, to officially trigger the event.

Follow the leaves here straight towards your Workshops. Inside you'll see Nunuzac and Belle talking about the Mana Tree. Nunuzac caught the Sproutling in a dream-maze, and Belle begs you to help, so the Mana Tree will be revived! Go back outside, to talk to Pokiehl. He offers to let you listen to his talk with Nunuzac, which you should say yes to. After a flurry of words, Pokiehl will leave, and you can speak to Nunuzac to be teleported to a dream-world. Right to your left will be an Eye Spy and two Spiny Cones, beat them to go to the left.

Head right to the next area, then beat the two Springballs here. Run right to the next screen to see three Potos. Two Spiny Cones will be after them. These're the last enemies in the adventure, so beat them and run to the next screen!

A hurt Sproutling will be laying down here. It will wake up, and say it needs to heal the Mana Tree, and that is what the Sproutlings are for. Words will drift onscreen and into your character's mind, giving you the AF: Sword of Mana, as the screen blackens, and this strange adventure ends.

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3S2. Niccolo's Business Unusual: Part 2 (Cactus Diary 45)
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Known Requirements: Complete "The Flame of Hope."

Return to the Village of Gato, and its Items Shop. You'll see Niccolo here. He'll mention how he's collecting Greenballs, which are a snack some people like to eat. They eat Cancun Bird droppings, which means they're abundant in Gato. He needs help going through the dungeon, and asks if you can go with him. Agree to start this adventure.

As a nice surprise, when you head off towards Gato's caves, you are given the option of skipping the entire dungeon, and going to the Waterfall. Unless you want to fight enemies with Niccolo, I recommend you do this. When you reach the Waterfall, Niccolo runs around, collecting his Greenballs. Now, be impolite and try leaving the screen to the left. He'll stop you and prevent you from doing this. Run off the screen to the right, then come back. If not, Niccolo will never, ever stop picking Greenballs.

A short time after coming back, a Faerie will appear. She'll ask what you're doing. Answer however you feel, and Niccolo will tell you to move. He can't see the Faerie, who flutters off to hide in the Waterfall. You'll get a Greenball Bun, the AF: Broken Doll, and 500 Lucre from Niccolo. Not bad profits from doing so little work. This adventure's now over.

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3T2. Niccolo's Business Unusual: Part 3 (Cactus Diary 46)
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Known Requirements: Complete "Niccolo's Business Unusual: Part 2."

To start this adventure, go to Lumina, and the Heartbreaker Jessica's

Gem Shop. Niccolo should be here, talk to him and say yes to start the adventure. Your mission will be to go to the Mindas Ruins, and find the psychokinetic Flowerling. Niccolo wants to prove it's a hoax.

Our next stop's the Mindas Ruins. Past the Enterance will be two Lullabuds, then two Eye Spys and a Lullabud. Take a left past the Tower of Winds, and go to the upper-right to reach the girl Flowerkeys' Corner. Arrange them into a "\ " shape, then leave the screen and go to the lower-left. Beat up the Rattler Boa, then go left to reach the Western Gates. Take the lower-left path, and continue left to reach the psychokinetic Flowerling. After chasing him around, Niccolo will want to go when the Flowerling teleports away.

Go to the left, and then down to the south. Beat up the Chess Knight and continue right to be in a boy Flowerkeys' Corner. Talk to the Flowerling to make another drop down. Since the Flowerling teleported off, the Corners now have one less Flowerling to open the gates! Talk to that Flowerling so that it's on the right, and go back to the Western Gates. Take the upper-left path, and you'll be at a girl Flowerkeys' Corner. Arrange them so the one on the bottom is on the left, and go back to the Western Gates.

Take the lower-right path, and go past the Megalithic Structure. Go to the lower-left at the Eastern Gates, then left again to be at a boy Flowerkeys' Corner. Move the Flowerling on the upper-right to the upper-left, then go back to the Eastern Gates and take the upper-right path. Beat the Marlboro and go right again, then go south in the next screen. Run right and beat the two Eye Spys and the Lullabud, then two more Lullabuds and exit to the right. Niccolo will be glad this search is over, and still thinks that Flowerling was a fake. He'll walk off, now completing this adventure.

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3U2. Niccolo's Business Unusual: Part 4 (Cactus Diary 47)

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Known Requirements: Complete "Niccolo's Business Unusual: Part 3."

Head to Geo's famous Outdoor Fruit Parlor! Talk to Niccolo here, and say yes, to start the adventure, and his latest scheme to get rich. You need to head to the Ulkan Mines with Niccolo, and chat with Watts. When you do, Niccolo and him will talk, and then you'll automatically leave Watts's Workshop.

Walk back in, and Niccolo will demand 30,000 Lucre for all the LorantSilver he left here. Watts says he'll pay cause he has lots of money in his wallet, but he's lost it. He needs some Gator Skin for a new one. You'll get put back outside his shop.

Check your inventory, chances are you have a piece of Gator Skin on you. If not, go to the Dudbear Hideout, accessible from the sign by the Mine's enterance, and you can get some there just once, for 500 Lucre. When you have some, go in Watts's Shop and hand it over, then go back in. Watts doesn't have money in his new wallet, of course, but Niccolo just takes some weapons for the same worth. Everything's squared away, and this adventure's now over.

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3V2. Niccolo Calls It Quits? (Cactus Diary 48)

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Known Requirements: Complete "Niccolo's Business Unusual: Part 4."

Walk back to Geo and visit Kristie's Palace of Arts. You'll hear Kristie needs medicine for some sickness she has, which will be there any minute and cost her "ten biwwion Wucre." She says they'll get no remorse from this monster with rabbit-ears, cueing the event.

Head to Polpota Harbor, and go past the Waterfront Mall to the next area. Niccolo's on the beach to the right, and seems to have some amnesia. He awoke here, and had some yambalooriben leaf with him. Take him with you, and go back to the Palace of Arts in Geo.

Niccolo will get part of his memory back when you visit Kristie, and even seems to think that he doesn't want a life of profit-seeking. Poor Niccolo really must've had a traumatic episode to think that... If you remember, Niccolo usually looks for things at Gato's waterfall. If he found the medicine a bit further than that, he must have been at the Cancun Bird's Nest! Head directly towards there next, remembering you can cut past the dungeon-area and go right to the waterfall.

Sure enough, Niccolo scales the nest and gets the leaf needed. Why he only took one is anyone's guess. Go back to Kristie's and give it to her, and leave to get the last one. Kristie will tell Sotherbee to follow you, but he's so slow he quickly loses you.

Back at the Cancun Bird Nest, Niccolo runs right up the nest... and drops right down from it. Go back to Polpota Harbor to find him, and the last leaf Kristie needs. You'll automatically go to Kristie's to give it to her, to find out Niccolo's reclaimed his memory. He tries to pass you off as a Hero and thus someone who'd get mad if Kristie backed out of the deal. Before you know it, Niccolo now owns the Palace of Arts in Geo, and this adventure's over.

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3W2. Li'l Cactus (Cactus Diary 49)
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Known Requirements: Complete "The Infernal Doll," and visit Geo.

Sometime after meeting these requirements, you'll see Bud lying on the ground after you come Home. Don't talk to him unless you have the events in the Jungle cleared, and you've placed the SS Buccaneer on the World Map. If you haven't yet, just leave Bud there, he won't die.

Bud will collapse, and feel very weak. Lisa recommends you visit Meimei the Fortuneteller in Domina, to see what'll make him feel better. She'll say a cactus will save Bud. She thinks maybe you need cactus-juice, but the truth's far from the case. Head Home, and Lisa says Li'l Cactus left! This will officially start the event.

Go upstairs and talk to Li'l Cactus's pot. There'll be a note inside, saying he went to see Gaeus. Go to Luon Highway, talking to Boink for a short-cut, and continue to the right until you bump into Gaeus. Gaeus will talk to you about how Li'l Cactus asked how to make a potion. Gaeus redirected him to Selkie the Penguin, in the Jungle. Head out of the Highway, and towards the Jungle next.

Talk to the psychokinetic Boy Flowerling by the Jungle's Enterance, warping to the Forested Ruins. Go to the upper-left to talk to Selkie. She's talked to Li'l Cactus, and says that Brownie had an illness like that recently. Fight your way out of the Jungle, and head to Geo!

Head to Geo's Magic Academy. If you don't know where it is, it's north of their Mall Avenue. Go inside, and talk to the Blue Student by the upper-right door. He'll say Li'l Cactus was here, and that a Pirates' Potion is what fixes the illness. He got his potion from David. Leave Geo, and head to the SS Buccaneer next.

Head down from the Quarterdeck, past the Forecastle Deck and down the stairs to the Main Deck. Go in the door on the left to enter the Hatchway, and go downstairs. You'll be in the Lower Deck. David's the Pirate Penguin on the left, and says he gave him the potion. Amalette gave Li'l Cactus a ride home, but he might not be there safely. Go back up to Cap'n Tusk's room and tell him you dislike his boat, and he'll let you off.

Head to the Outskirts of Domina. Amalette is the Pelican's name, and she'll say Li'l Cactus hurt her, because he's spikey, being a cactus and all. She says she put him in the box. Run Home, and sure enough, Li'l Cactus is crammed into your mailbox. He's got the potion Bud needs though, so everyone's safe, and this mission is now over. Don't forget to tell Li'l Cactus about his own adventure!

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3X2. Rachel (Cactus Diary 50)

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Known Requirements: Not sure, sorry! For me, it started after "The Cage of Dreams."

Keep going to Rachel's room above the Knights of Jema Shop in Domina. Talk to Mark when he's alone here, and he'll mention a note from Rachel. This'll start the event. Go downstairs and chat with Teapo, who mentions that Rachel might have gone to the Academy of Magic, and that she "absolutely 'ates 'er dad." Teapo thinks Rachel'll kill him, but Teapo often jumps to conclusions.

Go to Geo, and go to the Academy of Magic, off of Mall Avenue. Take the path on the lower-right, and you'll see Thesenis mention an experiment, and today not being the right day for it, because Nunuzac is here. Go back to Mall Avenue, and the Sorry, Carl! Cafe. Choose to stay the night, which's free so don't worry, and keep going to the Academy until you see a small explosion in the library. For me, this took place on Salamander Day, appropriately enough. Talk to the silent Students, then go back to Rachel's room in Domina.

Rachel's back in her room, but strangely mentions that 'Rachel' is probably very happy. Talk to Mark too, and Rachel and him will have a conversation! This's rather unusual, so leave Domina and return to it, and head for the Marketplace. You should see Jennifer, Rachel's mother here. If not, keep leaving and returning until she is. She'll mention that Mark doesn't think this's Rachel, and mentions blue jelly. Run back towards Rachel's room.

Mark will try to talk to her again, and Jennifer will creep up the stairs to listen. The green wiggly Student is now Rachel, in her body! Rachel's now a blue jiggly whenever she tries to use telepathy to talk to Mark. Teapo will burst up, thinking she's been made into a bomb, but it's more of a rocket ship, so she can go to space, just like when Mark used to tell her that he wanted to. The blue wiggly formerly known as Rachel will stay here as their daughter until the other Rachel thinks she's ready to come back. With this, the adventure closes.

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3Y2. The Nordic Snowfield (Cactus Diary 51)
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Known Requirements: Complete "The Treasure Map."

Board the SS Buccaneer and head to the Wheelhouse. Tell Ramtieger to go South, then South again. Fight the three Iffish and the Specter, then choose to go West. Ramtieger will see something, and you'll go to talk to Cap'n Tusk.

He wants you to explore the Fieg Snowfields you've landed at, and to look for treasure. Agree to go to see a bunch of penguins turning into ice cubes. ^^ They can't handle it for some reason, so it's all up to you as the adventure begins. Head left and battle the two Rabites and the Tonpole on the next screen, followed by two Tonpoles and a Zombine. The screen on the left has two Potos, then after a turn, you'll see two Sahagins. After them are a Poto and two Zombines.

You'll reach the Field of Innocence, and a Gold Sprite Statue. Save here, then chat with Fiorentina the Faerie. She says that Ehrlang, a Class 7 Faerie, has the Faerie treasure. She offers to let you see Class 2 Faeries, accept and you can now see Class 2 Faeries. Pietta isn't going to help you if you find her, you're also told.

Take the lower-left path, and you'll see Malbaresta the Class 2 Faerie. Get spelled, then head to the lower-right, and fight the two Rabites and the Sky Dragon. Go right, right another screen, and then fight the Seadragon and two Tonpoles. On this screen, you'll see two Faeries. Talk to one named Lucini, and say yes to her. Run back to where you met Malbaresta, and say yes to Tilda, who tells you to find Lakshmi.

Go to the upper-right, to reach the Field of Innocence, then go to the upper-left. Beat the two Seadragons, and continue left. Talk to the Faerie here that won't tell her name, and say yes to be able to see Class 7 Faeries. Head back to the right, and save at the Gold Sprite Statue. If you don't pick out Ehrlang on the first shot, then the adventure's lost! Go to the lower-right, and beat up a Poto and two Zombines. Two Sahagins follow. On the next screen're three Faeries. Make your guess, and if you're right, you'll get the Draupnir, which is a pretty good Ring. If not, reset and try again. When you're successful, the Cap'n gives you another Pincher Crab for your Library, and the adventure's over.

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3Z2. Buried Treasure (Cactus Diary 52)
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Known Requirements: Step on 20 or more Pincher Crabs at Madora Beach.

Head to the SS Buccaneer, and tell Ramtieger in the Wheelhouse to sail West, West, and North. You'll talk to Cap'n Tusk, who says you're at Madora Beach. You'll hear a bikini-joke, then be asked to go with the Penguins there. When you arrive, Dudbears will have been in the area already! This adventure'll begin now, as well.

The Cap'n will give you 15 Halo coins, to bribe the Dudbears with. You'll see a line of them blocking to the right. Talk to Dudbear in the middle, and give him a Halo coin to make them all run off. Beat up the two Pincher Crabs to the right, and then the Tezla. The next screen has two Iffish, then the entrance to the Sunrise Cavern. Give a Halo coin to the first Dudbear you find, to get a Li'l Bottle. Repeat this two

times, so you have three Li'l Bottles in all. Talk to the Dudbear blocking the path in the lower-right, and give him a Li'l Bottle.

Head down the unblocked path, and fight the Sahagin, then two Bloodsuckers. Continue to the right, to face a Big Baby. Go up the stairs and bribe a Dudbear that's walking around with a Li'l Bottle, usually the second one you come to, to get a Pucashell. Do this again to get a second Pucashell. Go to the upper-left now, and bribe the Dudbear there with a Pucashell to make him leave.

Fight off the Pincher Crab and the Tezla here, then two Pincher Crabs. Go in the caverns up ahead, to face a Seajack. In the next room will be lots of Dudbears, just go to the upper-left and hand over a Pucashell. Follow after it, and you'll find the treasure! But wait, Roger appears to stop you. Four Dudbears will be with him, just hand over a Halo coin, and they'll take Roger away instead of you. You'll be back on the SS Buccaneer next, and you'll get another Pincher Crab for the library, and a piece of metal. This mission will now be at an end.

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3A3. The Path of the Blacksmith (Cactus Diary 53)
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Known Requirements: Complete "Watts Drops the Hammer."

When you're ready for this mission, just walk around behind your house, and go inside your workshop. You'll bump into Watts, who just made a blacksmithing area for you. Ask about Forging, Altering, and General tips, then he'll let you stop hammering. You don't need to go up to a million times. ^^; He'll give you some MenosBronze, and if you tell him he forgot to, he'll give you another. He'll leave, and this adventure will be done.

Blacksmithing is another area I've only dabbled in. You make weapons and armor from materials and items you've found so far. This can be pretty fun, and I recommend you try it out a few times, saving beforehand, and find a weapon or that new hat that suits you. ^^

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3B3. Enchanted Instruments 101 (Cactus Diary 54)
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Known Requirements: Complete "Reach for the Stars."

Head inback of your Home and go inside your Workshop. You'll be stopped by a Student, who just made you an Instrument Workshop because of a school assignment. Agree to help him get an Elemental Coin, and the adventure will start.

You'll be in Domina's Western End, where two Wisp Elementals can be seen. You'll be given a FlowHarp that you can keep, and be told to try to play a song the Elemental would like. You'll need to pick the type of song, the instrument, and the part of the song you'll play. When the Elemental is close enough, stop playing, run over and talk to it to get an Elemental Coin! In this case, it'll be three Wisp Silvers.

You'll be back at your workshop after a small cutscene. You can ask the Student about making instruments, and what coins do. The Student'll take two of your coins, and give you an Aura Silver and a Sala Silver in exchange, along with some MenosBronze. This adventure's now at an end.

Try to find Elementals to get coins from, which can be anyplace you find

Monster Eggs. Gold Elemental Coins do more damage and a different effect than Silver Coins, and you have to do really good to earn those. You can run off the screen and back to 'reset' the Elementals. You might even get some different Elementals!

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3C3. Golem Go Make 'em (Cactus Diary 55)
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Known Requirements: Complete "Professor Bomb's Lab."

Head Home, and go around the back to the Workshops. You'll bump into Professor Bomb, who says he just made you a Golem Laboratory! Follow him in, and you'll have time to read the Basic Golemology Encyclopedia, which he made. He'll ask you questions that you will have to get right. If you miss it, you can reread the book, or just try another. Eventually you will have three Lifeballs, which are the Golem's 'heart' if you will, and the Logic Block Jar, where you put the Logic Blocks into. They're like blocks of programming code. He'll give you his Basic Golemology Encyclopedia to keep, some MenosBronze, ForsenaIron, and GranzSteel, and a hearty "Good luck!" This adventure is now at an end.

Golem-construction itself is a complex thing, and I haven't focused much work to seeing what combinations make the right Logic Blocks, and the like. When I do, I'll update it here! ^^v

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3D3. The Mana Orchards (Cactus Diary 56)
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Known Requirements: Talk to Gaeus 'About this world.'

In the Backyard Orchard, there will now be four Lullabuds L1. Weed them quickly, and the ground will shake! an immense tree will rise up, and thank you for reviving him. He explains that if you give him seeds, he will grow them into fruit for you, and other seeds. I haven't figured out what combinations grow what yet, or the exact growing time, but it's safe to assume that plants will be ready after a few game-days. He can take four seeds at a time. Eventually, Trent grew an AF: Golden Seed for me, but I'm not sure if this is random or from a certain seed combination. The Golden Seed makes another Trent spring up elsewhere on the World Map.

Successfully growing something and putting it in the produce box will end this adventure.

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3E3. Monster Corral (Cactus Diary 57)
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Known Requirements: Complete "Tiny Sorcerers."

Return to Domina, and go to the Western End. You'll see a beast egg here, and Duelle will talk to you about how to catch it. He'll give you a Diceberry, some Bellgrapes, and a Citrisquid to help you catch the egg. Then this adventure will officially open.

Just get close to the egg, and press the Triangle Button to show what food you have. Pick one, and select it with the X Button to drop it. Then walk off a ways, and wait for the egg to hit the food and eat it. A heart will appear if it likes the food. Now wait. If you can see some Zs in the monster's balloon, it's asleep. Run over and grab it with the X Button. If it's not asleep, feed it more of the type of food it likes,



and it will sleep eventually. Use as much food as needed, you can pick back up any extras.

Talk to Duelle after Pelican gets the egg. You'll end up back at the corral, where he'll explain about grazing. Then you'll go into the barn, where he'll further explain how to care for your new pets. This will successfully end the adventure.

I've listed the eggs that I know the locations of here, and I'll try to find the rest as soon as possible!

Bone Fortress, Throne of Corpses: Undead Egg.  
Domina, Western End: Beast Egg.  
Fieg Snowfields, Queen Altena's Hill: Dragon Egg.  
Jungle, Prankmaster Room: Demonic Egg.  
Luon Highway, Giga Rex Cavern: Reptile Egg.  
Luon Highway, Lorant Tableland: Aerial Egg.  
Madora Beach, Eastend Beach: Aquatic Egg.  
Madora Beach, Fullmetal Haggar Cavern: Morph Egg.  
Ulkan Mines, Labanne Cavern: Oddity Egg.  
White Forest: Beast Egg.

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3F3. Gilbert: School Amour (Cactus Diary 58)
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Known Requirements: Complete "Gilbert: Love is Blind."

Go to the City of Geo, at the Outdoor Fruit Parlor area. You'll see Gilbert talking to Nathinja, who tries to tell him to leave before he accidently gets sto... err, petrified. Nathinja mentions her boycotting Students, and Gilbert volunteers to get them back to class. She leaves, and the adventure starts. Talk to Gilbert and agree to help, because otherwise he'd never get it done right.

Talk to the three Students in the Outdoor Fruit area, and suggest the option that seems to work best, then talk to them again. This'll convince them to go to school if you did it right. If not, just pick the other option. Head to Mall Avenue next, and talk to the two Students outside. Next, go in the Sorry Carl Cafe, and talk to two Students there. Go into the Lester's Harp Instrument Shop, and talk to the Students. Only two will change their ways right now. Talk to two Students outside of the Magic Academy, then the Student inside by the upper-right door. Talk the lower-right door, and talk to the two Students in there. Now, go back to the Instrument Shop, and talk to the boy who mentioned the boycott. You'll have found all the students!

After you do this, Gilbert and Nathinja will be outside Geo's main walls. Gilbert will be himself, and thus in trouble, and be turned to stone. This will end the adventure.

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3G3. Gilbert: Resume for Love (Cactus Diary 59)
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Known Requirements: Complete "Gilbert: Love is Blind," and "Gilbert: School Amour."

Head to Kristie's Palace in Geo and talk to the petrified Gilbert in the basement. He'll think his thoughts about how he was wrong, and Monique right, and this will trigger the event for you. After the event's triggered, leave Gilbert here and go to the Ulkan Mines.

When you're reached the mines, talk to the signpost to use the Dudbear Express. Go over to the book of poetry in the corner, and Roger will run up. Talk to him, and there'll be a small earthquake! He'll send two Dudbears to get something to stop the earthquakes. You'll promptly be kicked back up to the surface as well. This isn't a problem, just go back inside and take the Dudbear Express down.

Read Roger's poetry to make him appear again. He'll talk about a horse statue they bought from Kristie, and how it's keeping the ceiling up. Leave the Hideout and head south until you find a Springball. Kill it to make the gates open. Go left, to the Gold Sprite Statue, and go up the room above it, on the right. Head up these stairs, and over the bridge, and go up into the dark Abandoned Room. It's Gilbert! Talk to the statue, to hear the list of Fa'Diel's most pursued bachelorettes, and so you can go to Lumina now.

Return to Lumina and talk to Monique in her shop. Tell her about Gilbert, and Monique will go to the beach to relax. Head to Madora Beach, and the Birdcage Lighthouse, to see Elle and Monique talking about saving Gilbert. Flameshe will bubble in, and exchange some words, before telling Monique the spell she'll need to know:

"Heavens bless the earth with life-giving showers of rain. The ancient memories of Mother Earth fill our souls with bliss. Know the truth that is the ultimate tower of energy for all."

Now head back to the Mines, and the room Gilbert's in. With lots of coaching, Monique gets the words correct, and Gilbert's back to normal. This adventure's now completed!

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3H3. Professor Bomb's Lab (Cactus Diary 60)
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Known Requirements: Find Professor Bomb in the Junkyard, and agree to find his Golem, Pavlov. You'll also need to have completed "The Lost Princess."

Head to the Entrance of Lake Kilma, and you'll see a Golem standing by the upper path. He laughs and runs up a screen. Pursue him, and you'll see some toys from the Junkyard, and the Golem. He says he wants to take over the world with Golems! This's bad, so thrash this sucker. He can shoot laser beams and missiles, and hit you with a little axe-like weapon. Ocasasionally he'll go defensive, or fire off a little tornado. He's only difficult if you let him hit you multiple times without trying to hit him at all.

When you win, you'll be back at Professor Bomb's. He says he'll redesign Pavlov, and the adventure will be over. Now, Pavlov will be in the Junkyard to help teleport you around, and Professor Bomb will open a business if you agree to help out: you leave weapons, armor, and instruments with him, and he'll let people purchase your items from your Memory Card, and you can do the same. This can only work with things you've altered or created, and can be a good way to transfer some items over to a newer, better file. Don't forget to haggle a little bit! ^^

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3I3. Watts Drops the Hammer (Cactus Diary 61)
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Known Requirements: Complete "Mine Your Own Business."

Head back to the Ulkan Mines. Don't talk to the new sign you'll see here, and instead go to Watts's workshop. Talk to the quick-moving guy, to hear he lost his hammer. Agree to find it, and this mission will start.

Go back to the entrance of the Mines, and talk to the sign now. It's the Dudbear Express, and a Dudbear will come and carry you off to its Hideout. And right on the ground by the fire, it's Watts's Hammer! Retrace your steps back up to Watts's workshop, where he'll accuse you of stealing his hammer, before remembering and thanking you instead. This'll successfully complete the adventure.

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3J3. The Seven Wisdoms (Cactus Diary 62)
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Known Requirements: Complete "Tiny Sorcerers."

Talk to Bud in your Home. He'll mention the Seven Wisdoms, and how one had died. He says he'd want to meet them, and he asks if you can take him with you on a search for them. Say yes to start this adventure.

I've listed the Wisdoms in the order I have found them. Talking to the first one allows the World History Encyclopedia to be at your Library at Home, more sections becoming available as you talk to more Wisdoms.

Gaeus can be found in the Luon Highway. Retrace your steps to meet him, and Gaeus will mention Halciet, a great mage in a long-ago time, who was larger than Gaeus in many ways, even if history does not know him. This's enough for Bud, who thanks Gaeus.

Tote can be found in Lake Kilma. Retrace your steps to the Cliff Overlooking the Lake with Bud in tow, and talk to her. Tote says that Bud doesn't need to listen to Wisdoms to be a great mage, but the grass, water, rocks, and the wind, the elements around them. Bud says thanks, and you can leave.

Pokiehl can be found in Watts's workshop the first time you go there, and later on during the Pokiehl: Dream Teller adventure. I've also spotted him in Lumina and the Underworld during the adventure Diddle Had It! He seems to like to roam around. He'll tell Bud that he should try to find out what the Mana Goddess wishes us all to do in life, and to do it. Bud'll say thank you, and you can go home again.

Rosiotti can be found deep in the Jungle, on his throne. Rosiotti speaks about Mana being in the very air, and to just empty your heart and feel it out. The ever-polite Bud says thank you, and you're all set here.

Olbohn can be found deep in the Underworld, in his office. He'll tell Bud that he can do what he wishes to accomplish, and that he's just like every other human in this regard. Bud'll say thank you, and you're back on your way to the surface.

Selva can be found in Gato, on the Pathways. He's there after you find the other five Wisdoms. He'll tell Bud that children always have ideas to fix the mistakes of adults, and that it'll help him be a great mage.

After speaking to all six, return home with Bud, who will be overjoyed. He'll run inside to tell his sister, and this adventure will be concluded.

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3K3. The Field Trip (Cactus Diary 63)
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Known Requirements: Complete "The Guardian of Winds."

Go to the Bone Fortress, and this event will trigger. Talk to the green Student to hear they're on their triple-reagent-mixing assignment. They need three ingrediants that'll turn into something good! They've just been having bad luck lately.

Talk to the people, and Thesenis will pop up to spook you all. Head right to reach the Cranium Gate. This adventure isn't so hard if you keep trying, the Student will tell you how close you are to completing the formula successfully. This's a way to guest and test. The best way is to just hear the answers, though! ^^

Talk to the pink boy Flowerling, and he'll hand you some Star Sparkles. Talk to the lighter-pink girl Flowerling to get some Spotted Silver Mushrooms. Then just talk to the blue Student at the top to get some Faerie Scales. You'll take them back to the green Student by the enterance, and make some Triagran, whatever that is. They'll tell a story about what happened to Bud when he drank this stuff before. He'll give you an Oblong Seed for your trouble. Little rewards for little work, I suppose. This adventure's now completed.

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3L3. Catchin' Lilipeas (Cactus Diary 64)
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Known Requirements: Complete "The Dragon Princess."

When you enter the White Forest, Sotherbee will be talking with Skippie and Hamson. They'll be looking for Lilipeas today, to try to repay their debt. When the adventure begins, go to the lower-right path. Fight the two Rabites and the Silkspitter here, then go down and see Skippie trying to catch a Lilipea. Talk to Skippie so the little critter escapes, then go to the lower-left.

Dispatch the two Rattler Boas, then go left to the next screen. Talk to Nouvelle here, and hear about having to save a Lilipea here. Save at the Gold Sprite Statue if you need to, then go to the left. Fight off the Goblin and two Silkspitters, then the Rabite and two Silkspitters that follow. Leave the screen by the upper-left, then talk to the barrel here.

There goes a Lilipea! Ignore it, and go to the right, fighting a Goblin, Mushboom, and a Rabite. On the next screen, chat with Hamson to let the Lilipea escape. Go to the upper-left, and fight two Needlebeaks and a Rattler Boa. After them will be two Dendens. The next screen has another barrel, which you should examine to save the Lilipea in it. Now, retrace your steps back to where the Gold Sprite Statue was.

You'll see Hamson and Skippie here, who talk about having their own adventures, which will pop up in the usual way. These are not real adventures. You can't complete them at all. Check your Diary in the subscreen, where they put not-completed adventures. You'll note that there's no Skippie or Hamson adventures there. With that resolved, save again if you'd like, and head into the Lilipea's Colony.

Talk to Nouvelle here, who will translate the Lilipeas for you. Keep

talking to the Elder Lilipea in the upper-left, and Nouvelle will slowly walk over. Do this until you hear about the horrible monster, and keep chatting until you end up where the monster is. Run left and face the Hogs Ant, a pumped-up version of the Mantis Ant, so long ago at the beginning of the game. It can attack with its claws, and push you around. One flash-attack is to fly up, and fire off a swarm of tinier Ants. Another is to spin its claw around, and fire off a wave of force forwards. Its third attack is to fire off a large globe of slow-moving energy, that damages and adds a Blind status to what it hits.

Victory will reward you with some IshePlatinum. The scene will shift, showing that Sotherbee is still waiting for the rebellious Skippie and Hamson to get back, and completely oblivious to what's been going on. This mission is now over.

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3M3. Gilbert: Love is Blind (Cactus Diary 65)

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Known Requirements: Complete "A Siren's Song."

Return to Madora Beach, and use Boink to go to the Birdcage Lighthouse. Inside, agree to let Elle come along with you. Head to Polpota Harbor, and the Sea's Bounty Restaurant. Talk to Gilbert with Elle in your party, and she'll fly off, starting this adventure.

Go back to the Birdcage Lighthouse in Madora Beach. Flameshe and Elle will be talking to each other about Elle's singing. Gilbert will show up, singing his love song. If you leave with Elle in your party again, you'll bump into Gilbert. After some scenes, Gilbert and Elle will be off. Don't take what Gilbert was saying as a metaphor, and instead head to the main ship in this game, the SS Buccaneer!

You'll see Gilbert and Elle on the main deck of the ship. They'll mention that if Elle doesn't sing, her wings'll go away. Go to Cap'n Tusk's room, and you'll see a small scene about how they're planning to sell Gilbert and Elle! Head back to the main deck, to see Gilbert tied up and Elle in the air. The Penguins're doing this to be piratey, and Elle will land and in a last-ditch effort, start to sing. Half the ship will erupt in flames, and the Penguins leave because of a fearsome Orc! They ask you for help, and you're stuck doing so. Re-equip if necessary, and head right.

The octopus-like Orc attacks! It can flash and grab you, electricuting you with its tentacles. It has the boss-push, and can jab its tentacles out for some damage. The Orc can also flash, and vomit up things it's eaten, like exploding anchors and treasure chests. When you've given it enough damage, it'll try to float away in a bubble, but pop and rain its stomach-contents down on the boat. Ewww! At least you still get some Lucre and Experience.

Elle will be sorry she sang, but won't run away. The Cap'n tells the pirates that it's all forgiven, and you can't be mad at someone who's sorry for what they did. The Cap'n tells Elle to sing, and not worry if the ship does get wrecked. Elle tries it, and the ship survives, even if it doesn't look like it will. Afterwards, Gilbert opens his mouth, and gets in even more trouble. This adventure is now complete, though.

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3N3. The Wimpy Thugling (Cactus Diary 66)

Known Requirements: Achieve a Dryad Mana Level of 3 in Duma Desert, and complete "Blessed Elixir" and "Reach for the Stars." Keep your pet at home!

Head inside the Duma Desert, and head right to the next screen. If you've met the requirements, you'll hear a commotion, as you see Tikkle the Sahagin telling his cruel peers that he'll beat someone named Kima. Then our adventure'll officially start!

Talk to the poor little guy, and agree to go with him to beat Kima. He'll join up with you as a pet, and tell you to head to the upper-right. You'll feel a quick earthquake when you do, which proves you're going the right way! Beat the three Skull Beasts, and head to the next screen. After another quake, head right again, and defeat two Mad Mallards. Then head down to the next area.

Head a little to the right and then up, into the East Side, where a sandfall used to decorate and block a path to the right. Proceed to the next area, and get the chest with a Baked Roach in it. Yummy! Moving left of the chest, you'll have to put down a riot from a Mad Mallard, a Molebear, and a Skull Beast. Note the upper path here, but proceed to the left first, to fight another Mad Mallard, Molebear, and Skull Beast group. Going to the next screen here won't cause a quake, but it will cause you to fight three Molebears, then a Chocobo and a Cockatrice. Grab the Ether from a chest, then head back and take the path we noticed earlier.

Run up to the next screen, and note the boss music; it's a better clue than Tikkle's earthquake commentary! Get your equipment set, and Kima'll burrow up from the ground. He likes smacking you around with his tendrils, to throw you back, and dodging underground to come back up somewhere else on the screen. He loves spitting seed-like objects, too! One of his flash-attacks will be a quick dive underground, before returning and firing off a volley of freshly-grown pumpkin bombs! You'll have time to get past the stationary Halloween treats before they detonate, so they're not much of a worry. Another one of his favorite moves is to make a quick nab with its mouth, and deal some quick damage to its victim before spitting them back out. His other flash-attack is to dive underground, then come flying up into the air beneath you, making sure to try to get you again on the way down. Dodge his attacks, and deal out the damage whenever possible, and he'll be gone in no time.

When you win, you'll get a Flat Seed and a Spiny Seed, and Tikkle'll be convinced he can become a heroic Sahagin if he tries! He'll ask for the seeds Kima dropped. I said yes, and he was estaticly happy and thankful. ^^ After this, you'll part ways, and this adventure'll finally be over. Never fear, Tikkle-lovers! You can recruit the little guy just like the other demi-human pets by returning here later.

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303. Pee-Wee Birdie (Cactus Diary 67)  
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Known Requirements: Place the AF: Sword of Mana next to Domina. Pee-Wee has to be alive, too!

I know this requirement has to do with the Elemental Levels in Domina. The Sword of Mana will boost all of them up to 3, though, letting this event be possible. While there very well might be another way, unfortunately, I can't figure it out off the top of my head. Also, Yuka wasn't kidding about Pee-Wee being delicate; if you talk to him about

fifteen times, his egg'll crack open! You won't be able to do this event, because you're such a mean baby-smashing person, for shame! >"<

Once you have met the Elemental requirements, and kept Pee-Wee alive, go to the Mana's Blessing Inn, and Yuka will walk in after you. She's been to Meimei to see what Pee-Wee needs to hatch. The things she requires are:

MenosBronze, BaobabWood, Animal Hide, ToppleCotton, Flat Seed, Citrisquid, Rotten Meat, Sulpher.

She'll ask you to help, and this mission will commence. You should have all of these ingrediants by now, if you've been completing adventures and getting the items that're in them, and doing a bit of planting with Trent. The rest of these items can be bought off of Students and the like. Talk to her when you have all of them, and tell her she can have them, to successfully complete this adventure.

Return later to the Mana's Blessing Inn, and you'll see Pee-Wee is a Needlebeak! You'll also be gifted with the ReviveRing when you talk to Pee-Wee. Thanks Pee-Wee!

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#### 4. Legend of Mana

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Known Requirements: Complete "The Cage of Dreams."

This's the final adventure of the game. Only choose to come here when you've completed all the adventures you would have wanted to, as once you complete this, they'll be gone. You won't have lost everything you've worked for, however. I'll detail these more near the end of this adventure.

Go to wherever you placed the Tree of Mana in your world, and enter it. Head down this small path, to get a nice scrolling shot of the tree you're about to climb. Pokiehl will greet you, and the final adventure shall begin. When you're ready, climb up the root of the tree, and inside.

Make your way over to the right, and get the chest here for some Magical Meat. On the next screen, you'll reach a Basilisk and a Marlboro. There's two paths to take here. If you go to the right, you'll reach a cave. Alternately, you could go up the branch on the left, and reach the same cave. Once inside, head to the upper-left exit.

Outside, fight the Land Dragon and the Sky Dragon, then go to the right and back inside the tree. Get the chest with the Healing Claw, then head down and around to get back outside. A Basilisk will hop up from below, as a Garuda swoops in from above. Slay them, and run down the path the Basilisk came from, going to the next screen and getting the Angel Feather from the chest.

Run up the branch on the right, to the next screen. Take the half-hidden path on the right, to get to a chest with a Little Eye in it. Head back out and take the other path, fighting the Chocobo and Springball that're here. Go inside the opening here, and through the tree to reach the Sanctuary's Gate.

Head through the Gate, and take on the Punkster and the Wooding that lie in wait. Take the path going up, and get the chest with the Knockout

Dust, then take the path to the upper-right. Chat with the Sproutling here, then take the lower-right path, to collect the Ether from the chest, then go back to the upper-left. Take the upper-left path here to get a Mirror Piece, then go back to the screen with the Sproutling. Take the upper-right path, then take the Virgin's Sigh from the chest here. Take the upper-left path.

Fight the Kid Dragon, Land Dragon, and Sky Dragon here, then go to the left two screens to kill a Tomato Man and a Tyrranos. Head down two screens, then to the right two, to defeat a Basilisk and a Gray Ox. When you have them all defeated, though, you will warp to a moon-lit battlefield, and the Goddess will tell you to prepare yourself, destroy her dark half, and become a hero. Equip everything you'd like to use for the end of the game, a favorite weapon, strong armors, whatever, then step forward.

The Mana Goddess will appear, and quickly attack. She can use her leafy arms to whip out and hurt you, or send a character flying forward with a swipe of her energy-glowing hand, then rush forward to hit with a stick-like sword. She specializes in strong, flash-assisted attacks though. In one, her leaves form around her as a small Mana Tree glows, before she reappears elsewhere and fires off large balls of electricity. If you're hit, she'll be right there, slashing you repeatedly with her swords before you blow up in a small blue blast of energy. In another flash-attack, she'll concentrate, energy forming in a large black, green-tinged ball, and have it explode in front of her. This's one of her stronger attacks, and it's hard to dodge, so use some invincible attack, or dodge really, really well. Her third flash-attack is a swirling tornado-like wind around her, that also causes Poison But just stay away from her, and you'll be fine. Watch out when the moon below you is completely black; she'll flash, and turn into a pink being, as the moon above fires off rapid-blasts in several lines across the area. This's another good time to use Evade or some other invincible Ability. There's another attack like this, the moment the moon is completely white again; a yellow moon will appear, as swirling stars flutter around, trying to hit and kill you. By now, you know that dying stinks, and that to not-die, you need to not get hit. Hit the Mana Goddess with everything you have, using STs to either damage her or to dodge her many attacks. Good luck!

After the victory, which of course gives you no experience, a Sproutling will appear before you, to heal the Mana Tree and set things right. I won't spoil the ending for you, but enjoy, you earned it! ^^v
Congratulations! Unfortunately, there has been reports of freezing happening to some people during the ending. I'm not sure if it's a game glitch, or just dirty disks, but if it happens, the best I can say is to try again. ^^;

Once the game's beaten, you have the option of making a save. There will now be a music note next to your save, showing that you've beaten the game. You'll have the option to select a new playing area, and placing your house in a new location. You will have all the Cactus Diaries you previously received, and all the items, weapons, armor, and musical instruments you've collected on your journies. There will be a new chest of 100 Lucre downstairs, and all the crabs in your Library will have left. You will have every book and entry you've received so far, though, as well as a new book, The Forbidden Tome. You'll have your pets and Workshops still, and Trent will be growing strong. Have fun and try to get the adventures you missed last time, or in different orders! ^^

This new adventure's just beginning!

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5. Diaries and Encyclopedias  
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5A. Cactus Diaries  
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1: Nic's Business

"My master beat banditos with a creature called Niccolo. Niccolo was scared of the banditos, but I'm scared to know what Niccolo is. What could he possibly be?"

2: Tiny Sorcerers

"Today I heard a story about two little sorcerers trying to become the kings of this world. But pumpkins? They used pumpkins? I hope they're still yummy."

3: Gaeus's Wisdom

"A big face on a mountain? It's hard to believe, but my master saw it, so I guess it's true. It knows and doesn't know lots of things. What an amazing world."

4: Where's Putty?

"Today I heard about a scary macho man trying to find his doggie. I like doggies' pointy noses and their wagging tails. Doggies are so much cuter than macho men."

5: Lost Princess

"Fighting a monkey in the caverns and saving a girl! Wow, that sounds like something out of a movie. But the girl was really shy and turned red, and I guess that was too much for my master."

6: Diddle's Letter

"A pelican kidnapped a little boy!? And it threw the boy away somewhere? That's just not right. What are the people at the child protection agency doing?"

7: Two Torches

"A cat-eared woman and a long-haired man had a fight, and a grandma was kidnapped. And then the two found the grandma. I think this kind of story is getting old."

8: Huntin' Du'Cate

"Today my master saw a really big tree-hanging monkey and a really BIG red animal with really BIG attitude. Why can't they be like me?"

9: Murmering Forest

"Today's adventure was in the Jungle where lots of Faeries live. The long-haired man was there again. Is it just me, or is there trouble brewing? I think I'm psychic."

10: Gorgon's Eye

"Lots of penguins fell into the lake, and their cap'n was thrown in there by a turtle after being changed into stone! Penguins can swim, but stone can't! Was the cap'n okay? What a scary, scary story."

11: Seeking Faeries

"Today's story was about a woman who disappeared when she went to

the lake to look for a demon. I say she should've been catching fish instead of any demons."

12: Teatime

"It sounds like today's adventure was about opening and closing the Flowerlings' gates. And today's monster kept sucking out my master's blood. Stop bothering my master!"

13: Star-Crossed

"Escad and Daena are always fighting. Why do people keep fighting each other? I wish for World Peace."

14: Mining Business

"The birdman says Watts doesn't have any heroic stories to tell. I wish someone will come up with a story about ME. He moves like lightning! He kicks monster butts! I think I like that."

15: Dream Teller

"My master went to a place that might have been a dream. What does that mean? Maybe I can sneak in there when nobody is watching."

16: Diddle Kidnapped

"A little boy named Diddle was kidnapped. Diddle had a friend named Capella who found him. Wish I could be somebody's help. No, seriously."

17: Heaven's Gate

"A big big big big snake snake snake! My master walked inside a snake and went up to its head to fight a demon. Do you think I believe that kind of story?"

18: Daddy's Broom

"I threw away an old broom, and that made Bud and Lisa mad. They went and got it back, and fixed where it was broken. I guess everything is just hunky-dory now."

19: Infernal Doll

"The junk at the Junkyard really wasn't junk! They were the leftovers of the artifacts used in wars long long ago. Wow... That makes me like them a little. Only a little bit."

20: Diddle Had It!

"What's the difference between people who like doing the same thing everyday and the ones who don't? I like being a cactus everyday, but maybe I'm not supposed to. Did I get that right?"

21: Glass Tower

"A girl went up a tower to see her past, or something like that. I'm losing track of what's going on, and getting a little bit tired of keeping my diary lately."

22: Two Pearls

"Pearl disappeared, and then Elazul found her. But Blackpearl was there too and wouldn't give Pearl back to Elazul. We need more love in this world."

23: Flame of Hope

"Popo bug is reeeaaally long, with lots and lots of knobs, and it's easy to break one Popo bug to make two Popo bugs. Who gets hurt when a Popo bug is in someone's tummy? The Popo bug?"

24: Cosmo

"Pearl disappeared again, so Elazul went and looked for her again. Sandra and Lord Jewels and lots of people were in today's story. It made me sleepy."

25: Can't Look Back

"I remember the part about a sorcerer named Mephianse, but I don't remember anything else, because I sort of fell asleep. I hope my master didn't see me sleeping."

26: A Siren's Song

"A birdgirl was trapped in a birdcage, and a fishgirl guarded the birdcage for the birdgirl. I want a friend who guards my cactus pot."

27: Summer Lovin'

"Clobbering crabs at the beach! That sounds like fun, but I feel bad for the crabs. Surprise lesson of the day: penguins can fall in love!"

28: Drowned Dreams

"I hear that Basket Fish is a weirdo and has attitude problems. He should try harder, if he wants to become human. I think I'll try harder too."

29: Fluorite

"Today it was about going to a desert and seeing desert people, or something like that. It was a bit difficult for me to understand. Desert troopers? Hurricane fighters?"

30: Faeries' Light

"Learned Dudbear words to sell lamps to Dudbears! Just what is master up to? But it's neat that master comes by to tell me funny stories like that."

31: Lucky Clover

"Another friend in my master's life. She was a pile of dirt? Did I get it right? I didn't know what to say to that, so I couldn't look straight into my master's eyes. Sorry."

32: Alexandrite

"Hey, what does a Jumi say when he sees his people after a long time? "Jumis me?" Get it? "Ju-miss me?" Wait, what's the matter? You can't take the "pun"ishment?"

33: Teardrop Stone

"I guess there is a place called the Bejeweled City in this world, but that name sounds fakey. I think my master was making up this story."

34: Quiet Sea

"A penguin reeled-in a bottled ghost, and all the penguins on the ship ended up collapsing! That is really scary! But I wonder how the ghost fit inside a bottle?"

35: Treasure Map

"Today my master joined a fight between the penguins and the Dudbears. Why? I don't understand humans at all."

36: Reach for Stars

"A sorcerer did a little old magic in the desert. I was watching it, too, and it was really cool! I guess the ancient people thought better things back then."

37: Dragon Princess

"Larc is working for his Boss because he wants to get out of there. But I think he is enjoying it. I've got to see him to learn the truth."

38: Wind Guardian

"So my master fought lots of birds today. I wonder if it hurts to be poked around by their beaks?"

39: Bone Dragon

"Was it fun going up and down in the fort made of bones? Or was it scary? I wouldn't know, because I'm only a cactus in a pot."

40: Crimson Dragon

"The Underworld went upside down and a burning castle came out. And there was a big dragon that master had to fight. Cuz my master came back, I guess the dragon is no more, right?"

41: Fallen Emperor

"A dog-faced dragoon came out and took my master downstairs when master touched a tombstone. How am I supposed to picture this? It's really tough."

42: Blessed Elixir

"The barrel in my master's soul had a blast at the desert. Ah, the desert! Home of my soul, desert! The hot, scorching sun and the dry, dry air. I need to go there."

43: Seeing Double

"A tiny weirdo did all sorts of bad things today, and now a lot of people got scratches on their hearts. Little scratches on people's hearts will be gone if they pat them from behind, but the humans don't know that."

44: Cage of Dreams

"Grandpa sorcerer hid a Sproutling in his dream! Wow, that grandpa can really do amazing things. I wonder if I can do that?"

45: Nic's Business 2

"Greenballs look like locusts without their wings. They don't look that yummy to me. I'd rather have fish for dinner."

46: Nic's Business 3

"Niccolo tried to catch the psychokinetic Flowerling to make himself filthy rich, but it got away. I wish I was psychic, because I would use that power to write my diaries."

47: Nic's Business 4

"Watts tried to make a new wallet just like his old one, but I think he made a mistake somewhere. Maybe it's the width, or maybe it's the crooked edge."

48: Final Business?

"Niccolo lost his memories and then got them back. My master didn't tell me where and how they found the lost memories, so I guess it's

top secret. I will keep my mouth shut."

49: Li'l Cactus

"Finally I got to go on an adventure on my own. Greenballs, Tako bugs, I will never forget your smiles. I feel like I saved the world today. Just feeling like that is enough for me."

50: Rachel

"Rachel went to the witch of reincarnation and was turned into a blue jiggly. I wonder what kind of life the green wiggly was having, but am I the only one thinking about this?"

51: Nordic Field

"Faeries can be and can't be seen by people. I guess seeing a Faerie is just like dreaming. Wait, do I actually see a dream? Or is it something that really happens?"

52: Buried Treasure

"Today my master bribed the Dudbears to get some treasure. Oh, so that's how the treasure-hunters get what they want. I see."

53: Blacksmithing

"There's a new room in the backyard workshop. It's to make weapons and armors for my master to be able to whack some more little monsters. That's not nice. We should all be friends."

54: Instruments 101

"Now my master can make more instruments in the backyard workshop. Wow, master is really learning how to pick on those monsters!"

55: Golem Workshop

"I can put some stuff together and make my own Golem! My master should add that to the resume for future job-hunting."

56: Mana Orchards

"Mr. Grandpa tree is so big and scary, it makes me want to hide by his roots. His roots look like the best place to hide."

57: Monster Corral

"Now my master can bring back eggs of other animals to raise them as pets! I can't pet them because I'm all spikey, but humans will be okay because they aren't spikey like me."

58: School Amour

"They all didn't want to go back, but when my master talked to them they decided to go back. What did master say to them? It must be magic."

59: Resume for Love

"Gilbert got to travel to a lot of places because he was a stone statue and was sold to those many places. Hey, I think he saved a lot on travel expenses."

60: Prof. Bomb

"There was a big chase to catch a pile of junk that ran away from a professor. How could a pile of junk run away on its own? I don't think I get it. Master, you need a rest."

61: Watts's Hammer

"Watts lost his hammer, but my master found it for him. Doesn't it

feel good to do good things? It would be nice if master could read me a story once in a while. Please?"

62: Seven Wisdoms

"The little boy got to find six of the Seven Wisdoms. There are only six Wisdoms? Did they pick that name because it sounds good? Maybe they can't do math."

63: The Field Trip

"Picking up stuff from the ground, mixing them and making 'em go boom! Isn't that a little bit childish? Didn't your mommy tell you not to do things like that?"

64: Catchin' Lilipeas

"I wonder how the Lilipeas sing songs about peas? Peas! Peas! I'm a teeny-beany pea! Peas! Peas! I'm an itsy-bitsy pea! This could be a never ending song."

65: Love is Blind

"My master went to the sea and tried sinking a ship by singing. The ship didn't sink, but if they really believed that the ship would sink that way, I'd need to make them see a doctor."

66: Wimpy Thugling

"Another friend in my master's life. Found Kima and fought it and beat it. More fights and victories for my master to tell me about. Sigh."

67: Pee-Wee Birdie

"What kind of bird is Yuka? There are too many things and people not involved in my life out there. That doesn't sound like a good thing at all. It's okay with me, but is everybody okay with it?"

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5B. Characters Encyclopedia

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1: Niccolo

"He believes that he brings happiness to his customers with his transactions, but he sometimes plays dirty tricks on them. Dislikes the Sproutlings and the Flowerlings."

2: Escad

"Born into the Liotte family of Holy Knights. He fights for the cause of justice with an overbearing sense of righteousness."

3: Daena

"A monk-soldier who protects Gato's temple. She grew up with Escad, Matilda, and Irwin, but especially adores Matilda like her own sister."

4: Larc

"A beast-warrior who once was a famous hero. He became Drakonis's dragoon after he died."

5: Sierra

"A beast-warrior who is Vadise's dragoon. Never compromises, and always hard on herself as well as on others."

6: Pearl

"Elazul's partner. She sometimes has a tough time speaking clearly,

and is also very shy. Has a tendency to wander off and get lost while thinking."

7: Lady Blackpearl

"A Jumi knight who devotes herself to leading the Jumi through the threat of extinction. A very logical and level-headed individual."

8: Elazul

"Pearl's knight, and one of the youngest Jumi. He speaks and acts in a rough manner and thus starts the occasional fight."

9: Elle

"A siren who refuses to sing as a result of an accident. Friends with Flameshe and Monique."

10: Bud

"Lisa's twin brother. He thinks that he is a great sorcerer, though he still has much to learn. He was run out of the Academy of Magic because he was too mischievous. His magic frying-pan was once his mother's."

11: Lisa

"A better sorcerer than her twin brother. She carries around her father's broomstick."

12: Irwin

"A half-demon who is a childhood friend of Daena, Escad, and is particularly close to Matilda."

13: Matilda

"Born into a family of priests in Gato, she began to question the life that awaited her. Matilda became attracted to Irwin and his free way of life. A decade ago her powers were taken by Irwin after their temple escape was stopped by Escad. She has aged drastically since then."

14: Inspector Boyd

"A little man with a really loud voice that could even reach a nearby "land." He might be the most honest and kind-hearted man you will ever meet."

15: Sandra

"The notorious jewel hunter who steals only the most brilliant jewels. Her daring thefts resulted in secret admirers of her work."

16: Alex

"A mild-mannered geologist who also has a shop in Geo. He only keeps the shop open for income to fund his research."

17: Florina

"A Guardian who was the Clarius in the Bejeweled City of Jumi. The burden of healing all the wounded cores of the Jumi has caused her own core to fall apart."

18: Flameshe

"A teenage mermaid who is sometimes a little hard to deal with. She sneaked out of her family one day and went to the beach, where she met and befriended Elle."

19: Pelican

"The mail carrier who delivers practically everything. She often makes mistakes, and is not always on time, but she does not seem to care."

20: Li`l Cactus

"A shy little cactus. He is a cactus of few words, but he happens to be thinking about many things."

21: Pokiehl

"The poet of Truth. He is one of the Seven Wisdoms, and was a hero who was called "the Messenger of the Cosmic Truth.""

22: Tote

"An ancient turtle who is one of the Seven Wisdoms. He only introduces himself as "Turtle," and always speaks in a mild manner."

23: Olbohn

"The keeper of the Underworld and one of the Seven Wisdoms. In the era of the Faeries' War, he went to the Underworld to defeat the Faeries' leader."

24: Gilbert

"The poet of love who even sings during regular conversation. He travels in search of love everywhere."

25: Watts

"A master blacksmith who becomes so absorbed when working that he often forgets things."

26: Rosiotti

"One of the Seven Wisdoms, he was once a hero. Rosiotti now quietly resides in the Jungle as the guardian of the creatures there."

27: Duelle

"An onion warrior. He likes everything straight-forward, and hates people like Niccolo with a passion."

28: Miss Yuka

"The owner of Domina's only inn. She insists that she is a canary, but there are rumors that she is really a Chocobo. Addressing her as "Miss Yuka" is a must."

29: The Manager

"The bar manager in the town of Lumina. He is a gentleman who feels joy in communicating with people."

30: Bartender

"A young man who has a tendency to feel the blues a bit too often. Sharing sob stories with the Manager seems to make him feel a bit better."

31: Mark

"The owner of Domina's item shop and also Rachel's father. He really loves his family, but they seem to be a little sick of his overdose of love."

32: Jennifer

"Mark's wife, who likes spending time outside his shop. She says anything that crosses her mind."

- 33: Rachel
"The daughter of Mark and Jennifer. She hardly talks, and does not become too friendly with anyone. She is sick of her Faerie-like appearance and the room decor."
- 34: Rev. Nouvelle
"The caretaker of the church on Domina's outskirts. He is a kind-hearted man who is full of knowledge, from how to catch Rabites to the history of this world."
- 35: Meimei
"A glamorous fortune teller. She led a luxurious and exciting life, but now she seems to be saving money for her old age."
- 36: Capella
"An itinerant performer. He was inspired by Pokiehl's verses and decided to go on a journey to send his audiences a message of some sort."
- 37: Diddle
"Plays music for his performing partner, Capella. A kind-hearted, sensitive boy who speaks very slowly."
- 38: Rubens
"A man who has given up everything. He is hiding the fact that he is the Jumi of Ruby."
- 39: Prof. Bomb
"The leading pioneer of Golem development, who toils in a small laboratory in the Junkyard. Also a woman-chaser."
- 40: Roger
"He met his true fate when he found divinity within his pet dog, Putty, while working as a miner with Dudbears. Since then he has become a man of faith."
- 41: Putty
"Roger's pet dog. He was made into a religious icon, but he is just a dog."
- 42: Count Dovula
"Guardian of the ruins, he is also the leader of the Succubus clan."
- 43: Basket Fish
"One of the nouveau-riche who looks down on everyone, but in reality he is the one who is looked down upon by everyone else. He LOOOOOVES Revanshe the dancer."
- 44: Cap'n Tusk
"The dandy captain of the SS Buccaneer. He leads the Pirate Penguins with his gentlemanly seaman philosophy. Ladies, he is a real catch!"
- 45: Revanshe
"The dancer at Polpota's Seaside Hotel. She's always dancing, because dancing is her passion, her life."
- 46: Selva
"One of the Seven Wisdoms. He always knows what is happening in Fa'Diel, since he is always gathering information from the Lilipeas and birds."

- 47: Teapo
"A magical life-form with a kind heart. She things she is a jewelry collector, but most of them are glass fakes that Niccolo sold to her."
- 48: Belle
"A spirit of dreams who is in charge of managing all creatures' dreams. A little too pushy at times, but she is only doing her job."
- 49: Esmeralda
"A very charming and sometimes childish student at Geo's Academy of Magic. There are rumors that she may be Nunuzac's magical monster, or a ghost."
- 50: Magnolia
"A doll with a Fire Stone core which Anuella the Witch made a thousand years ago. She lives at the Junkyard, without any hope or will."
- 51: Thesenis
"A professor at Geo's Acaedemy of Magic who is also a witch of reincarnation. She is the most avoided person there, perhaps cause of her creepy behavior and appearance."
- 52: Nunuzac
"Back in the day, he was a conjuror who fought in many wars. Now he is a professor at the Academy of Magic, though his body is represented by a magic circle since his body was trapped in another dimension."
- 53: Kathinja
"The most popular professor at the Academy of Magic, she has the power to explode things by staring at them. She always looks out for people, and is friends with Thesenis."
- 54: Louie
"The caretaker of the magical creatures at the Junkyard. He is an old magical creature himself, and he understands the anger and the sorrow they feel."
- 55: Mephianse
"A professor at Geo's Academy of Magic who has a strong passion for magic."
- 56: Skippie
"A sly little man who is a really fast runner. He sees through everything, and is sometimes cunning. Works at Kristie's palace with Hamson."
- 57: Hamson
"A big man who has the muscles, but not the mind for fighting. Stupidly honest and can't seem to see the obvious."
- 58: Mr. Moti
"He is everywhere doing everything."
- 59: Diana
"The leader of the Jumi, and a Jumi of Diamond herself. She tried to keep the Jumi from extinction, but her hard-headed dictatorship

caused her to lose support."

60: Crystalle

"The beautiful snow Faerie who guards the Garden of Icicle Flowers."

61: Sotherbee

"Madame Kristie's butler. He does everything perfectly, but inside he is still a little child. His nickname is "Mr. Fuddy-duddy."

62: Kristie

"The owner of Geo's palace, which is also an art gallery. Deeply loves art, money, herself, and everything else."

63: Monique

"A siren who works at Lumina's lamp shop. She sings to the spirits and asks the to light the lamps in return, then later sells the lamps."

64: Students

"Students at Geo's Academy of Magic. The color of their robes differ by class."

65: Thoma

"A soldier belonging to the Deathbringer's army. His mind is being controlled by the Deathbringer, and he would do anything for his lord."

66: Thona

"One of Deathbringer's skeletal soldiers. His body has died, but his soul is still controlled by the Deathbringer."

67: Sproutlings

"Little creatures that seem to appear out of nowhere and end up living in any town. They all share the same mind with each other."

68: Gaeus

"A huge face on a mountainside that is also one of the Seven Wisdoms. He always has answers to any questions."

69: Cancun Bird

"A huge and mysterious bird that is said to have been living in Gato over the past several centuries."

70: Flowerlings

"When a flower blooms on a Sproutling's head, it becomes a Flowerling. There are males and females, but the only difference between the two seems to be appearance."

71: Lilipeas

"Small, strange creatures with tiny bird nests on their heads. They multiply by rolling some mud in to Lilipea shapes."

72: Pirate Penguins

"Penguins that have the tendency to tell silly jokes a little too often. Extremely proud of the fact that they are pirates, though they don't seem to act like pirates that often."

73: Faeries

"Deeply love nature and dislike humans. But they are still interested in what humans are up to."

74: Dudbears

"Diggers who work for Roger's mining business. Now they are forced to join his new religious activities, with a dog as their lord."

75: Shadoles

"Shadows of all living creatures and inhabitants of the Underworld. They share the same consciousness."

76: Nuns

"Women who are in the process of spiritual training at Gato's temple."

77: Windcallers

"The clan that serves Akravator as his dragoons. They are open-hearted to those who respect their traditions, but reject all others."

78: Trent

"The ancient tree that lives in the backyard at Home. He swallows seeds to produce fruits and vegetables on his branches."

79: Boink

"A strange creature that knows the links between dimensions. Those who touch it will immediately fly to where its tail is."

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5C. Lands Encyclopedia  
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1: Home

"Home sweet home! Your home is comfortably located near a great tree, surrounded by nature. Many visitors come and go. See MAILBOX."

2: Domina

"A lively town frequented by traveling merchants and entertainers. The outskirts boast a church with a fabulous view of the countryside. See COLORBLOCKS."

3: Luon Highway

"This highway was once traversed by merchants and entertainers, but the highwaymen have stopped all traffic. Some say that one of the Seven Wisdoms lives nearby. See WHEEL."

4: Mekiv Caverns

"This limestone cavern was created by underground currents. Over the centuries it was hollowed out, and pillars were created. The cavern is made up of many levels. See JADE EGG."

5: Lake Kilma

"This sizable lake is surrounded by quiet, forested mountains. Faeries, servants of the lake, are often witnessed there. Some say that incredible treasure lies under the lake. See STONE EYE."

6: Gato Grottes

"A town protected by divine winds. It is always windy on the dangerous precipices. The temple of healing there is dedicated to the Spirits of Air and Fire. See FLAME."

7: Jungle

"Due to the thick vegetation, many become lost in this jungle. Others

claim to have witnessed Faeries, while some say one of the Wisdoms resides here. See MEDALLION."

8: Lumina

"The town of endless night. The town is always bathed in the light of the full moon, so it never becomes completely dark. There is a tavern where Dudbears frolic. See FIREFLY LAMP."

9: Duma Desert

"Only cactus grows in this wasteland. Great fossils litter the landscape, and flowing sands hinder each step. It could be the ideal site to conduct a colossal experiment. See SAND ROSE."

10: The Underworld

"Souls who have departed their earthly vessels are judged by the King of the Underworld. His vassals, the Shadoles, bring the departed to the Underworld. See TREMBLING SPOON."

11: Mindas Ruins

"These ruins are all that is left of a city which prospered around a tower, built by mages during the end of the Faerie War. See ANCIENT TABLET."

12: Madora Beach

"Come to Madora Beach for the best sun-bathing and finest sand anywhere. Explore our many caverns. While you're here, why not try some crab-hunting? See TORCH OF CORAL."

13: Junkyard

"This trash-heap is home to discarded items, mass-produced to fight in a long-forgotten war. Some of the objects still bear a grudge towards humanity, and cling to their warrior past. See BROKEN DOLL."

14: Norn Peaks

"Strong winds howl through the treacherous mountain passes. The foothills are home to a settlement of Wind-Callers, and their Guardian Spirit is said to reside on the highest peak. See SKULL LANTERN."

15: Polpota Harbor

"A tropical resort, home to soft breezes and sun-kissed surf. The Seaside Hotel provides lodging in the center of town. See RUSTY ANCHOR."

16: Tower of Leires

"Looming in the night sky, the Tower of Leires was constructed by magicians during the Faerie Wars to increase their supply of Mana. Nowadays, the tower is nothing but a stone testament to the power of its builders. See MOON'S MIRROR."

17: Geo

"A castle-town with an academic atmosphere. Kristie's palace occupies the center. The instructors at the Academy of Magic have a lot of personality. See TOME OF MAGIC."

18: The Bone Fortress

"A tiny Flowerling village rests atop a gentle slope. Towering above them looms the Bone Fortress. It is said that the foliage around the walls holds huge amounts of Mana. See DRAGONBONE."

19: Ulkan Mines

"The Ulkan Mines have been abandoned for ages. Now, only curious weaponsmiths hunt for ore, for a suspicious gang is based here. See BOTTLED SPIRIT."

20: SS Buccaneer

"The good ship of the famed Cap'n Tusk, leader of a band of pirates. They have sailed north, south, east, and west in search of buried treasure. See PIRATE'S HOOK."

21: Fieg Snowfields

"A frozen land buried in snow. Some say Faeries' treasure is hidden here, but none have laid eyes upon it. There are reports of abominable snowmen here. See FROZEN HEART."

22: The White Forest

"A dense forest, home of the White Dragon. Legend has it that the forest is populated by an extremely rare folk. See GREEN CANE."

23: Orchard

"A tree with a striking resemblance to the one in your backyard. Perhaps mankind will never understand the connection which all plant life shares. See GOLDEN SEED."

24: Lucemia

"Irwin has resurrected this legendary beast, who came from beyond the stars during the ancient wars. The wingless dragon split the earth asunder and razed entire cities, only to swallow a volcano and burn himself up. See BROOCH OF LOVE."

25: Bejeweled City

"This is the home of the Jumi. Boulder-size jewels comprise every part of the city, and now, even after the fall of the Jumi, it still shines with an everlasting glow. See JUMI'S STAFF."

26: The Flames

"The castle of Drakonis. He has raised his domain from the depths of the Underworld to return to the land of mortals."

27: Tree of Mana

"The ultimate source of all things. Everything within the Sanctuary exists in an eternally immovable, absolute state. See SWORD OF MANA."

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5D. Artifacts Encyclopedia  
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1: Mailbox

"A few letters a month can mean a lot to a lonely, far-off home. See HOME."

2: Colorblocks

"The town changes through the ages according to its citizens. It doesn't change to accommodate a new age. It changes to bring about a new age. See DOMINA."

3: Wheel

"Even the longest roads are rutted by the hundreds of wagons which traverse them. Roads remember their travelers, and wagon wheels are reflections of those memories. See LUON HIGHWAY."

4: Jade Egg

"By taking a stone formed through the ages inside the earth and shaping it into the source of all things, the earth's creative power was captured inside. See MEKIV CAVERNS."

5: Stone Eye

"This artifact uses the power of the Master of the Lake to turn to stone those who harm the lake. However, the power does not respond to the will of mankind. See LAKE KILMA."

6: Flame

"That which illuminated the shrine was but a small flame. Before long, mankind ceased to notice the fire, but its significance continued to grow. See GATO GROTTOS."

7: Medallion

"The beasts who followed a wise man were eaten by an invading beast. It then gained wisdom and became a wise man itself. See JUNGLE."

8: Firefly Lamp

"One poet wrote that all of history comes from lovers' whispers. It was a poem of lovers talking of love and the future, under the cool light of fireflies in the midsummer night sky. See LUMINA."

9: Sand Rose

"An image of a rose in the Sanctuary of Mana; it never became a true rose. It turned into crystal, its powers trapped inside for all eternity. See DUMA DESERT."

10: Trembling Spoon

"A silver spoon for scooping up flames to baptize departed souls into the Underworld. Sometimes a soul who resists death becomes trapped inside; then the spoon begins to tremble and must be discarded. See THE UNDERWORLD."

11: Ancient Tablet

"Long ago, in a civilization very different from our own, unimaginable scientific advances were made, and are recorded on this tablet. However, mankind has lost the ability to decipher it. See MINDAS RUINS."

12: Torch of Coral

"The Mermen appear on the shore using a flame from this torch. It gives off light invisible to human eyes, and so they remain hidden. See MADORA BEACH."

13: Broken Doll

"This doll was a servant of mankind when artifacts were used as instruments of war. See JUNKYARD."

14: Skull Lantern

"Mages, searching for a gem guarded by a dragon, crafted the skull of a fallen comrade into a lantern. It glows of its own accord. See NORN PEAKS."

15: Rusty Anchor

"Even large anchors are small compared to their ships. These very anchors are what hold the ships firmly to the harbor, not unlike mankind's role on earth. See POLPOTA."

16: Moon's Mirror

"The mages of antiquity would pour water onto the mirror and reflect the moon and stars to learn of mankind's fate from the heavens. See TOWER OF LEIRES."

17: Tome of Magic

"In ages past, many tried to explain the works of the gods, spending much time and making incredible sacrifices. The secrets they have uncovered are small, but hold enough power to destroy a continent. See GEO."

18: Dragonbone

"Ages ago, bones from dragons were used by alchemists. The Dragons of Wisdom lived the longest and had unbelievable powers. Their bones were the hardest to find. See BONE FORTRESS."

19: Bottled Spirit

"Once, a foolish mage tried to seize the powers of a spirit by imprisoning it in a bottle. The mage was immediately slain by the spirit's curse, but the bottle containing a powerful spirit remained. See ULKAN MINES."

20: Pirate's Hook

"When a land-dweller first sets out to sea, he is faced with dangers unknown. Even after replacing a lost hand with a hook, pirates continue to challenge these dangers everyday. See SS BUCCANEER."

21: Frozen Heart

"Once a gem hardens into a core, it grows swiftly, not unlike the hardness in one's heart. If the core grows large, it may remain despite its owner's death. See FIEG SNOWFIELDS."

22: Green Cane

"This cane is capable of drawing power from the earth, converting it to Mana, and releasing it into the atmosphere. It is said that by sticking it into the ground, an entire forest shall grow overnight. See THE WHITE FOREST."

23: Golden Seed

"Seeds contain everything. Everything starts from a seed. Each generation of seeds produces another. See THE ORCHARDS."

24: Brooch of Love

"This was given to a mage who promised to acknowledge all and understand all. Whoever wears this brooch is charged with overcoming any ordeal through love. See LUCEMIA."

25: Jumi's Staff

"A staff replete with the power of gems of every color. The jewels draw in and store the waves of various kinds of Mana. They can then be released. See BEJEWELLED CITY."

26: Sword of Mana

"This sword has the will to shape its own destiny. It is said that a disruption of air follows this blade, and if you listen closely, you can hear the air around it hum. See TREE OF MANA."


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1: Metal

"Primary Material. Metallurgy has been the barometer of a civilization's technological level. Different types of metals in Fa'Diel are named after the areas where they were mined."

2: Wood

"Primary Material. Trees of Fa'Diel distribute the Mana energy as air for the creatures in this world. Tools and simple buildings have been made with wood since the ancient times."

3: Stone

"Primary Material. Stones have been used since the beginning of time as tools, decorations, and in architecture."

4: Hide

"Primary Material. Armor can be made from softer materials such as hide, but one should be aware of the compatibility between the material and the item."

5: Scales

"Primary Material. Scales of some monsters and dragons can be used to make armor and weapons. The materials used to create such items are reflected in their effects and parameters."

6: Bone

"Primary Material. The world of Fa'Diel uses bones from the monsters living there. When making armor, pay specific attention to the materials' defense levels for effective compositions."

7: Fabric

"Primary Material. Fabric can be used to strengthen equipment as well as being the primary material for armor. Those with mysterious patterns or colorful designs may have magical properties."

8: Aerolite

"Primary Material. Aerolites are rocks that fall from the sky. They tend to have unusual and useful properties when used to make equipment."

9: Mana Stone

"Secondary Material. Mana Stones contain high concentration of Mana energy. There are Mana Stones of Fire, Earth, Wind, and Water."

10: Mana Crystal

"When pure Mana energy becomes crystallized, Mana Crystals are made. Most of them glow with the energy, but some that absorb light have been found."

11: Coins

"Secondary Material. These coins represent the energy of each elemental spirit. Sometimes the spirits give them to mortals they favor."

12: Seeds

"Secondary Material. Each seed has a different color, and, like mixing paint, one can grow wider varieties of produce by planting two different seeds together at the same time."

13: Produce

"The produce that grows in the orchards varies by the seed combinations, the day of the week they were planted, and by luck. Used to feed pets and to color Golems."

14: Meat

"Secondary Material. Meat can be acquired by defeating different types of monsters, and then it can be used along with produce to catch monster eggs."

15: Fangs & Claws

"Secondary Material. The most powerful parts of monsters. Fangs and claws are often used to make protective and magical items such as talismans."

16: Eyes

"Secondary Material. Some stones look like eyeballs of monsters, and they also have magical properties. Eyes are divided into groups by their appearance."

17: Feathers

"Secondary Material. Usually the Aerial monsters' feathers are sold on the market, but sometimes beautiful Arthropod monsters' wings are considered useful."

18: Bottles

"Secondary Material. There are all sorts of liquids in many different bottles. Some seem to contain liquids you cannot drink, and others you couldn't even guess when they were last opened."

19: Vials

"Secondary Material. Even the most unthinkable things could be sealed in these vials. There could be whispers, curses, or maybe even some stinky breath."

20: Urns

"Secondary Material. No one can guess what these urns contain, or what they are for. What could be inside the urns you find in this story?"

21: Pellets

"Secondary Material. Little medicine pills made of material you would not normally eat. Those that are known to be effective have a higher price tag."

22: Powders

"Secondary Material. Some are mere dirt and some are blends of materials with creepy effects. Keep out of reach of children."

23: Pouches

"Secondary Material. These pouches could contain some really unusual and exciting items. On the other hand, the items may be quite normal and plain."

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5F. Equipment Encyclopedia
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1: Knife

"A dagger. It comes in many different styles, and much work goes into crafting the handle and blade. Most are designed to be practical. A shield cannot be used with a knife. Although it has the shortest

reach, the rate of movement is the fastest."

2: Sword

"A long sword. Most are double-edged and have sharp tips. The sword is considered a holy weapon due to the precious metals it is made from. It is wielded in one hand, so the rate of movement is average."

3: Axe

"Also known as the hand-axe or hatchet, the axe is a single-bladed weapon wielded in one hand. Often thought of as primitive, the rate of its movement is slower than the sword."

4: 2H Sword

"The ultimate in swords requires two hands. Yields epic damage when swung in a wide arc. Cannot be used with a shield. It's quite heavy, so the rate of your movement is slower."

5: 2H Axe

"The two-handed axe is used for embedding a cold piece of steel in your enemies. With an axe like this, who needs a shield? Unfortunately, the sheer weight of this weapon will slow your movement to a snail's pace."

6: Hammer

"Knock some sense into your opponents with this huge two-handed hammer. But don't complain about the slowest movement rate and being unable to use a shield."

7: Spear

"A great way to keep uglies at a distance. However, in actual combat the spear is used in a variety of ways. Of course, a shield is out of the question, and the shape of the weapon precludes fast movement."

8: Staff

"Long staves such as these have multiple uses, and can hit an enemy both up close and far away. Since they require both hands, a shield cannot be used, and the rate of movement is slower than when wielding a spear."

9: Glove

"Nothing beats pummeling the enemy with these reinforced punching gloves. Of course, proper boxing stance precludes the use of a shield. Even though the attack range is short, the rate of its movement is very fast."

10: Flail

"Incredible power is gained when two or more staves are connected with a chain. The rate of its movement is quite good, but it is impossible to use a shield while wielding a flail."

11: Bow

"With a bow, one can lay waste to enemies from afar, and thwack them when up close, as well. Scoring a direct hit, however, requires much practice. A shield cannot be equipped with a bow."

12: Shield

"The smart sword or axe-wielder will always keep a shield handy. From large, bejeweled shields to the familiar frying-pan lid, shields vary greatly in size and strength."

13: Helm

"Providing ample protection for the head, helms come in all shapes and sizes, from great steel helms to upside-down pots. The round shape of the helm helps deflect incoming blows."

14: Hat

"Unlike helms, hats are often worn for the enchantments contained within, rather than for physical defense. They often grace the heads of well-known mages and priests."

15: Hauberk

"there is a wide range of hauberk types, from highly-decorated ceremonial hauberk to hauberk that is too heavy for practical use."

16: Robe

"Oft worn by mages and clergymen, robes are often designed for other purposes than mere physical protection, and are decorated with holy symbols or arcane patterns."

17: Gauntlets

"Gauntlets come in many shapes and sizes, but all of them help protect the arms and hands from nasty cuts and bruises."

18: Ring

"Even a small ring can help protect the finger. Some are plain, while others are works of art, worn by those wise in the ways of magic. Some rings are said to hold incredible power."

19: Boots

"Heavy footwear for the combat enthusiast, boots give protection to the feet, ankles, and shins from common nicks and scratches, where needed most."

20: Sandals

"Light footwear for the fashion-conscious warrior, sandals afford less physical protection than boots, but they seem to protect best against magic."

21: Armor

"Completely protecting the head, torso, arms, and legs, armor gives outstanding protection. However, very little additional armor can be worn, because armor covers the whole body."

22: Mantle

"Mantles are worn over the shoulders, and can be worn over any kind of armor. Most protect against magical attacks."

23: Pendant

"An accessory that can be worn under all types of armor, pendants are used for their protective properties."

24: Harp

"Harps are stringed instruments that can be used to perform magic with an Elemental Coin. Such coins are gained by negotiating with a Spirit."

25: Marimba

"The marimba is a percussion instrument that can be used to play magic with an Elemental Coin. The cycles of magic are determined by the type of instrument, its main material, and the property of the

Elemental Coin used."

26: Flute

"The flute is a wind instrument which can be used to play magic by using an Elemental Coin. Elemental Coins are important because they help determine the type and cycle of magic that will be played."

27: Drum

"The drum is a percussion instrument which can be used to play magic with an Elemental Coin. During negotiations with a Spirit, it is important to play tunes the Spirit enjoys listening to."

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5G. Monsters Encyclopedia
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1: Rabite

"Beast. STR: Wisp, Dryad. WK: Shade, Aura. A round bunny-like monster. Watch out for its biting attacks!"

2: Molebear

"Beast. STR: Aura, Gnome. WK: Dryad, Salamander. It attacks with its long, sharp claws, and likes hiding underground."

3: Teedie

"Beast. STR: Jinn, Undine. WK: Gnome. Attacks enemies by throwing rocks and feathers."

4: Howler

"Beast. STR: Jinn. WK: Gnome. Attacks by jump-kicking with its strong hindlegs."

5: Gray Ox

"Beast. STR: Aura, Undine. WK: Dryad, Jinn. It attacks enemies by headbutting with its horns or by licking them."

6: Lullabud

"Plant. STR: Wisp, Dryad. WK: Shade, Aura. Spews toxic pollen to poison its enemies."

7: Mushboom

"Plant. STR: Shade, Dryad. WK: Wisp, Aura. A cute mushroom that attacks by kicking, and by throwing its own cap."

8: Shrieknip

"Plant. STR: Dryad, Gnome. WK: Aura, Salamander. A giant radish that shoots its leaves and seeds like missiles."

9: Marlboro

"Plant. STR: Aura, Gnome. WK: Dryad. All it can do is punch anything in front of it and exhale really stinky breath."

10: Wooding

"Plant. STR: Wisp, Dryad. WK: Shade, Aura. A tree that became possessed by evil spirits. Attacks with its arm-like branches."

11: Stinger Bug

"Arthropod. STR: Wisp, Dryad, Jinn. WK: Shade, Aura, Gnome. Attacks with its scythe-like forearms, and with its huge needle in back."

12: Hoppin' Tick

"Arthropod. STR: Aura, Salamander. WK: Dryad, Undine. It jumps on enemies to suck out blood."

13: Silkspitter

"Arthropod. STR: Dryad. WK: Aura. Instead of making a cocoon for itself, it spews out fiber to attack enemies. Maybe it doesn't want to grow up."

14: Sand Scorpion

"Arthropod. STR: Dryad, Gnome. WK: Aura, Salamander. Watch out for its gigantic pinchers and tail!"

15: Gloomoth

"Arthropod. STR: Salamander, Jinn. WK: Gnome, Undine. Sprews poisonous scale-powder on enemies. It can also shoot out lethal eye-beams."

16: Tonpole

"Reptile. STR: Wisp, Undine. WK: Shade, Jinn. A cute little tadpole that is trying its best to be a good monster."

17: Lizardon

"Reptile. STR: Undine. WK: Jinn. It swallows the enemies by using its tongue, whether it's hungry or not."

18: Rattler Boa

"Reptile. STR: Dryad. WK: Aura. A rattlesnake that wraps around its enemies to cause great damage."

19: Basilisk

"Reptile. STR: Jinn, Undine. WK: Gnome. Its eye beams cause petrification in a flash!"

20: Tyrranos

"Reptile. STR: Gnome. WK: Salamander. It chomps on any enemies with its huge jaws."

21: Iffish

"Aquatic. STR: Undine. WK: Jinn. A colorful spny fish. Attacks with its water-bubble cannon."

22: Pincher Crab

"Aquatic. STR: Undine. WK: Jinn. A grumpy crab. Shoots out its huge pinchers to attack enemies."

23: Seajack

"Aquatic. STR: Undine. WK: Jinn. A shark with a gigantic saw-like nose. Watch for its lethal body blow!"

24: Seadragon

"Aquatic. STR: Undine. WK: Jinn. A sleepy-looking monster. Attacks with water while floating in the air."

25: Big Baby

"Aquatic. STR: Undine. WK: Jinn. An adorable-looking monster with big eyes. Spits out water bubbles."

26: Needlebeak

"Aerial. STR: Wisp, Jinn. WK: Shade, Gnome. A ball-like bird which attacks with its sharp beak."

- 27: Bloodsucker  
"Aerial. STR: Shade, Jinn. WK: Wisp, Gnome. Attacks with ultrasonic waves. For some strange reason it belongs to the Aerial Group."
- 28: Cockatrice  
"Aerial. STR: Dryad, Gnome. WK: Aura, Salamander. A chubby, bird-like monster. Its tail is a snake that can bite and petrify enemies."
- 29: Chocobo  
"Aerial. STR: Wisp, Jinn. WK: Shade, Gnome. Nope, not the same chocobo you know!"
- 30: Garuda  
"Aerial. STR: Wisp, Jinn. WK: Shade, Gnome. A large, bird-like monster that attacks with its sharp beak and claws."
- 31: Shadow Zero  
"Morph. STR: Shade. WK: Wisp. A quick-moving shadow with big attacks."
- 32: Slime  
"Morph. STR: Gnome. WK: Salamander. A gooey drop with two eyeballs."
- 33: Tezla  
"Morph. STR: Wisp. WK: Shade. Generates an electric field to zap anything around it."
- 34: Denden  
"Morph. STR: Dryad. WK: Aura. A winged snail that can move faster than its ground-crawling kin."
- 35: Moldy Goo  
"Morph. STR: Aura, Undine. WK: Dryad, Jinn. A big lump of mold with dead soldiers' weapons stuck to it."
- 36: Skull Beast  
"Undead. STR: Gnome. WK: Salamander. Just a bunch of animal bones with a funny walk."
- 37: Zombine  
"Undead. STR: Gnome, Undine. WK: Salamander, Jinn. They happen to be born this way."
- 38: Specter  
"Undead. STR: Gnome, Undine. WK: Salamander, Jinn. A monster that attacks enemies by slapping them with its big hands."
- 39: Skeleton  
"Undead. STR: Shade, Dryad, Gnome. WK: Wisp, Aura, Salamander. A fancily-clad skeleton knight."
- 40: Ape Mummy  
"Undead. STR: Shade, Gnome. WK: Wisp, Salamander. A large mummified ape. It charges towards enemies to attack."
- 41: Imp  
"Demonic. STR: Shade, Jinn. WK: Wisp, Gnome. A tiny demon with a tiny spear. It can use some magic, too."

- 42: Fierce Face  
"Demonic. STR: Salamander. WK: Undine. A flaming monster-head that floats in the air."
- 43: Punkster  
"Demonic. STR: Shade, Jinn. WK: Wisp, Gnome. A fun-loving demon that likes to start cyclones."
- 44: Dark Stalker  
"Demonic. STR: Shade. WK: Wisp. A knight of shadow, clad in heavy armor. It summons other monsters."
- 45: Chimera Beast  
"Demonic. STR: Wisp, Undine. WK: Shade, Jinn. A huge chimera that petrifies enemies with its eyebeams."
- 46: Kid Dragon  
"Dragon. STR: Salamander, Jinn. WK: Gnome, Undine. A half-pint dragon that could spit out some fire."
- 47: Sky Dragon  
"Dragon. STR: Jinn. WK: Gnome. An aerial dragon with a glide attack."
- 48: Land Dragon  
"Dragon. STR: Aura, Gnome. WK: Dryad, Salamander. A dragon with tough skin. It has a tendency to go berserk."
- 49: Eye Spy  
"Oddity. STR: Wisp, Gnome. WK: Shade, Salamander. Attacks with eyebeams, and can disappear to hide from enemies."
- 50: Spiny Cone  
"Oddity. STR: Dryad, Jinn. WK: Aura, Gnome. A shadowy creature. Shoots out thorns and poisonous air."
- 51: Poto  
"Oddity. STR: Undine. WK: Jinn. A really sleepy-looking monster that attacks enemies by licking them."
- 52: Beholder  
"Oddity. STR: Aura, Salamander. WK: Dryad, Undine. A huge eyeball that floats in the air."
- 53: Springball  
"Oddity. STR: Aura. WK: Dryad. Attacks enemies by using its springy neck."
- 54: Cursed Doll  
"Poltergeist. STR: Shade. WK: Wisp. A doll that was given a mind. Their existance is meaningful only when they fight."
- 55: Polter Box  
"Poltergeist. STR: Aura, Gnome. WK: Dryad, Salamander. It preys upon unwary treasure-hunters with surprise attacks."
- 56: Chess Knight  
"Poltergeist. STR: Shade, Gnome. WK: Wisp, Salamander. Its overwhelming wish to fight turned it into a monster."



- 57: Dainslaif  
"Poltergeist. STR: Shade, Aura. WK: Wisp, Dryad. A possessed weapon that exists to fight."
- 58: Machine Golem  
"Poltergeist. STR: Aura. WK: Dryad. A man-made Golem. It was not supposed to have its own mind."
- 59: Chobin Hood  
"Demi-human. STR: Dryad. WK: Aura. A master bow-hunter species. They look cute, but they could be pretty mean."
- 60: Goblin  
"Demi-human. STR: Shade, Dryad. WK: Wisp, Aura. It firmly believes that evil doing is the true meaning of life."
- 61: Tomato Man  
"Demi-human. STR: Aura, Salamander. WK: Dryad, Undine. A clan of black-magic priests. It is said that they never leave their pots."
- 62: Sahagin  
"Demi-human. STR: Undine. WK: Jinn. It became a demi-human as it began living ashore."
- 63: Succubus  
"Demi-human. STR: Shade, Jinn. WK: Wisp, Gnome. One of the vampire clans. They tend to look down on the other clans."
- 64: Narcissos  
"Demi-human. STR: Aura, Gnome. WK: Dryad, Salamander. This clan is obsessed with staying in shape by practicing their own martial arts."
- 65: Mad Mallard  
"Demi-human. STR: Wisp, Salamander. WK: Shade, Undine. Loaded with attitude, these ducks pop out egg-bombs."
- 66: Axebeak  
"A bird-like creature that lives in the deserts."
- 67: Chimera Lord  
"A demonic creature with fierce appearance."
- 68: Punkmaster  
"A small creature with an evil mind."
- 69: Gremlin  
"A mischievous little demonic creature."
- 70: Shadow Zero-One  
"A shadow that loves grabbing people's attention."
- 71: Skeletal Soldier  
"Soldiers of the Deathbringer's army."
- 72: Wind Callers  
"The entire clan serves Akravator as his dragoons."
- 73: Count Dovula

"The leader of the Succubus Clan."

74: Mantis Ant

75: Hogs Ant

76: Du'Inke

77: Du'Cate

78: Du'Mere

79: Gorgon's Eye

80: Boreal Hound

81: Gova

82: Spriggan

83: Labanne

84: Tropicallo

85: Fullmetal Haggar

86: Orc

87: Jewel Beast

88: Jewel Beast II

89: Jewel Beast III

90: Jewel Beast IV

91: Iron Centaur

92: Larc the Centaur

93: Zenoa

94: The Deathbringer

95: Deathbringer II

96: Kima

97: Hitodama

98: Akravator

99: Jajara

100: Vadise

101: Drakonis

102: Lord of Jewels

103: Irwin

104: The Mana Goddess

105: Note

"(Example) STR: Wisp, Dryad. WK: Shade, Aura. The example above shows that the monster becomes stronger (STR) in lands with more Wisp and Dryad influence, and weaker (WK) in Shade and Aura lands. This does not affect the player's pet monsters."

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5H. Produce Encyclopedia
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1: Garlicrown

"White Family. A crown-shaped garlic clove that might make you feel like royalty! + Chm. - Arr."

2: Conchurnip

"White Family. A turnip shaped like a conch shell. + Pwr, Def, Agr, Arr. - Mgc."

3: Sweet Moai

"Purple Family. A sweet potato shaped like a Moai. It's pretty tasty, actually. + Def, Mgc, Lck, Laz. - Skl."

4: Pear O'Heels

"White Family. A pear shaped like a high-heeled shoe. + Pwr, Def, Chm, Arr. - Spr."

5: Mangolephant

"White Family. A mango that even has a pair of tusk-like knobs. + Pwr, HP, Agr, Arr."

6: Apricat

"Red Family. An apricot with whiskers and ears that makes it look like a cat. + Def, Clm."

7: Diceberry

"Red Family. The ones with seeds placed like an actual dice are very rare. + Pwr, Agr."

8: Peach Puppy

"Red Family. A peach with a dog-like face, and ear-like flaps. + Pwr, Skl, Frd. - Sch."

9: Applesocks

"Red Group. An apple that looks like a Christmas stocking. + Skl, Chm, Clm, Ind."

10: Whalamato

"Red Family. A whale-shaped tomato with a stem that looks like a water spout. + Mgc, HP, Chm. - Def, Agr."

11: Spiny Carrot

"Orange Family. A carrot with knobs like those on spiny shells. + Mgc, Spr, Clm, Ind. - Skl."

12: Loquat-Shoes

"Orange Family. It has a hole that is big enough to fit a baby's foot. + Skl, Chm, Sch, Laz. - HP."

- 13: Bumpkin  
"Orange Family. A pumpkin with a scary face. There are some with sad faces, too. + Pwr, Spr, Agr, Arr, Sch, Laz."
- 14: Honey Onion  
"Orange Family. An onion with honey stuffed inside. + Skl, HP, Spr, Ind. - Pwr."
- 15: Orange'Opus  
"Orange Family. An orange with tentacle-like projections. + Def, HP, Sch, Laz."
- 16: Citrisquid  
"Yellow Family. A lemon with a sharp top and tentacle-like projections. + Mgc, Sch."
- 17: Springanana  
"Yellow Family. A coily banana that is rather hard to eat. + HP. - Ind."
- 18: Cornflower  
"Yellow Family. Is it a sunflower with corn kernals, or corn that looks like a sunflower? + Mgc, Chm, Agr. - Clm."
- 19: Fishy Fruit  
"Yellow Family. It has fin-like bumps that make it look like a fish. + Skl, Mgc, Chm. - HP, Sch."
- 20: Rocket Papaya  
"Orange Family. A papaya with projections like a rocket. + Mgc, Chm, Clm. - Agr."
- 21: Cabbadillo  
"Green Family. A cabbage that looks like a friendly armadillo. + Def, Spr, Frd, Lon. - Chm."
- 22: Squalphin  
"Green Family. A squash that is shaped like a dolphin. + Mgc, Lck, Frd, Lon. - Pwr."
- 23: Needlettuce  
"Green Family. A lettuce with leaves shaped like porcupine needles. It's edible. + Def, Chm, Clm. - Agr."
- 24: Boarmelon  
"Green Family. A watermelon that has stripes and tusks like a young boar. + Pwr, Skl, Spr, Lon. - Chm."
- 25: Dialaurel  
"Green Family. An herb that was named "Diamond" after its leaves' shape. + Pwr, Lck, Agr. - Clm."
- 26: Heart Mint  
"Blue Family. This species of mint grows heart-shaped leaves. + Chm. - Laz."
- 27: Spade Basil  
"Blue Family. An herb with slightly bitter flavor to it. + Spr. - Lon."

- 28: Pine O'Clock  
 "Blue Family. A very functional pineapple that works as an alarm clock. + Pwr, Skl, Def, Mgc, HP, Spr, Chm, Lck. - Agr, Clm, Sch, Frd."
- 29: Gold Clover  
 "Blue Family. You will be really lucky if you find one with four leaves! + Skl, Lck, Frd. - Sch."
- 30: Rhinoloupe  
 "Blue Family. The skin is very tough and thick. + Pwr, HP, Spr. - Mgc, Clm."
- 31: Lilipods  
 "Purple Family. This lily has peas inside it! + Skl, HP, Clm, Ind, Frd, Lon. - Mgc."
- 32: Cherry Bombs  
 "Purple Family. Cherries with clear, glass-like flesh around the seed. + HP, Frd."
- 33: Orcaplant  
 "Purple Family. An eggplant that looks like a killer whale. + Def, Mgc, Sch. - Frd."
- 34: Masked Potato  
 "White Family. A potato with colorful designs on it, making it look like a mask. + Def, HP, Spr. - Lck, Frd."
- 35: Bellgrapes  
 "Purple Family. The grape is covered with a tough skin. When shaken, it sounds like a bell. + Mgc, Spr, Sch. - Frd."
- 36: Mush-In-A-Box  
 "Black Family. The insides pop out when touched. Its taste could be surprising, too. + Lck."
- 37: Toadstoolshed  
 "Black Family. A mushroom shaped like a house. Those with two chimneys are rare! + Pwr, Skl, Def, Mgc, HP, Spr, Chm, Lck."
- 38: Note  
 "Produce's Effects. + = Increases. - = Decreases. Abilities: Pwr=Power, Skl=Skills, Def=Defense, Mgc=Magic, HP=HP, Spr=Spirit, Chm=Charm, Lck=Luck. Personalities: Agr=Agressive, Arr=Arrogant, Clm=Calm, Ind=Indecisive, Sch=Scheming, Laz=Lazy, Frd=Friendly, Lon=Lonely."

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 5I. World History Encyclopedia
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1: The Beginning

"A twinkling consciousness became a star which sparkled in the night and banished the darkness. The Mana Goddess acquired consciousness by gazing into the light of that sun. She made Fa'Diel, a great land, but so far an empty one."

2: The Moon Gods

"The Mana Goddess drew beams of six colors from the sun. They became

the six moons, each hiding a small diety within. When those gods awoke, they played beautiful music and brought fortune to the land of Fa'Diel."

### 3: The Names of Stones

"The six dieties became the Moon Gods and demanded that the Mana Goddess name them. So the Mana Goddess gave each of them a shining stone, which filled the air with music: Stars, follow me! Moons, walk with me! And we shall celebrate your names!"

### 4: The Moon's Names

"Tryne, merciful god of water. Zea, passionate god of fire. Barlen, selfish god of gold. Libleyt, hopeful god of wood. Morphes, wealthy god of earth. Ghazel, whimsical god of wind. The Moon Gods rejoiced, and the Mana Goddess returned to her slumber, becoming the great Mana Tree. Fa'Diel was left to the whims of the Moon Gods."

### 5: The Creation

"The Moon Gods created land and ocean, trees and flowers, and gave them light and the power to determine their fate. The light became the Elemental Spirits, riding in the sky. They released bountiful light, and were full of desire to serve the Moon Gods' will. The Moon Gods then finally returned to slumber."

### 6: Flammies

"Then, a beautiful yet powerful beast appeared, awakening the Moon Gods. The Moon Gods named this beast of strength and beauty Flammy. Whenever one of the Moon Gods would fall asleep, another Flammy would appear. Eventually, Flammies of all six colors came to populate all the land."

### 7: Dark Clouds

"The Moon Gods tried to outdo each other in creating beauty. Sometimes they argued trying follow the Mana Goddess's will and create many beasts. But dark clouds came to Fa'Diel, and the Moon Gods created greater beasts, and set them loose upon the land. The Flammies often quarrelled, and the cycle of creation and destruction repeated endlessly."

### 8: The Hole

"The trees withered, and the Elemental Spirits lost their luster. The land dried up, and soon thereafter, wars began. As the wars dragged on, the powers of the Moon Gods were lost. The land of Fa'Diel was scarred, and pits to other worlds opened in the wounds. The Moon Gods peeked into the other world, and came to know fear, envy, and desire."

### 9: Rebirth

"Cracks appeared in the Mana Tree. Waves of chaos from other worlds came and tried to envelop all of Fa'Diel. Each Moon God chose a Flammy and gave it a stone. The Flammies rode into the sky. They were born of the earth to ride in the sky and return to the earth. They became a flying river of Mana."

### 10: The Thoughts

"Fa'Diel was filled with the power of Mana. It healed itself and shut away the other world. The Flammies returned to the Moon Gods, but could not find them. The Moon Gods had lost their memories and became beasts. The six remaining Flammies cried in anguish and despair. The waves in the air settled, and created many thought

forms."

11: The Revelation

"The Flammies turned their backs on the Moon Gods and flew into the air. The Moon Gods turned into stars, and the Flammies never came back down. New concepts came about after the Flammies and the Moon Gods departed, but the Elemental Spirits were afraid and prayed to the Mana Tree, who responded with soft pulses."

12: The Prophecy

"These formless beings will eventually be given form so that they might live. They will be given the task of creating this world. The thoughts they think will shape the landscape. They will be born into this world in fear and sadness. Sometimes their thoughts may hurt this world, but you must help them build it."

13: Man and Faerie

"Soon many new beings were born, such as men and Faeries. Man used Mana to power his creations. Faeries amplified the power of Mana with song and dance. Then, from beyond the heavens, six colored beams of light shown down upon the land. Six Flammies gazed upon Fa'Diel, and all life there prospered. A new age had begun."

14: The Dark One

"The Flammies of legend never returned from their heavenly climb. Below, many similar creatures came into being. For example, dragons reflected the Flammies' divinity, become a race of depp introspection. They took it upon themselves to protect Fa'Diel from its many foes."

15: The Fallen

"Wyrms are rumored to be Flammies who have fallen into another world. Powerful mages summoned them into this world. Wyrms possess the incredible powers of the Flammies, but they lack their nobility and grandeur. True Flammies are said to appear regal and divine, unlike dragons and wyrms, but no man can truthfully claim to have seen them."

16: The Work of Man

"Humans were destined to reproduce and populate the land, and they developed the technology to build. Soon they gained dominance over all physical things. The humans who live in this world come in different forms, but they are all humans. Some inherit their forms from their parents, while others are shaped through their experiences."

17: The Work of Faerie

"Faeries have transparent wings, which are not used for flying, and are shed during growth. Only young Faeries are visible to humans, and their bodies fade as time goes on. Eventually, they become completely invisible to the human eye."

18: The Mana Tree

"The Mana Tree sustained the bond between the world of humans and of Faeries. Plants exist in both the human and Faerie dimensions. They absorb the Mana of Fa'Diel and release it into the atmosphere. Humans use trees for fuel and tools, harnessing their power within inanimate objects. Faeries use the Mana released by plants to make Fa'Diel a better place."

19: Sorcerers

"Although not on par with the Faeries, all humans could once harness the power of Mana. The ability to draw on the power of Mana was originally given to all humans equally, but many lost that ability by relying on machines, and losing touch with the natural world. Later, those with the power to draw Mana were called mages."

20: Anise

"The Great Witch Anise was the first mage to go down in history. Anis bored a hole into the Mana Tree and built her laboratory there. The flow of Mana into both human and Faerie worlds was diverted. Anise constructed a jewel called the Eye of Flame using the vast amounts of Mana in her laboratory. The Firestone brought out the evil of whoever touched it."

21: Unknown Stones

"In the Age of Myth, the stones that the Mana Goddess gave to the Moon Gods were the most powerful source of magic known. However, some powerful magic users born in later ages possessed similar stones. Anise tried to obtain such a stone when she created the Eye of Flame, but it was difficult to control, and very dangerous."

22: Golden Age Ends

"Soon, many others learned how to construct their own Eyes of Flame. The waves of Mana became chaotic, and shadows clouded the hearts of man. These pulses tore rifts within dimensions and sent waves of evil into the hearts of man. No longer was all life on the planet descended from the spirits. An age had ended. A world had fallen from its original purity."

23: Uraklius Aeon

"Evil ruled the land thereafter through men who could control the waves of chaos. Those of truth cried in anguish, but mages, who rejoiced in obtaining new powers, firmly believed that this was the world they wanted. The mages declared the beginning of a new thousand-year kingdom and called it the Aeon of Uraklius."

24: The Holy War

"Aion, the leader of the Faeries, sent an army to conquer Anise. There, hundreds of Anise's mages battled thousands of Faerie warriors. The battle was fought overnight, and almost all of the Faeries were slain. The few remaining Faeries continued their lives in the land of men."

25: The Hidden

"Although the Faeries thought that all humans were enemies, they soon discovered that there were those in the land of men who could understand the Faeries. With the help of the humans, they were again able to battle Anise and her mages. Eventually they rose victorious. Unfortunately, during the fight, the Mana Tree burned to the ground."

26: Eyes of Flame

"Although it was thought that many Eyes of Flame would be recovered from the ashes, only three were found. Aion was banished to the Underworld. He refused to be reincarnated, and became the Lord of the Underworld."

27: The Underworld

"Aion, leader of the Faeries, created his new servants, the



Shadoles. Shadoles were born from the thoughts of Aion, and they brought the newly departed to the Underworld. From this time on, all departed souls are brought to the Underworld to receive the judgement of its Lord."

28: Seventh Moon

"Anise was killed by a stone called the "Seventh Moon." Legend has it that the Faerie warrior who fought against Anise, a master of the Eye of Flame in her own right, bested her using this mysterious object."

29: A Brief Peace

"After the Holy War of the Mana Tree, the flow of Mana to the world resumed. Before, mages would steal from others, using dangerous magic, but now the land produced enough for all. However, the surviving mages could not stand being equal to their fellow creatures. They sought magic that could make everything their own."

30: Mages' Tower

"The mages started building towers at Mana Points all over Fa'Diel in order to regain the Eyes of Flame. They took action against the Faeries, who stood in the way of their plans. Whenever a tower was built, an army would come to destroy it. Such wars continued for hundreds of years. Soon, all of humanity came to think of Faeries as evil beings."

31: Mountain School

"Elise, who called herself Anuella, was the daughter of Anise. She had the power to bring mundane objects to life. After fleeing her mother's self-righteous rule, she settled in the northern mountains and there created a group of dolls who would obey her every command. They came to be called magical beings, and her art was promulgated by mages who idolized her."

32: Artificers

"There were two types of magical beings. One type was imbued with life. Another type had hidden powers. The latter were called artifacts. Artifacts had weaker magical powers than Eyes of Flame, but were simpler to construct. Creating Eyes of Flame was fraught with accidents, so making artifacts became the most popular kind of magic."

33: Argot

"The king of dragons, Argot, destroyed all the mage towers in the land of Faeries. Argot opened a hole into the other worlds and called forth many monsters. However, records state that he eventually turned to evil, and was banished by the Faeries."

34: Lucemia

"Argot summoned a wyrm in the shape of a Flammy. He summoned Lucemia, the Wyrms of Light, and the greatest of all the wyrms. Legends say that Lucemia leveled each and every mage tower, and died trying to swallow an entire volcano."

35: The Lilipeas

"The Lilipeas are a small tribe that settled in the northern mountains. People said that they were similar to Anuella's dolls. Only Selva, who was tall and slim, often visited Anuella by riding on a bird. Selva often took Anuella's dolls outside."

36: The Ashes

"In a charcoal-maker's hut, a little girl awaited her father's return. Her name was Magnolia, and her father made a living from hunting and from making charcoal. Selva gave this girl one of Anuella's dolls."

37: Anise's Fire

"The doll that was brought into Magnolia's room had red stones as its eyes. They were the Eyes of Flame that Anise made, and they burst into flames and burned the hut to ashes."

38: Mage and Ruby

"Magnolia lost her life in the hut as it burned down, but the doll was saved. The doll began to call herself Magnolia, and she stayed with the Lilipeas, until one day she left with a mage. The mage wanted to steal the Eyes of Flame in Magnolia's eyes, for they contained more Mana energy than the enchanted instruments."

39: Gaeus

"Anuella saw through the mage's plot. She left the northern mountain, then gave life to a rocky hill so the mage's caravan could not progress further. The living hill called itself Gaeus, and its knowledge seemed deeper, and more vast than Anuella's. Anuella called for Gaeus' help and prepared for war."

40: The Conductor

"All the Faeries fought on Anuella's side, using many enchanted instruments. The mage's force fell apart against the power of the instruments with infinite Mana power. Anuella came to be known as the "player of the Flying Contravass," and as "the Conductor" among Faeries."

41: Mage Halciet

"Halciet the Mage was the last one who stood against Anuella. He used a stone called "the Seventh Moon" and fought against Anuella, but the mages among his army began a quarrel over the stone's possession, and Halciet left the force."

42: Geimaswald

"The mages made a magic circle with the Eyes of Flame and summoned the Wurm of Thunder, Geimaswald, to attack Anuella. But the Lilipeas lured Geimaswald into a cave and killed it. The leader of the Lilipeas was Selva of the Four Winds."

43: Eastern Wind

"It became known to the mages that these instruments could be used as weapons. The mages took the remaining Eyes of Flame and the instruments acquired in the previous battles and fled to the East. There, the mages made instruments with more Mana power and dedicated them to their new lord, Lonway."

44: Emperor Lonway

"The mages provided Lonway with their magic, and urged him to prepare for battle with the Faeries. Lonway's army then progressed to the ancient city of Mindas to open the gates to the land of Faeries. Many nations used this as an excuse to start their own political battles."

45: Ricrot IV

"Ricrot IV was supported by Anuella, and was given an army of wooden

horses that could fly in the sky to fight against Lonway and his mages. He came to be known as the "King of Wooden Horses." Many brave men enlisted in Ricrot's army."

46: Spiritual War

"Gato Grottoes were Fa'Diel's power nexus, protected by "the Spirits of the Ascetics." Many monks fought as soldiers, and the high priests stopped enemies from other dimensions by sending their spirits to battle. Intense battles between the dimensions and other worlds took place in Gato."

47: Rosiotti

"Rosiotti was a hero who could pierce a warrior's chest with his arrows from miles away. It was anticipated that his bravery and skills would change the war's outcome. However, he only became Lonway's general because Lonway promised him great rewards."

48: The Chase

"In the midst of intense battles between Ricrot and Lonway's army, Selva of the Four Winds brought his army of Lilipeas and Flowerlings to fight on Ricrot's side. Lonway then ordered Rosiotti to kill Selva. No one had ever escaped Rosiotti's arrows, and the chase was on."

49: Selva

"Selva kept commanding his army, while fleeing Rosiotti's never-ending chase at the same time. When Rosiotti finally shot Selva's heart with his arrows, he was surrounded by countless Lilipeas. It was then that Rosiotti was told to become a Wisdom, to walk the same path with them."

50: Conjuror Nunuzac

"Nunuzac was Lonway's best and the most powerful summoner. He summoned Freymold, the Wyrms of Fire, as Lonway ordered him when the tide of war began to turn against him. Nunuzac kept summoning monsters until Lonway was killed, and he himself became trapped in the dimension on the other side of his magic circle."

51: Warrior Olbohn

"Another army to join the war was Aion's force of "Creatures of Shadow" from the Underworld. These "Creatures of Shadow," or the Shadoles, caught and threw living people into the Underworld and trapped them there. Olbohn the swordsman went down to the Underworld by himself and defeated Aion."

52: Freymold

"Freymold, the Wyrms that was summoned by Nunuzac, flew across Fa'Diel and burned Rosiotti's jungle to ashes. Rosiotti raged over this event, and later joined Anuella's force."

53: Knight of Truth

"Lasdanac was the Holy Knight of Ricrot's army who was taught the "Spell of Truth" by the Faeries. With this spell, he defeated Freymold, but it is told that he later fell to a Faerie's curse."

54: The New World

"After the war came to an end, Ricrot IV built churches and began compiling "The Book of Divine Guidance." He also established the Academy of Magic with a portrait of the great witch, Anise, inside and summoned her spirit to it. Anuella was displeased by this

event."

55: Temple of Healing

"The temples lost many of their monks and priests as they came under Ricrot's rule. All the male priests were taken and sent to the Academy of Magic as magic researchers, to lessen resistance from the religious organizations."

56: Anuella

"In the years following the war, Ricrot sent soldiers to capture and kill off the surviving soldiers of Lonway's army, as well as the Faeries, which he called "the Ones with Devilish Powers." Anuella left Ricrot and locked herself into a place named "The Graveyard of Artifacts."

57: Mana Stones

"The seventh Mana Stone was desired for its Mana power, and it appeared in history many times. Jumis were the first ones to be searched for the possession of the stone. It is said that an uncountable number of Jumis were hunted down and killed for this purpose."

58: Dirt

"When Jumis were being hunted during the search for the seventh Mana Stone, they died after intentionally lessening the energy flow in their jewel cores. Many Jumis died this way to protect the secret of their clan, and mages began to call them "lumps of dirt" as a result."

59: Angels

"There was a new movement in the land of Faeries, as Zuf'ben became their leader. The spiritual waves of the two worlds were becoming magnified, and many expected the worlds to become one. Zuf'ben lamented over the humans' corruption, and called upon higher beings for help. Angels answered his prayers."

60: Janna

"Angels were beings who serve the Goddess, and cannot normally be seen by Faeries or humans. Seven angels chose to reincarnate in the land of Faeries, and they rode on Janna, a ship with its own consciousness."

61: Incarnation

"In order to control the Janna, the angels decided to reincarnate into Faeries and humans. The reborn angels would lose their memories, until Janna could awaken them."

62: Malicious Mind

"Zuf'ben rode Janna and searched both Fa'Diel and the land of Faeries to find the seven angels, but humans attacked Janna, afraid of the flying ship. During the attack, the minds of those onboard the ship were tainted with evil."

63: Unawakened Angels

"The angels transmuted into their human and Faeries forms, but they lost awareness of their true nature, because they could not sense Janna's benevolence. Some of the angels even joined the battle to gain control of Janna. Janna turned to evil, and villainous people gained demands over her."

64: Ancient Memories

"Even though Janna had not awakened them, six of the seven angels regained their memories. One cried for a fallen friend, one confronted Janna, one crossed swords with a former angel, one heard the guidance of a Wisdom: Six angels' memories were restored, but the seventh would never awaken."

65: Seventh Angel

"In the dreams of the six angels, a seventh angel appeared. But he did not answer the calls of the others. He was neither human nor Faerie, but a Jumi. Both humans and Faeries had used the Jumi to strengthen their magic in the war."

66: Janna's End

"The angels gave up on retrieving Janna, and chose to fight for the Jumi. With help from the Wisdoms, they built a ship to confront Janna, and joined the war. The angels defeated the leader of humans and Zuf'ben, who had become an evil Faerie, and sealed Janna in the dimensional gap. Then they remained in Fa'Diel."

67: Divine Guidance

"As time went by, "the Rule for Peace" which Ricrot started changed to "the Peace for Rule." "The Book of Divine Guidance" was used to propagate the empire's religious and political thoughts, and many "heretics" were hunted down by the empire's army."

68: Deathbringer

"Irzoile Enaanshalc was the fifteenth emperor of the Enaanshalc Empire, and he was called the Deathbringer. He was a descendant of Ricrot Enaanshalc, a hero in the era of the Faerie War, but his oppressive reign caused the empire's fall."

69: Holy Knight

"The chivalric code, which Ricrot IV established, produced many legendary heroes in a short time period. Julio Liotte was the most accomplished knight in the empire's army, and thus he was given the title of "Holy Knight," and became the guardian of the empire. The Liotte family passed this title down the line."

70: The Halloways

"To commemorate the souls of heroes lost during the war, Ricrot IV established shrines to the Mana Goddess, and closed down most of the older temples aside from the one in Gato. The Halloway family was a line of priests, but under the rule of Ricrot's empire, its influence diminished."

71: Windcallers

"The clan of Windcallers could speak to and control the wind. They live quietly in a village by the base of Norn's Peak, and kept their watchful eyes on any intruders that might disturb their way of life."

72: Empire's Fall

"Irzoile Enaanshalc desired immortality, and sent his army to retrieve the Dragon Stones which the ancient dragons protected. His attempts failed, and he lost his life as a result. But his overwhelming desire for immortality made Jajara, the bone dragon, choose him to become his dragoon."

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5J. Basic Golemology Encyclopedia

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### 1: Golem's Composition

"Q: What are the necessary components? A: A completed body and logic blocks. The body of the golem determines its power level, and the logic blocks provides the action patterns of the weapons it equips."

### 2: Golem's Body

"Q: What makes up the golem's body? A: At least one weapon or piece of armor. A golem's body is made by combining a lifeball with one weapon and up to three pieces of armor. Its performance and characteristic parameters reflect those of the materials."

### 3: Logic Blocks

"Q: What makes up a logic block? A: Two pieces of equipment. Choose two pieces of equipment from your list of armor, weapons, or instruments. Each block provides certain action pattern for a golem."

### 4: Logic Grid

"Q: What determines the size of the logic grid? A: The number of armor pieces used for the golem's body. The larger the grid, the more logic blocks it can hold, for a wider variety of golem actions."

### 5: Golem's Actions

"Q: What determines a logic block's type? A: The combination of its components. Try different equipment combinations to create blocks you want for desired action patterns of your golem!"

### 6: Logic Types

"Q: What determines a logic block's shape? A: The combination of its components. All logic blocks have one of 11 shapes, and each block's effectiveness derives from the components' parameters."

### 7: Attack Types

"Q: What determines the golem's attack mode? A: The type of the weapon used for golem's body. Some blocks cannot be assigned to a golem if the block's attack type differs from the golem's attack type."

### 8: Attack & Defense Level

"Q: What determines golem attack and defense levels? A: The characteristics of the weapons and armor used. Golem parameters such as HP, attack and defense, and elemental levels, are determined by the components used to make its body. This does not include logic grid size and rate of malfunction."

### 9: Malfunction Rate

"Q: How is the malfunction rate determined? A: The number of armor pieces used as components. The higher the percentage shown on the menu screen, the more frequently golem fails to deliver an attack. If one action fails, actions connected by wedge-marks also fail to deliver."

### 10: Choices of Action

"Q: How does a golem decide which action to take? A: By referring to its action gauge and calculating the distance to the enemy. The logic grid has two axes. One is the action gauge, and the other is the distance between the golem and the enemy."

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5K. Techniques Encyclopedia

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### 1: Jump

"Ability. Might as well jump."

### 2: Defend

"Ability. But remember that the best defense is a good offense."

### 3: Lunge

"Ability. A quick step forward."

### 4: Retreat

"Ability. A quick step backward."

### 5: Crouch

"Ability. Increases regeneration of Hit Points, but while crouching defense rating is zero."

### 6: Push

"Ability. Stuns target."

### 7: Cheer

"Ability. No real use, but increases the power move gauge slightly."

### 8: Spin

"Ability. Stuns opponents. Attacking while spinning turns the ability into a spin attack."

### 9: Grapple

"Ability. Grabs an opponent, then use attack to throw. Required Abilities: Defend, Push."

### 10: Whirl

"Ability. Turns opponents to expose their back. Required Abilities: Grapple, Spin."

### 11: Bash

"Ability. Runs the opponent to the edge of the screen. Required Abilities: Whirl, Push."

### 12: Somersault

"Ability. Executes a forward flip while dodging attacks. Required Abilities: Lunge, Jump."

### 13: Back-Roll

"Ability. Executes a back-roll while dodging an enemy's attack. Hit the power attack button to add an attack. Required Abilities: Retreat, Jump."

### 14: Back-Flip

"Ability. Cannot be hit until starting the descent. Pressing the power attack button adds an attack. Required Abilities: High Jump, Back-Roll."

### 15: Moonsault

"Ability. Invulnerable until starting the descent. Required Abilities: High Jump, Somersault."

### 16: High Jump

"Ability. Soars high above opponents. Required Abilities: Crouch,

Jump."

17: Double Jump

"Ability. Jumps again in the middle of a jump. Required Abilities: High Jump, Jump."

18: Tackle

"Ability. Knocks opponents back. Required Abilities: Lunge, Push."

19: Counterattack

"Ability. Counters an enemy's move with an attack for double the damage of a quick attack. Required Abilities: Defend."

20: Counterstrike

"Ability. Counters an enemy's move with an attack for quadruple the damage of a power attack. Required Abilities: Counterattack."

21: Taunt

"Ability. Gets an opponent's attention. Required Abilities: Retreat, Cheer."

22: Evade

"Ability. Evasive action. Required Abilities: Lunge, Retreat."

23: Toss

"Ability. Juggles the opponent. Required Abilities: Crouch, Bash."

24: Defensive Lunge

"Ability. Lunges forward while blocking. Required Abilities: Defend, Lunge."

25: Slide

"Ability. Knocks an opponent down. Required Abilities: Crouch, Lunge."

26: Flip-Kick

"Ability. A sudden attack while doing a flip. Required Abilities: Back-Roll, Back-Flip."

27: Admonition

"Knife Technique. Close in quickly with an opponent, executing a quick slice. Required Abilities: Lunge."

"Mid-Range, Direct. Medium Damage."

28: Rising Eagle

"Knife Technique. A jump into the air, followed by a sudden knife-throw. Required Abilities: Jump."

"Frontal Small Area Atk. Minor Damage."

29: Vortex of Death

"Knife Technique. Cut up opponents in a death-bringing spin. Required Abilities: Spin."

"Hits all nearby foes. Minor Damage."

30: Vapor Blade

"Knife Technique. A quick roll into the enemy, followed by a devastating double attack. Required Abilities: Somersault."

"Mid-Range, Direct. Minor Damage."

31: Sonic Wave



"Knife Technique. A tremendous sonic wave, released after two impressive flip-kicks. Required Abilities: Back-Roll."  
"Long-Range, Direct. Minor Damage."

32: Rising Dragon

"Knife Technique. A jump into the air, followed by a hail of daggers. Required Abilities: High Jump."  
"Frontal Mid Area Atk. Minor Damage."

33: Crescent Moon

"Knife Technique. A leap into the air in a grand arc, followed by multiple slashes. Required Abilities: Moonsault."  
"Frontal Mid Area Atk. Minor Damage."

34: Eclipse

"Knife Technique. A back-flip followed by a stab into the space-time continuum. Damages any creatures nearby. Required Abilities: Back-Flip."  
"Hits all nearby foes. Minor Damage."

35: Backstab

"Knife Technique. A leap into the opponent's blind spot, creating an opening for the coup-de-grace. Required Abilities: Slide, Double-Jump."  
"Mid-Range. Medium Damage."

36: Puppet

"Knife Technique. A retreat leaving a dummy, which fights in your place. Also usable with: Flail. Required Abilities: Retreat, Cheer."  
"Short-Range. Medium Damage."

37: Cobra Fang

"Knife Technique. A short push and quick retreat, ending with a dagger throw. Required Abilities: Push, Retreat."  
"Short-Range. Medium Damage."

38: Ninja Drop

"Knife Technique. A decoy hides the location of the true attacker, who drops in a crescendo of force. Required Abilities: Grapple, Evade."  
"Short-Range. Medium Damage."

39: Pouncing Cat

"Knife Technique. A vertical swing sets up the perfect finishing blow. Required Abilities: Back-Roll, Somersault."  
"Short-Range. Major Damage."

40: Back Slasher

"Knife Technique. The first strike knocks the enemy back and exposes its blind side, the next deals a crippling blow. Also usable with: Flail. Required Abilities: Whirl, Lunge."  
"Short-Range. Medium Damage."

41: Reaping the Mist

"Knife Technique. This amazing technique consists of acrobatics which lead into a lunging attack straight through any opposition. Required Abilities: Back-Roll, Back-Flip, Lunge."  
"Long-Range, Direct. Major Damage."

42: Dark Assassins

"Knife Technique. A sinister attack that summons dark assassins to clear the area of enemies. Required Abilities: Evade, Spin, Crouch."  
"Hits all foes. Minor Damage."

43: Dance of Roses

"Knife Technique. A rising slice with the power of a thousand thorns. Required Abilities: Defensive Lunge, Evade, High Jump."  
"Mid-Range. Major Damage."

44: Looking Glass

"Knife Technique. Traps an enemy in a dimensional mirror. The enemy suffers great damage once the mirror is broken. Also usable with: Flail. Required Abilities: Whirl, Bash, Taunt."  
"Short-Range. Major Damage."

45: Aerial Reaver

"Knife Technique. A secret technique of throwing enemies up into the air and carving into them as they fall. Required Abilities: Flip-Kick, Spin, Crouch, High Jump."  
"Front Small Area Atk. Extreme Damage!"

46: Phoenix

"Knife Technique. A fantastic array of pyrotechnics that crescendos into an immortal force, reducing opponents to ashes. Required Abilities: Cheer, Evade, Double-Jump, Defensive Lunge."  
"Hits all nearby foes. Major Damage."

47: Iai Strike

"Sword Technique. A sudden lunge, followed by a slice through the enemy. Required Abilities: Lunge."  
"Mid-Range. Medium Damage."

48: Cutting Bamboo

"Sword Technique. A vertical jump with a downward slash. Required Abilities: Jump."  
"Mid-Range. Medium Damage."

49: Maelstrom

"Sword Technique. A more powerful version of Spin. Required Abilities: Spin."  
"Hits all nearby foes. Minor Damage."

50: Rising Sun

"Sword Technique. A series of two anti-aerial slashes from a crouching position. Also usable with: Axe. Required Abilities: Crouch."  
"Short-Range. Medium Damage."

51: Triple Tiger

"Sword Technique. A rolling slash, a rolling jab, and a rolling upward cut. Required Abilities: Somersault."  
"Mid-Range. Medium Damage."

52: Blade Launcher

"Sword Technique. Uses the force of a back-roll to launch opponents into the air. Required Abilities: Back-Roll."  
"Short-Range. Medium Damage."

53: Cutting Pine

"Sword Technique. A more powerful version of Cutting Bamboo. Also

usable with: Axe. Required Abilities: High Jump."  
"Mid-Range. Major Damage."

54: Bird of Prey

"Sword Technique. A high moonsault followed by multiple devastating strikes. Required Abilities: Moonsault."  
"Frontal Area Atk. Minor Damage."

55: Corkscrew

"Sword Technique. A back-flip while swinging the sword. Required Abilities: Back-Flip."  
"Rear Small Area Atk. Medium Damage."

56: Cross Strike

"Sword Technique. A vertical strike from the air, followed by a horizontal strike on the ground. Also usable with: Axe. Required Abilities: High Jump, Lunge."  
"Short-Range. Medium Damage."

57: Tiger Claw

"Sword Technique. A slashing combination from above and below. Required Abilities: Somersault, Back-Roll."  
"Short-Range. Medium Damage."

58: Clean Sweep

"Sword Technique. A low slide knocks the opponent off balance. The finishing strike follows. Required Abilities: Slide, Retreat."  
"Mid-Range. Medium Damage."

59: Dragon's Tail

"Sword Technique. An attack so swift that the enemy doesn't know it's dead, until... Required Abilities: Tackle, Back-Flip."  
"Mid-Range. Medium Damage."

60: Orbiting Blades

"Sword Technique. A lunge into the enemy with multiple blades whirling above. Also usable with: Axe. Required Abilities: Spin, Defensive Lunge."  
"Frontal Area Attack. Minor Damage."

61: Motion of Truth

"Sword Technique. A triple attack consisting of a quick jab, a rising strike, and an earth-shattering spinning strike. Required Abilities: Tackle, Bash, Moonsault."  
"Mid-Range. Major Damage."

62: Smashing Blades

"Sword Technique. A push to knock the enemy off-balance. It uses a slash, and a grab to turn the enemy away. The final blow connects from behind. Required Abilities: Push, Whirl, Somersault."  
"Short-Range. Major Damage."

63: Invisible Death

"Sword Technique. A whirlwind of attacks so fast that the swordsman seems invisible. Required Abilities: Grapple, Lunge, Retreat."  
"Short-Range. Major Damage."

64: Dynamite X

"Sword Technique. Cuts an X into the enemy. Causes an explosion when the X is crossed. Also usable with: Axe. Required Abilities: Jump,

Crouch, Cheer."

"Mid-Range. Major Damage."

65: Terminal Velocity

"Sword Technique. Uses centrifugal force to release a blow of mythic proportions. Required Abilities: Whirl, Back-Flip, Spin, Lunge."

"Short-Range. Extreme Damage!"

66: Golden Dragon

"Sword Technique. Buries the enemy by summoning the incredible powers of the Golden Dragon. Required Abilities: Toss, Evade, Crouch, High Jump."

"Short-Range. Major Damage."

67: Deep Slice

"Axe Technique. A lunging horizontal swing cuts deep into the enemy and exposes its back. Required Abilities: Lunge."

"Short-Range. Major Damage."

68: Axe Bomb

"Axe Technique. A leap into the air, followed by a devastating axe throw. Required Abilities: Jump."

"Frontal Small Area Atk. Medium Damage."

69: Tornado

"Axe Technique. A spin while holding the axe horizontally. Required Abilities: Spin."

"Hits adjacent enemies. Minor Damage."

70: Electronic Yo-Yo

"Axe Technique. Uses the axe like a yo-yo. Required Abilities: Somersault."

"Mid-Range, Direct. Medium Damage."

71: Retribution

"Axe Technique. Once the axe is thrown skywards, a huge axe falls from the clouds. Also usable with: Hammer. Required Abilities: Back-Roll."

"Frontal Area Attack. Minor Damage."

72: Bird of Prey

"Axe Technique. Releases multiple axes during a moonsault. Required Abilities: Moonsault."

"Hits all nearby enemies. Minor Damage."

73: Salmon Upstream

"Axe Technique. A vertical jump while swinging the axe. Required Abilities: Back-Flip."

"Hits adjacent enemies. Medium Damage."

74: Rising Sun

"Axe Technique. A low strike stuns the opponent, followed by a rising slash. Also usable with: Sword. Required Abilities: Crouch."

"Short-Range. Medium Damage."

75: Cutting Pine

"Axe Technique. A more powerful version of Cutting Bamboo. Also usable with: Sword. Required Abilities: High Jump."

"Mid-Range. Major Damage."

- 76: Axe Bomber  
"Axe Technique. A push followed by an immense axe swing. Required Abilities: Evade, Bash."  
"Short-Range. Major Damage."
- 77: Black Wings  
"Axe Technique. Sends multiple homing axes into an enemy knocked into the air. Required Abilities: Toss, Retreat."  
"Short-Range. Medium Damage."
- 78: Boulder Dash  
"Axe Technique. A build-up of energy is spent crashing into enemies. Required Abilities: Back-Flip, Tackle."  
"Long-Range, Direct. Extreme Damage!"
- 79: Orbiting Blades  
"Axe Technique. A lunge into the enemy with multiple blades whirling above. Also usable with: Sword. Required Abilities: Spin, Defensive Lunge."  
"Frontal Area Attack. Minor Damage."
- 80: Cross Strike  
"Axe Technique. A vertical strike from the air, followed by a horizontal strike on the ground. Also usable with: Sword. Required Abilities: High Jump, Lunge."  
"Short-Range. Medium Damage."
- 81: True Strike  
"Axe Technique. A push, a roll, and a preliminary strike that knocks the enemy off-balance. A flip-attack is the grande finale. Required Abilities: Whirl, Somersault, Moonsault."  
"Short-Range. Major Damage."
- 82: Dynamite X  
"Axe Technique. Cuts an X into the enemy. Causes an explosion when the X is crossed. Also usable with: Sword. Required Abilities: Jump, Crouch, Cheer."  
"Mid-Range. Major Damage."
- 83: Time Burst  
"Axe Technique. Spins multiple axes and stops time. Suddenly, the enemy has changed position and has been chopped by the axes. Required Abilities: Push, Spin, Evade."  
"Short-Range. Major Damage."
- 84: Karma  
"Axe Technique. A berserker attack against all enemies in sight. Required Abilities: Cheer, High Jump, Evade, Counterstrike."  
"Frontal Wide-Area Atk. Extreme Damage!"
- 85: Lunging Arc  
"2H Sword Technique. A sudden lunge into the enemy, followed by a series of heavy swings. Required Abilities: Lunge."  
"Mid-Range. Medium Damage."
- 86: Rising Crush  
"2H Sword Technique. A rising cut into the opponent's throat. Also usable with: 2H Axe, Hammer. Required Abilities: Crouch."  
"Mid-Range. Medium Damage."

- 87: Spiral Wave  
"2H Sword Technique. A spinning move that releases a wave of unbelievable force. Also usable with: 2H Axe. Required Abilities: Somersault."  
"Mid-Range, Direct. Minor Damage."
- 88: Shish Kebob  
"2H Sword Technique. A flip-kick to knock the enemy into the air is followed by a powerful stab. Required Abilities: Back-Roll."  
"Short-Range. Medium Damage."
- 89: Impulse  
"2H Sword Technique. A leap into the air is followed by a thundering stab into the earth that devastates all caught in the blast radius. Also usable with: 2H Axe. Required Abilities: High Jump."  
"Short-Range. Minor Damage."
- 90: Shield Breaker  
"2H Sword Technique. A leap into the air and a crushing blow down into the enemy. Required Abilities: Jump."  
"Mid-Range. Medium Damage."
- 91: Windslasher  
"2H Sword Technique. A spin which releases shockwaves in every direction. Required Abilities: Spin."  
"Hits all enemies. Minor Damage."
- 92: Windwalker  
"2H Sword Technique. A fantastic move consisting of tremendous sword slashes and acrobatics galore. Also usable with: Hammer. Required Abilities: Moonsault."  
"Short-Range. Medium Damage."
- 93: Splashblade  
"2H Sword Technique. A slash. A jump. A spin. A kill... Also usable with: 2H Axe. Required Abilities: Back-Roll, Back-Flip."  
"Short-Range. Medium Damage."
- 94: Rain of Blood  
"2H Sword Technique. A deep cut into a foe flung skyward. Required Abilities: Toss, Double-Jump."  
"Short-Range. Medium Damage."
- 95: Bring It On  
"2H Sword Technique. A taunt from a distance and an attack, once the enemy gives chase. Required Abilities: Retreat, Taunt."  
"Short-Range. Major Damage."
- 96: Marble Stream  
"2H Sword Technique. An incredible move in which numerous images appear and then strike simultaneously. Required Abilities: Evade, Lunge."  
"Long-Range, Direct. Medium Damage."
- 97: Skullsplitter  
"2H Sword Technique. A powerful jumping attack to the back of an enemy's head. Also usable with: Hammer. Required Abilities: Whirl, Jump."  
"Short-Range. Major Damage."

- 98: Beautiful Three  
"2H Sword Technique. A series of strikes with the coldness of snow, the brilliance of the moon, and the perfection of blossoms. Required Abilities: Tackle, Back-Flip, Lunge."  
"Mid-Range. Major Damage."
- 99: Quakebringer  
"2H Sword Technique. A great leap, followed by a fantastic stab into the earth. Required Abilities: Cheer, Moonsault, Crouch."  
"Front Wide-Area Atk. Major Damage."
- 100: Triple Offense  
"2H Sword Technique. A technique which strikes high, middle, and low simultaneously. Required Abilities: Evade, Somersault, High Jump."  
"Short-Range. Major Damage."
- 101: Deep Swing  
"2H Sword Technique. A simple, but ultimately deadly, attack. Required Abilities: Crouch, Defend, Counterattack, Counterstrike."  
"Mid-Range, Direct. Extreme Damage!"
- 102: Raging Pain  
"2H Sword Technique. A devastating combination of unimaginable terror. Required Abilities: Evade, Flip-Kick, Jump, Taunt."  
"Mid-Range. Extreme Damage!"
- 103: Sideswipe  
"2H Axe Technique. A single horizontal strike. Required Abilities: Lunge."  
"Mid-Range. Medium Damage."
- 104: Rising Claw  
"2H Axe Technique. A rising swing and a jump. Required Abilities: Jump."  
"Short-Range. Medium Damage."
- 105: Flying Sawblades  
"2H Axe Technique. A spin which releases axes in six directions. Required Abilities: Spin."  
"Hits all enemies. Minor Damage."
- 106: Rolling Throw  
"2H Axe Technique. A somersault followed by a powerful throw. Required Abilities: Somersault."  
"Long-Range, Direct. Medium Damage."
- 107: Blurred Axe  
"2H Axe Technique. A move with a back-flip so fast that the image of the axe becomes blurred. Required Abilities: Back-Flip."  
"Rear Area Attack. Minor Damage."
- 108: Rising Crush  
"2H Axe Technique. A rising cut into the opponent's throat. Also usable with: 2H Sword, Hammer. Required Abilities: Crouch."  
"Short-Range. Medium Damage."
- 109: Spiral Wave  
"2H Axe Technique. A spinning move that releases a wave of unbelievable force. Also usable with: 2H Sword. Required Abilities:

Somersault."

"Mid-Range, Direct. Minor Damage."

110: Impulse

"2H Axe Technique. A leap into the air is followed by a thundering stab into the earth that devastates all caught in the blast radius. Also usable with: 2H Sword. Required Abilities: High Jump."

"Front Wide-Area Atk. Minor Damage."

111: Divine Right

"2H Axe Technique. A shove which pushes the enemy right into the arc of the falling axe. Required Abilities: Push, Back-Roll."

"Short-Range. Major Damage."

112: Snowfall

"2H Axe Technique. A move which tosses the enemy up into the air to be shredded upon a spinning axe. Required Abilities: Toss, Spin."

"Short-Range. Major Damage."

113: Spinning Hawk

"2H Axe Technique. A spectacular feat in which the axe is thrown spinning into the air, and an enemy is catapulted into it. Required Abilities: Back-Flip, Flip-Kick."

"Short-Range. Medium Damage."

114: Tidal Wave

"2H Axe Technique. A overwhelming display of force, in which beams of raw power emanate in a wide arc. Also usable with: Hammer. Required Abilities: Evade, Defensive Lunge."

"Front Wide-Area Atk. Minor Damage."

115: Splashblade

"2H Axe Technique. A slash. A jump. A spin. A kill... Also usable with: 2H Sword. Required Abilities: Back-Roll, Back-Flip."

"Short-Range. Medium Damage."

116: Angelic Lumberjack

"2H Axe Technique. Three acrobatic stunts to increase the power of the final mighty blow. Required Abilities: Somersault, Moonsault, Back-Flip."

"Front Small Area Atk. Major Damage."

117: Buzzsaw of Doom

"2H Axe Technique. A light leap to the rear, followed by an uncanny rolling aerial attack. Required Abilities: Double-Jump, Somersault, Lunge."

"Mid-Range, Direct. Major Damage."

118: Spikestrike

"2H Axe Technique. A sweep of the opponent's legs, followed by an aerial slice from behind. Required Abilities: Whirl, Slide, Moonsault."

"Short-Range. Major Damage."

119: Sparkling Rampage

"2H Axe Technique. This fantastic move utilizes Faerie magic to smite foes. Required Abilities: Retreat, High Jump, Spin, Tackle."

"Long-Range, Direct. Extreme Damage!"

120: Super Slugger



"Hammer Technique. A huge horizontal swing for scoring home runs.  
Required Abilities: Lunge."  
"Mid-Range. Medium Damage."

121: Big Bang

"Hammer Technique. Death from above. Required Abilities: Jump."  
"Mid-Range. Medium Damage."

122: Blammo

"Hammer Technique. An explosion that results from a powerful spin.  
Required Abilities: Spin."  
"Hits all nearby foes. Minor Damage."

123: Mole-Hunting

"Hammer Technique. A slam into the ground that opens the earth in a  
straight line. Required Abilities: Somersault."  
"Long-Range, Direct. Minor Damage."

124: Ground Zero

"Hammer Technique. A mid-air hammer-throw which engulfs all in its  
explosion. Required Abilities: High Jump."  
"Frontal Area Attack. Minor Damage."

125: Rising Crush

"Hammer Technique. A rising strike into the opponent's throat. Also  
usable with: 2H Sword, 2H Axe. Required Abilities: Crouch."  
"Short-Range. Medium Damage."

126: Windwalker

"Hammer Technique. A fantastic move consisting of tremendous hammer  
strikes and acrobatics galore. Also usable with: 2H Sword. Required  
Abilities: Moonsault."  
"Short-Range. Medium Damage."

127: Retribution

"Hammer Technique. Once the hammer is thrown skywards, a huge  
hammer falls from the clouds. Also usable with: Axe. Required  
Abilities: Back-Roll."  
"Frontal Area Attack. Minor Damage."

128: Blazing Hammer

"Hammer Technique. A technique in which built-up power is unleashed  
in a powerful strike. Required Abilities: Retreat, Tackle."  
"Short-Range. Major Damage."

129: Double Impact

"Hammer Technique. A strike so powerful that the enemy feels the  
pain twice. Required Abilities: Somersault, Moonsault."  
"Short-Range. Medium Damage."

130: Thor's Hammer

"Hammer Technique. A move in which the opponent is tossed up into  
the air, only to be tragically struck down. Required Abilities:  
Toss, High Jump."  
"Short-Range. Medium Damage."

131: Skullsplitter

"Hammer Technique. A powerful jumping attack to the back of an  
enemy's head. Also usable with: 2H Sword. Required Abilities:  
Whirl, Jump."

"Short-Range. Medium Damage."

132: Tidal Wave

"Hammer Technique. An overwhelming display of force, in which beams of raw power emanate in a wide arc. Also usable with: 2H Axe.

Required Abilities: Evade, Defensive Lunge."

"Frontal Wide-Area Atk. Minor Damage."

133: Ultra Slugger

"Hammer Technique. A huge horizontal swing for scoring out-of-the-park home runs. Required Abilities: Toss, Retreat, Lunge."

"Short-Range. Major Damage."

134: Intervention

"Hammer Technique. An incredible leap into the heavens to call forth a divine hammer, of course. Required Abilities: Double-Jump, Spin, Somersault."

"Frontal Wide-Area Atk. Major Damage."

135: Volcano

"Hammer Technique. The enemy, once tossed to an impressive height, is greeted by the force of one mean hammer. Required Abilities: Crouch, Cheer, Jump."

"Short-Range. Major Damage."

136: Pearly Gates

"Hammer Technique. A truly jaw-dropping move in which the enemy is hit all the way to the gates of heaven and back. Required Abilities: Toss, Retreat, Lunge, Spin."

"Short-Range. Extreme Damage!"

137: Lancer

"Spear Technique. A lunging strike from afar. Required Abilities: Lunge."

"Mid-Range. Medium Damage."

138: Mighty Javelin

"Spear Technique. A mid-air javelin throw. Required Abilities: Jump."

"Frontal Area Attack. Minor Damage."

139: Twister

"Spear Technique. A spin so fast that it causes a tornado which carries enemies away. Required Abilities: Spin."

"Hits all nearby foes. Minor Damage."

140: Dragon's Bite

"Spear Technique. A spear-throwing technique which strikes all in a straight line. Required Abilities: Somersault."

"Long-Range, Direct. Medium Damage."

141: Furious Copter

"Spear Technique. A jump while spinning the spear at great speeds that blasts all beneath in a terrific backwash. Required Abilities: High Jump."

"Hits all enemies. Minor Damage."

142: Nebulous Saucer

"Spear Technique. An incredible spear throw at the height of a moonsault's arc. Required Abilities: Moonsault."

"Short-Range. Medium Damage."

143: Lancenator

"Spear Technique. A slam with the shoulder into the opponent followed by a devastating impalement. Required Abilities: Tackle, Crouch."

"Mid-Range. Medium Damage."

144: Cyclone Racer

"Spear Technique. A quick lunge while spinning the spear overhead, thwacking all opposition. Required Abilities: Spin, Lunge."

"Mid-Range. Medium Damage."

145: Rewind

"Spear Technique. A technique in which the spear is spun in place and then called back after its owner executes a flashy moonsault. Required Abilities: Back-Roll, Moonsault."

"Short-Range. Medium Damage."

146: Fool's Play

"Spear Technique. A technique so fast that the enemy is thrown up into the air, only to be juggled like a ball. Required Abilities: Toss, Evade."

"Short-Range. Major Damage."

147: Holy Light

"Spear Technique. A terrific leap into the air, followed by a shower of divine light that smites foes below. Required Abilities: High Jump, Somersault."

"Frontal Sml Area Atk. Medium Damage."

148: Triple Supremacy

"Spear Technique. A powerful thrust, a launch into the air, and a finishing blow. Required Abilities: Lunge, Crouch, Spin."

"Mid-Range. Major Damage."

149: Deadly Branding

"Spear Technique. A crafty maneuver involving knocking the enemy right into the path of flying spears. Required Abilities: Bash, Taunt, Slide."

"Short-Range. Major Damage."

150: Chrome Ray

"Spear Technique. A complex technique which required much planning to execute properly. Required Abilities: Back-Roll, Defensive Lunge, Grapple."

"Short-Range. Major Damage."

151: Raging Fury

"Spear Technique. A furious rage which follows a dramatic lunge into the enemy. Required Abilities: Tackle, Evade, Lunge."

"Mid-Range. Major Damage."

152: Lo and Behold

"Spear Technique. An attack combination in which an unfortunate soul is the recipient of indescribable pain. Required Abilities: Crouch, Moonsault, Double-Jump, Spin."

"Short-Range. Extreme Damage!"

153: Blue Dragon

"Spear Technique. An earth-rendering display of power, not unlike that of a blue dragon. Required Abilities: Evade, Retreat, Spin, Defensive Lunge."

"Long-Range, Direct. Major Damage."

154: Gust

"Staff Technique. A lunge with a spinning staff. Required Abilities: Lunge."

"Mid-Range. Medium Damage."

155: Paint It Black

"Staff Technique. A move which brings forth a tiny black hole when the thrown staff makes impact with the ground. Required Abilities: Jump."

"Frontal Area Attack. Medium Damage."

156: Aftershock

"Staff Technique. A helicopter trip to dizzying heights, and a crashing return to earth. Required Abilities: Spin."

"Hits adjacent foes. Minor Damage."

157: Golden Pyres

"Staff Technique. Conjures up a ring of mighty golden columns. Required Abilities: Crouch."

"Hits all nearby foes. Minor Damage."

158: Bubbles

"Staff Technique. A flying bubble launcher. Required Abilities: High Jump."

"Frontal Area Attack. Medium Damage."

159: Blaze

"Staff Technique. A fiery leap. Required Abilities: Moonsault."

"Frontal Small-Area Atk. Medium Damage."

160: Halo

"Staff Technique. A technique which forms a ring of protection around the user. Required Abilities: Evade."

"Hits all nearby foes. Minor Damage."

161: Purgatory

"Staff Technique. A forceful bash covers enemies in a blanket of darkness and finishes them off in an explosion of light. Required Abilities: Tackle, Cheer."

"Mid-Range. Medium Damage."

162: Flower of Gold

"Staff Technique. A move in which a golden flower blooms, one who pollen brings death to all who smell its fragrance. Required Abilities: Evade, Retreat."

"Hits all nearby foes. Medium Damage."

163: Fire and Ice

"Staff Technique. A vertical strike with the powers of heat and cold together. Required Abilities: Somersault, Back-Flip."

"Mid-Range. Medium Damage."

164: Gales of the Fall

"Staff Technique. A double offensive consisting of a twirling tornado attack that deviously positions to the enemy to plummet

onto some really sharp rocks. Required Abilities: Spin, Moonsault."  
"Hits adjacent foes. Medium Damage."

165: Song of the Spirits

"Staff Technique. A move which calls forth all of the Elemental Spirits to sing in unison. Required Abilities: Spin, Evade, Taunt."  
"Hits all foes. Major Damage."

166: Bloody Knuckles

"Glove Technique. A straight right to the opponent's face. Required Abilities: Lunge."  
"Mid-Range. Medium Damage."

167: Lightning Kick

"Glove Technique. A jumping kick as fast as lightning. Required Abilities: Jump."  
"Mid-Range. Medium Damage."

168: Whirlwind Kick

"Glove Technique. A wild spinning kick. Required Abilities: Spin."  
"Hits all nearby foes. Minor Damage."

169: Jawbreaker

"Glove Technique. A spectacular double-uppercut combo. Required Abilities: Crouch."  
"Short-Range. Medium Damage."

170: Rolling Slam

"Glove Technique. A flying slam into opponents. Required Abilities: Somersault."  
"Short-Range. Medium Damage."

171: Flip Thrust

"Glove Technique. A kick facing away from the opponent. Required Abilities: Back-Roll."  
"Mid-Range. Medium Damage."

172: Moonsault Stomp

"Glove Technique. A stomp on the enemy's head with a graceful moonsault. Required Abilities: Moonsault."  
"Short-Range. Medium Damage."

173: Giant Swing

"Glove Technique. Throw the opponent by grabbing its ankles and swinging wildly. Required Abilities: Grapple, Spin."  
"Short-Range. Medium Damage."

174: Tiger Driver 91

"Glove Technique. The enemy is lifted high, and thrown straight into the ground. Required Abilities: Grapple, Crouch."  
"Short-Range. Major Damage."

175: Northern Lights

"Glove Technique. A crushing head-first drive into the earth. Required Abilities: Grapple, Jump."  
"Short-Range. Major Damage."

176: Mental Barrier

"Glove Technique. An metaphysical manifestation of the will of the practitioner which gives protection from all attacks, and knocks

away all attackers. Required Abilities: Counterattack, Counterstrike."

"Hits adjacent foes. Medium Damage."

177: Sparkly Feet

"Glove Technique. A groovy mid-air kick combo. Required Abilities: Toss, Evade, Double-Jump."

"Short-Range. Major Damage."

178: Cough Drop

"Glove Technique. A vicious grab to the throat followed by a skullcrushing drop. Parental discretion advised. Required Abilities: Grapple, High-Jump, Bash."

"Short-Range. Major Damage."

179: Fist of the Norse Star

"Glove Technique. A whirlwind of death and devastation. Required Abilities: Lunge, Grapple, Evade."

"Mid-Range. Major Damage."

180: Flips of Thunder

"Glove Technique. A triple flipping assault, complete with flashy lightning effects. Required Abilities: Back-Roll, Back-Flip, Flip-Kick."

"Short-Range. Major Damage."

181: Power Combo

"Glove Technique. A suplex followed by a clothesline. Too bad there's no scorpion-pin. Required Abilities: Grapple, Bash, Retreat, Lunge."

"Short-Range. Major Damage."

182: Gravity Drop

"Glove Technique. The enemy is tossed with extreme prejudice, and then slammed head-first into the ground. Required Abilities: Toss, Crouch, High-Jump, Grapple."

"Short-Range. Major Damage."

183: Earthquake

"Glove Technique. The legendary technique causes the earth itself to tremor, dealing lethal damage to enemies. Required Abilities: Back-Roll, Back-Flip, Moonsault, Crouch."

"Rear Area Attack. Extreme Damage!"

184: Dragon Teeth

"Flail Technique. A quick dash with flail swinging. Required Abilities: Lunge."

"Mid-Range. Medium Damage."

185: Setting Sun

"Flail Technique. A strike that knocks the enemy into the air, and a flying thwack to knock it out. Required Abilities: Jump."

"Short-Range. Medium Damage."

186: Phoenix Wings

"Flail Technique. A spinning attack with the flail. Required Abilities: Spin."

"Hits all nearby foes. Minor Damage."

187: Chinsplitter

"Flail Technique. An uppercut which launches the enemy skywards.  
Required Abilities: Crouch."  
"Short-Range. Medium Damage."

188: Drunken Monkey

"Flail Technique. Multiple somersaults followed by a furious attack. Required Abilities: Somersault."  
"Mid-Range. Medium Damage."

189: Twilight

"Flail Technique. A more powerful version of Setting Sun in which the enemy is launched into the air and struck repeatedly. Required Abilities: High Jump."  
"Short-Range. Medium Damage."

190: Psyclone

"Flail Technique. An impressive moonsault, followed by a series of furious circular attacks. Required Abilities: Moonsault."  
"Frontal Area Attack. Minor Damage."

191: Double Dragon

"Flail Technique. An attack from both sides with double the power. Required Abilities: Moonsault, Evade."  
"Short-Range. Major Damage."

192: Back Slasher

"Flail Technique. The first strike knocks the enemy back and exposes its blind side, the next deals a crippling blow. Also usable with: Knife. Required Abilities: Whirl, Lunge."  
"Short-Range. Medium Damage."

193: Enter the Tiger

"Flail Technique. A sweep of the enemy's legs, followed up by a vicious flailing. Required Abilities: Slide, Retreat."  
"Mid-Range. Medium Damage."

194: Avalanche

"Flail Technique. An uppercut which knocks the enemy backwards, and a flying back-flip which really applies the hurt. Required Abilities: Crouch, Back-Flip."  
"Short-Range. Medium Damage."

195: Puppet

"Flail Technique. A retreat leaving a dummy, which fights in your place. Also usable with: Knife. Required Abilities: Retreat, Cheer."  
"Short-Range. Medium Damage."

196: Challenger

"Flail Technique. A taunt, and an explosive counterattack. Required Abilities: Tackle, Taunt, Counterattack."  
"Mid-Range. Major Damage."

197: Demon's Howl

"Flail Technique. A fantastic maneuver in which an opponent is knocked into the air, smashed back to the ground, and finished off in a strike of great furor. Required Abilities: Flip-Kick, High Jump, Lunge."  
"Short-Range. Major Damage."

- 198: Extreme Conditions  
"Flail Technique. An attack from the front and the rear, topped off with fire and ice. Required Abilities: Evade, Tackle, Double-Jump."  
"Mid-Range. Major Damage."
- 199: Looking Glass  
"Flail Technique. Traps an enemy into a dimensional mirror. The enemy is dealt great damage once the mirror is broken. Also usable with: Knife. Required Abilities: Whirl, Bash, Taunt."  
"Short-Range. Major Damage."
- 200: Malevolence  
"Flail Technique. An accumulation of incredible fighting spirit that immediately smites all enemies. Required Abilities: Crouch, Evade, Jump, High Jump."  
"Hits all nearby foes. Major Damage."
- 201: White Tiger  
"Flail Technique. A move that releases the power of the legendary white tiger, whose wrath none can survive. Required Abilities: Defensive Lunge, Grapple, Evade, Spin."  
"Mid-Range. Extreme Damage!"
- 202: Trueshot  
"Bow Technique. A lunging arrow shot so powerful that it penetrates just about everything. Required Abilities: Lunge."  
"Long-Range, Direct. Minor Damage."
- 203: Forward Artillery  
"Bow Technique. An arrow launched in mid-air which damages all in its blast radius. Required Abilities: Jump."  
"Frontal Area Attack. Minor Damage."
- 204: Spinshot  
"Bow Technique. An attack that fires arrows in all directions. Required Abilities: Spin."  
"Hits all enemies, period. Minor Damage."
- 205: Needle Shower  
"Bow Technique. A shot fired vertically during a backwards roll, which sends a rain of arrows over enemies. Required Abilities: Back-Roll."  
"Frontal Area Attack. Minor Damage."
- 206: Tri-Shot  
"Bow Technique. A triplet of arrows shot during a high jump, which hit all in a straight line. Required Abilities: High Jump."  
"Mid-Range, Direct. Medium Damage."
- 207: Trickshot  
"Bow Technique. Homing arrows are released into the sky, which inflict great damage. Required Abilities: Moonsault."  
"Frontal Small-Area Atk. Major Damage."
- 208: Hypershot  
"Bow Technique. An opponent is thrown into the air, and pincushioned with a multitude of arrows. Required Abilities: Toss."  
"Short-Range. Medium Damage."
- 209: Change-Up



"Bow Technique. A shot that flies through the air in slow-motion, inflicting great damage over a large area. Required Abilities: Retreat."

"Mid-Range, Direct. Medium Damage."

210: Backshot

"Bow Technique. A shot in the enemy's back, after throwing it a great distance. Required Abilities: Bash."

"Short-Range. Medium Damage."

211: Flying Swallows

"Bow Technique. A two-shot attack while flying about in the air. Required Abilities: Tackle, Double-Jump."

"Mid-Range. Medium Damage."

212: Rain of Death

"Bow Technique. A jumping attack which sends arrows all over the screen. Required Abilities: High Jump, Spin."

"Hits all nearby foes. Medium Damage."

213: Sureshot

"Bow Technique. A kick to knock the opponent into the air, and a shot which never misses its target. Required Abilities: Flip-Kick, Back-Flip."

"Short-Range. Major Damage."

214: Carpet Bomber

"Bow Technique. A multitude of explosions dropped from above.

Required Abilities: Evade, High Jump."

"Hits all foes, period. Medium Damage."

215: Mastershot

"Bow Technique. Fires an infinite number of arrows that home-in on the target. Required Abilities: Whirl, Back-Flip, Spin."

"Short-Range. Major Damage."

216: Wildshot

"Bow Technique. A devastating volley of arrows fired upon a prone opponent. Required Abilities: Grapple, Back-Roll, Double-Jump."

"Short-Range. Major Damage."

217: Main Gun

"Bow Technique. Releases inner energy built-up prior to an ultimate counter-attack. Required Abilities: Evade, Retreat, Lunge, Counterattack."

"Long-Range, Direct. Extreme Damage!"

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5L. The Forbidden Tome

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This book, earned when you beat the game, lets you adjust the game's difficulty by answering questions.

"Wish to live in peace?" Saying 'Yes' to this will switch the game to Normal Mode. Saying 'No' will lead to the next question.

"Want a nightmare?" Saying 'Yes' to this will switch the game to Nightmare Mode, where enemies get a good 20-level boost. Also, there are enemy reinforcements that'll be added in to some encounters. Saying 'No' to this will lead to the last question.

"Wish to have a future?" Saying 'Yes' to this will switch the game to No Future Mode, where enemies seem to start at level 99. Saying '...' to this will keep the game's setting where it is.

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6. Secrets
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6A. Landbopper Game
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This little game can be played if you have a three by three area of lands on the map. Scroll over so all nine are visible on the screen, and just press and hold the L1 Button until the game starts.

You have to move the cursor and press the X Button before the Land shrinks back down to normal. If you get enough points, you're allowed to go to the next stage. If you press X when the land's small, you lose points. Here's the break-down by stage:

| Stage | Hit | Miss |
|-------|-----|------|
| 1     | +10 | -4   |
| 2     | +15 | -6   |
| 3     | +20 | -8   |
| 4     | +25 | -10  |
| 5     | +30 | -12  |

I'm not positive about the Score required to advance to the next stage. 100 was not enough to reach Stage 2, but 150 was. 308 wasn't enough for Stage 3, but 458 is. 850 was enough for Stage 4, and 1165 wasn't enough for Stage 5, but 1556 was. I'll keep investigating this between adventures, to see if it's just for fun, or if you win something. ^^

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6B. Shadow-Zero Game
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After completing the Teardrop Crystal adventure, go to Domina on a Salamander Day. If you're having trouble getting there exactly on the tday, stay a day or so at Geo so you can get back here on that day. When you do, go to the Pub and talk to the Shadow Zero standing there. You can play the game then! You need to talk to the Shadow Zeros when they're in different poses, to get points. If you talk to the Shadow Zero that reappears after you catch it, sometimes you'll get the exact same number of points it had before!

Winning gets you items. I'm not sure of the break-down, so I'll just put it in as I get them, unless you out there care to send some in too! ^^

76 Zerobees: Angel Feather, Raven Feather.  
127 Zerobees: Magical Meat, Dragon Steak.

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6C. Memorycard Secrets

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There are some special tricks and items you can get if you have certain saves on your Memorycard while playing Legend of Mana. I've enclosed the ones I've heard of or personally done myself here.

Final Fantasy 8: If you have a FF8 save on your Memorycard, before doing the Monster Corral adventure, you will receive an Aerial Egg that will hatch into a chocobo. I haven't tried this myself, though.

Saga Frontier 2: If you have a Saga Frontier 2 save on your memorycard, completing the Niccolo's Business Unusual and Ghost of Nemesis adventures. Return to The Bone Fortress, and talk to the pedestals to make the door beneath the skull open. Ask the flame to take you up to the Third Floor. Head left, and up the stairs here, to the Ribcage Hallway you fought Deathbringer in before. If you have your Saga Frontier 2 data, two Skeletons will be seen standing there. If they're not there, try switching to the memory card that has the information, at the nearest Golden Sprite Statue or the like.

Talk to them and you'll find out they're the Chobin Hoods that used to work for the Mantis Ant. Either answer you give won't be good enough for them, and they'll have the Deathbringer appear to fight you! Its level has gone up a bit, and most of its attacks are different. Its three-way shot is now a six-way shot, at least sometimes, and it might attack you now by flashing and grabbing the side of the screen, like Jajara's second form did. Another upgraded flash-attack is to charge up in a swirl of yellow energy, and fire off bigger, more-accurate yellow blasts, healing itself partially if it hits. A new attack is to vanish after a flash, and two Deathbringers will hit the center of the screen with a large nova-like fireball. Try to hug the bottom and dodge the billowing flames left in its wake. Yet another attack will be to have an ally swallowed by a toothed mouth in the floor, and dropped back down from the top of the screen! Good luck!

When you win, you'll be gifted with the Heishishorin, a 2H Sword made of AltenaAlloy. I'll list its properties so you can decide if it's worth tracking down a copy of Saga Frontier 2 at a rental place and getting this:

Name: Heishishorin (2H Sword)  
Received: Deathbringer II  
Material: AltenaAlloy  
Offense: 62  
Plunge Attacks: Thrust, Uppercut, Jump.  
Elemental Essence: None  
Stats: Power + 1, Skills + 1, Defense + 1, Magic + 1.  
Essence Level: None  
Mystic Powers: None

Chocobo Racing: After the event Catchin' Lilipeas, head to Polpota Harbor with your Chocobo Racing data. When you arrive, Skippie will appear, and after dashing around, will present you with the Fastest Wheel ring! I've enclosed its stats here, so you can tell if it's worth renting or finding a copy of Chocobo Racing to get this ring:

Name: FastestWheel (Ring)  
Received: Skippie in Polpota Harbor  
Material: OakWood  
Strike Defense: 0  
Slash Defense: 0

Thrust Defense: 0  
Magic Defense: 3  
Elemental Defense: None  
Status Abnormality Defense: None  
Stats: None  
Essence Level: None  
Mystic Powers: None

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7. Credits
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I've mostly caught up to the emails! ^^ Other than one person copying from the strategy guide, you all gave good, unique contributions, and I can now start crediting people here. I still have all your emails, so pls don't write in yet saying I forgot you.

Eih'Beir (eihbeir@bresnanlink.net) wrote in with tons of characters, artifacts, lands, and enemies. Eih'Beir also had a long list of techniques, but the Giant Swing and Ninja Drop were the only ones I was missing by the time I got the email. Thanks though! ^^

David Seymour (happyendofyou@home.com) also wrote in with a big list of characters, which I'm very thankful for.

Thanks go out to Nash Hensley (nashh@netzero.net) for our talk about monster egg-collection. I definitely think you might be on to something, keep it up! Also, thanks for the information you gave on instruments, and figuring out how your equipment can change how much experience you're earning.

noname04@collegeclub.com, thanks for telling me where to find some dragon eggs. noname04 also helped confirm the first 26 Abilities.

Shinjii (cloud\_719@yahoo.com) wrote in to tell me what some of the artifacts I haven't used yet, will do when I use them. ^^ Thanks! It's always good to know where to go next for this walkthrough, once i catch up on the credits. ^^;

Soehlman (soehlt@uynion.edu) gets credited as the first person of many to tell me all about the "New Game +" mode. I can't wait to try it out myself! ^^

Demon-God Entity (animex\_ryo@hotmail.com) offered me some great advice about explaining monster-level increases the further the area is from your Home.

EVLJaymz@aol.com wrote in to confirm my suspicions about the tree growing on the World Map being the Mana Tree. What other tree would it be in this series? ^^;

IAmNotDrunk@aol.com found Pokiehl and Rosiotti the Wisdoms.

Randall Z. (black\_reaver@hotmail.com) wrote in with a slew of things, including monster eggs, Dudbear languages, elementals, confirming my thoughts on STs not necessarily needing the required abilities equipped, and how to get through the Li'l Cactus adventure, as well as finding all six Wisdoms.

Matt Henthorn (msh83@home.com) also wrote in with the list for speaking Dudbear.

Gundam Deathscythe (deathscythe52@hotmail.com) wrote in with how to get the Fool's Play, Holy Light, Triple Supremacy, Deadly Branding, Raging Fury, and Lo and Behold STs.

There's many more credits on the way, you'll be in here soon, promise! I have every email I've received still, with lists of who submitted what, and I plan on adding that all in here when I can.

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8. Contact Information
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If you would like to contribute to this FAQ, comment, help me with a correction (as always, you'll get credited,) compliment me on my work, or ask me for permission to use this FAQ on your website, you can email me! Feel free to email me at Shdwwrym@uymail.com, but please put a relevant subject line on the email, for instance, "Legend of Mana", as well as telling me what version of the guide you were reading, and where you found it! Thanks!

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9. Copyright Information
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