

SaGa Frontier FAQ

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SaGa Frontier FAQ Version 0.5
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Revision History

0.5 down to 20 more boss HP, redid monster basics, added a top link after each section, put the boss HP into a table, more combos.

0.4 only need 24 more boss HP, added some secrets, finished(?) tidbits, finished skill list.

0.3 added a few boss HP, some secrets, some combos, and began new section.

0.2 added a few boss HP, more combos, and some secrets

0.11 added names of all of the bosses, and HP of many of them, and more combos

0.1 added more to the secrets section, added a few bosses, and a few combos.

0.03 added secrets section, added 1 boss, and more info on monsters.

0.02 added bosses section, and combos section

Basic Gameplay

Battle

When you have more than one fighting group, all characters who are not fighting in battle will regain some WP and JP.

Monsters

Monsters gain levels by absorbing other monsters. They will become stronger by absorbing stronger monsters. But, when absorbing weaker monsters, they can also become weaker. The only way that they become stronger is through HP. All of the different monster forms have a beginning base amount of HP, and everytime you absorb a skill that you have never absorbed before, it goes up by 4 HP. There are about 150 different monster skills that you can absorb, so you could have a slime with over 700 HP.

When monsters absorb other monsters, they gain an attack from them, but lose the attack they have in their bottom most slot.

You can move the skills around in the abilities list so you can choose what skill you will lose.

The monster that you turn into is based on what skills you have at the time, weaker monsters have one key skill that you must have to become that monster, and more powerfull monsters have more key skills. For example, if you have Deathsynthesis as one of your skills, you will very likely become an undead monster quite often.

Mystics

Mystics improve when their mystic weapons absorb certain monsters, at the most, Mystics can have up to three mystic weapons, Sword, Glove, and Boots. In order to absorb a monster, you must attack with the weapon, sometimes, the weapon will absorb the monster, usually if the weapon does what would be the last hit, when it does, you learn a skill from the monster, and some of your stats will increase while you have that monster absorbed. If you absorb another monster with your mystic weapon, you will lose the skill you have to get a new one, and you will lose your status boosts to get different ones from the new monster.

Also, Mystics will gain HP, WP, JP, and Charm like humans through regular fighting.

Mecs

Mecs improve only with the equipment they are wearing, you must experiment with different weapons and armors to see which will give you the best mec possible. Also, when fighting other mecs, you can gather data from them after they are defeated. This will either recharge WP, or give you a special skill.

Humans

Humans are the easiest to improve. They improve through fighting, Swords increase WP, Str, and Vit the most, and also increase Qui, and Wil. Fighting skills increase mostly the same as Swords, but increase Qui less, and HP more. Guns increase Qui, Int, WP and Wil the most, and also increase Vit. Magic increases Int, JP and Wil the most, and also increases Vit. Everything increases HP

Learning Techniques

Sword Techniques

The way to learn most sword techniques is to use the basic sword attack, but there also another way to help learn certain techs. That is to use a low level technique, and you might learn a technique that is similar, but more powerful. Here are some examples

Double Slash->Swallow Swing, Headwind, Gale Slash

Cross Slash->2 Gale Slash

Swallow Swing->Gale Slash, 2 Gale Slash

Thrust->Thunder Thrust, Triple Thrust, Dead End

Hard Slash->Bear Crush, Turbid Current

Shadow Counter->Life Sprinkler

Wheel Slash->Haze-to-Wheel

Triple Thrust, Dead End->Rosario Impale

Heaven/Hell->Willow Branch

these examples might not be the best way to go, but for some of the more powerful techniques, it might be the only way to go.?.

Fighting Techniques

The way to learn fighting techniques is also to use punch, and as with swords, you can learn certain moves faster by using low level techs. To learn throwing techs, use the basic Air Throw and to learn kicking techs, like corkscrew, use the basic Kick.

Alkaiser Techniques: The alkaiser techs can only be learned when you are the Alkaiser, and the best way to learn them is by using Bright Fist. The only way (i think) to learn Re-Al-Phoenix is by using Al-Phoenix.

Magic

In order to learn magic, you first need the gift for that type of magic then cast spells of that type, the higher level spells usually let you learn faster, and higher intelligence lets you learn faster, and that's all there is to it. One more thing, unlike Fighting and Sword techniques, you do not have to leave an empty space in your technique slots, you can still learn new magic if it is full.

Gun Techniques

Gun techniques are exactly like Magic...the higher level technique, the quicker you learn new techniques. Also like magic, you can learn new techniques even without an empty slot. Gun techs increase power

with higher Wil.

Combinations

Combos are random, and this is only a list of Combos that have worked for me, even so, they might not work for you, but you can see skills that show up often and can make your own combos. If you have a level 4 or 5 combo, send it to me.

Level 4 Combos

GliderSpike(monster)..Thrust(sword)..BeamCannon..Air Throw(fight)
PhantasmShot(mystic)..BeamCannon..GoldHand(fight)..TripleThrust(sword)
PhantasmShot(mystic)..BeamCannon..Air Throw(fight)..Thrust(sword)
Stun Slash(sword)..SwallowSwing(sword)..Air Throw(fight)..BeamCannon
Ground Hit(monster)..DarkSphere(shadow)..DoubleSlash(sword)..HardSlash(sword)
Wheel Slash(sword)..Implosion(realm)..Air Throw(fight)..DeadEnd(sword)
MegaWindBlast(light)..ShadowCounter(sword)..BoundShot(gun)..Wheel Slash(sword)
BoundShot(gun)..BoundShot(gun)..GroundHit(monster)..StillStream(sword)
Reverse Gravity(space)..Shadow Counter(sword)..Triple
Thrust(sword)..Implosion(realm)
Stampede(monster)..IronClogShot(iron clogs)..Air Throw(fight)..Double
Slash(sword)
BrightFist(alkaiser)..IronClogShot(iron clogs)..Blade(monster)..Big Missile
Energy Chain(realm)..Hard Slash(sword)..Air Throw(fight)..Scissors(monster)
Ground Hit(monster)..RavaShot(evil)..Implosion(realm)..Triple Thrust(sword)
Kamikaze Crush(mec)..Plural Slash(mec)..Hyperion Bazooka..Crosshair(mec)
Shadow Counter(sword)..Sand Vessel(accessory)..Implosion(realm)..Willow
Branch(sword)
SpreadBlaster(mystic
weapon)..Silf(monster)..Implosion(realm)..SwallowSwing(sword)

Level 5 Combos

Heatsmash(monster)..ThunderBall(mystic
weapon)..ThunderThrust(sword)..AirThrow(fight)..LightningCannon
Fist(fight)..Cross Shot(gun)..LocomotionG(fight)..Heaven/Hell(sword)..Giant
Swing(fight)
Rising Nova (sword)..Implosion(realm)..Tiger Rampage(mec)..Triple Thrust
(sword)..Rosario Impale (sword)
Re-Al-
Phoenix(alkaiser)..Implosion(realm)..GremlinTouch(monster)..GiantSwing(fight)..T
riple Thrust(sword)
SkyTwister(fight)..GremlinTouch(monster)..Implosion(realm)..Gold
Hand(fight)..Triple Thrust(sword)
Kusangi(item)..silf(monster)..Supersonic(monster)..SwallowSwing(sword)..Suplex(f
ight)
Silf(monster)..Thunder Thrust(sword)..Wing(monster)..Oscillation(monster)..Air
Throw(fight)
Kusangi(item)..Silf(monster)..Wing(monster)..SwallowSwing(sword)..Suplex(fight)

Secrets

DSC: The Dream Super Combo is exactly what it sounds like, it's a combo of four different fighting moves combined into one powerful attack. In order to have this attack, you must have equipped, Sliding, Suplex, Babel Crumble, and Giant Swing. Then, in battle, at the bottom of the list will be DSC for 17 WP can do from 4,000-15,000 damage!

Time magic: One benefit of having time magic is a spell called Time Twister, what it does is lets one of your allies do their attack twice in one turn with no extra cost in WP or JP. One word DSC. can you say 30,000 damage for 17 WP!

Time magic(2): Another spell that is very useful in Time magic is Overdrive, it lets you cast 8 spells in one time(for blue, 5 for Time Lord)! On the downside, it costs all of your JP and WP! But, there is a way to solve that problem, cast Stasis rune as your last spell, then you will only use up 10 JP! and after that, you will consistantly have 8 turns in battle!! One more idea, for Blue, cast Shadow Servant for your first spell, then cast Tower 6 times for double damage!

Life magic: Life magic has only two spells, Sacrifice-give 1 LP to cure everyone, and Reviva, cast it on someone, and they will automatically revive. You can get it even if you are not Blue. First, master the three types of magic, get all of the spells for the two that are not light/shadow, then with light and shadow, if you mastered one, get a spell from the other, then go to the Magic Kingdom and read about Life magic, fight a few battles, and Voila! BTW, this secret is unconfirmed, if you have seen this, let me know.

Mirage magic: Mirage magic is not just for Rei, Asellus=Master shadow and mystic, then go to the magic shop in magic kingdom and read about Mirage magic and then fight a couple rounds and then you will recieve "black cat" and you will learn from there.

Blue/Rouge:After you fight Rouge equip a rune sword after the battle and you will see cokatrice under victory rune.

Other Mystics:Master shadow and mystic and then go to realm magic shop.Read about Mirage magic.Go to furdo beat him then get the gift for rune or arcane . Fight a while then you will get it. BTW, this secret is unconfirmed, if you have seen this, let me know

Mystic magic(Blue): In rootville(after light/shadow and arcane/rune gift, go to mosperiberg), buy a mystic spell. Win the twin battle, have a mystic in your team, max out your stats, after a couple battles, it will say you have the gift. BTW, this secret is unconfirmed, if you have seen this, let me know

Evil magic(Blue): Get mystic magic, learn all of the abilities(see above), after a few battles you will learn it. BTW, this secret is unconfirmed, if you have seen this, let me know

Arcane magic: Death is an interesting spell for Arcane magic, it will instantly kill all of the enemies, but if it doesn't, it will do LP damage to the one that cast it equal to the number of enemies that it did not kill. This spell also works on some sub-bosses(notably the two in Mosperiberg).

Easy money/items: In scrap's junk shop, buy three items for whatever, after you

get the items, don't leave, but talk to the lizard again, and sell an item that you don't have. If you sell the Hyperion Bazooka, you will get 7 free items, the one above that, 6 items and so on.

Easy money: If you have 7500 to start with, you can get up to 50000! First, go to Nelson and buy as many gold ingots as you can for 500. Then head back to Koorong, and press down as if to sell all of them, BUT DON'T SELL THEM, then, press up as if to not sell any, you will notice that the price is higher, then move it back down so the price is 420 and repeat until satisfied.

Asellus's endings: Asellus has three different endings. The endings are based on whether you use your mystic abilities and/or save Gina.

Human ending: for the fully human ending, you must not use any of your mystic weapons, and you must save Gina.

Half-mystic ending: for the half-mystic ending, you must either not use your mystic weapons and not save Gina, or use all your mystic weapons and save Gina.

Mystic ending: for the fully mystic ending, you must use all three weapons and have them absorb a monster, and do not save Gina.

Emelia's endings: Emelia has two different endings, in Baccarat, when you are chasing Joker, after he runs from the gnomes, you can choose to fight Gargantua or not, Gargantua is somewhere in the caverns.

Blue's ending: You do not have to defeat Rouge, if you lose, then you play as Rouge. Either way, you will have double JP, INT, and WIL. If you developed any physical skills, you will lose them and will have 0 WP if you choose to lose. NOTE...If you chose to get Time magic, and lost LP by getting any of the items, Rouge will NOT have lost the LP. And, if you were wondering, that is all there is to the ending.

RB3: When you get to RB3's core, you notice that you can't get anywhere, I'm not sure, but I think there is a specific way to open the paths to the new regions. First, you can only go in five rooms in a V shape, go in the far right room, go back a room, then go right again. You will enter a jungle that is a circle, go around the circle clockwise to enter a desert, in the center region of the desert, defeat all the enemies, go in the center, then you will fight the final boss. If this doesn't work (the last part does work) then I'm wrong, and please e-mail me telling me whether this works or not.

Little Tidbits

Have Fuse and/or Doll in your party when you recruit Cotton.

Have Fei-On in your party and talk to the Hairdresser in Shrike's Street.

Enter Rei's room in Chateau Aiguille with Rei in your party.

Talk to the Skeleton in Koorong with Gen in your party.

Go to Mondo's base (Lute's quest) with Gen in your party.

Go to Lute's house with Lute in your party.

Recruit Mesarthim with different Mystics in your party.

Boss List

I have come about these totals by actually fighting the boss with calculator in hand, totaling up the damage as I go, then rounding off to the nearest thousand. This might just be approximations, if the HPs are based on your level/stats/time playing.

Monster	Where found	HP
Ghost	Wakatu	5,000 HP
Kraken	Yorkland/swamp	12,000 HP
Black Dragon	Mosperiberg	30,000 HP
Red Dragon	Mosperiberg	4,000 HP
Furdo	Magic Kingdom	30,000 HP
Devil Squid	Owmi/lord's manor	9,000 HP
King Sei	Shrike/Sei's tomb	15,000 HP
Earth Dragon	Shrike/Biolab	60,000 HP
Skulldrake	Shrike/Mu's tomb	16,000 HP
Nidheg	Despair	23,000 HP
QuakeWorm	Koorong/Natural caves	13,000 HP
Huge Slime	Tanzer	3,000 HP
Suzaku	Mosperiberg	24,000 HP
Jotnar	Mosperiberg	??? HP

Riki

D-Tractor	Scrap/Factory	250 HP
Vulcan II	Scrap/Factory	400 HP
Platyhooks	Tanzer	3,500 HP
Tanzer	Tanzer	9,500 HP
Mollasite	Yorkland	6,000 HP
Molten Slime	Mosperiberg	2,500 HP each(35)
Master Ring	Margmel	??? HP

Emelia

Nidheg	Despair	??? HP
Goblin	Shingrow/Palace	??? HP
Gargantu	Baccarat/Caves	??? HP
Tomahawk	Yorkland	3,000 HP
Diva	Yorkland	100,000 HP

Asellus

Fire Sage	See Secrets	5,000? HP
Water Sage	See Secrets	7,000? HP
Green Sage	See Secrets	10,000? HP
Princess Lion	See Secrets	20,000 HP
Ciato	See Secrets	30,000 HP
Giant	Facinaturu	??? HP
Griffon	Facinaturu	35,000 HP
Bat Knight	Facinaturu	40,000 HP
Princess Lion2	Facinaturu	28,000 HP

Rastaban	Facinaturu	??? HP
Orlounge	Facinaturu	75,000 HP

Red

Platyhooks	Shrike/Sei's Tomb	??? HP
Goblin	Shingrow/Palace	??? HP
Cyclops	Koorong/Sewers	??? HP
Shuzer	Koorong/Sewers	??? HP
MBlack	Kyo/Syoin	??? HP
Black Garb	Manhattan/CTC Building	??? HP
Arachne	Manhattan/CTC Building	??? HP
Berva (first)	Shingrow/Ruins	33,000 HP
Berva (second)	Shingrow	45,000 HP
MBlackII	Black Ray	45,000 HP
BlackX	Black X Base	45,000 HP
Berva (last)	Black X Base	40,000 HP
Shuzer (last)	Black X Base	55,000 HP
Arachne (last)	Black X Base	55,000 HP
MBlackIII	Black X Base	120,000 HP
BossX	Black X Base	150,000 HP

Blue

Kylin	Devin/Shrine	11,000? HP
Time Lord	Mosperiberg/Time Lord	20,000? HP
Rouge	Kylin/Time Lord	Same as Blue
Dragon Lord	Hell	??? HP
Hell's Lord	Hell (Duh)	90,000 HP

T260G

Vulcan	Junk/Arena	??? HP
Sir Demon	Junk/Scrap Heap	??? HP
D-Tractor	Scrap	250 HP
Vulcan II	Scrap	400 HP
Big Digger	Tartarous	??? HP
Mec God	RB3	??? HP
Genocide Heart	RB3	100,000 HP

Lute

Spriggan Suit1	Mondo Base	20,000 HP
Spriggan Suit2	Mondo Base	20,000 HP
Spriggan Suit3	Mondo Base	20,000 HP
Spriggan Suit4	Mondo Base	30,000 HP
Spriggan Suit5	Mondo Base	30,000 HP

Monster Absorbed Skills List

This is a list of skills that you can absorb from monsters, I have only included what I think are the best skills to have in order to save space (and work :).

DeathSynthesis--Dead Knight, SkullDrake, Death Lord, Nidheg, Dullahan, Skullasaurus, Lich, Ankheg, Ghost, Ghost, Skeleton

Gale Attack--Dead Knight, Giant, Zyphon, Living Sword

Ground Hit--Fat Devil, Dead Knight, Ogre, Ogre Lord, Mystic, Skeleton, Axebeak,

Scorpion

Heat Wave--Fire Sage, Zyphon, FlameFolk, Suzaku

Life Rain--Unicorn

Maelstrom--Kraken, Devil Squid

Magic Heal--Unicorn, Undine, Mandrake, Sporepile

Mighty Cyclone--Kraken, IceWorm

Oscillation--Tanzer, Fire Crystal, Ice Crystal, QuakeWorm, CrystalTree,

ZeroWorm, Sickle Bug

Photosynthesis--Shrieker, Sunflower, Treant, Kylin

Quicksand--Slugger, Cockatrice

Silf--Spear Valkyrie, Airfolk

WindBlast--Jotnar, Mellow, Snowfolk, Airfolk, Sphinx, Wyvern

Character list

Characters found in all quests

Annie: Koorong-on rune quest, she will take you to Despair to find the Freedom Rune(She will join Red anyways)(won't join T260G)...human, good sword capabilities.

Cotton: Shrike-Bio Engineering Lab, on the top floor, it will join when you defeat the people in the room...monster

Lute: Scrap-the pub, just talk to him(T260, he will join when you enter the door on the right in the Factory)...human, comes with sword, good with anything.

Thunder: Yorkland-Standing by the windmill, if you have Lute, talk to him...Monster

Sei: Shrike-Sei's Tomb, Gather the three items in the tomb, place them on the altars, he will join after you defeat him(about 15,000 HP, regen)(joins Riki without a fight), or he will give you a powerful sword(power 66, 2 WP to use)...Monster, starts with Kusangi, Deathsynthesis, Minion Strike, and Sacred Song.

Fuse: IRPO-Arcane quest, he will join after you fight Suzaku(dies easily with Death(arcane), Dr. Nusakan has it)...Human, has hand blaster, few fighting skills, and Mind Magic(gift).

Suzaku: IRPO-Arcane quest, note-if you have Fuse in your party already, you will get the shield card automatically and cannot get Suzaku. You are taken to Mosperiberg. On the first screen, defeat the fairy, then go to the area with three boars. There is a snowman who you have to defeat(dies easily with Death(arcane)see above), afterwards, go back to the previous cave, on the right branch, you can find Suzaku.

Engineer Car: Shrike-Nakajima Robotics, must have a mec in your party...Mec, Machine Vulcan,

Repair pack(6 uses/battle).

Gen: Scrap-Arcane quest, In Koorong, talk to Skeleton who will tell you about Gen. Then he will join when you talk to him...Human, excellent at sword skills.

Emelia: Baccarat-Arcane quest, talk to the bunny girl on the second floor, follow her to the elevator, then go down to the lower elevator and take it to the parking, when you try to enter the sewer, she will join you...Human, good with guns.

Roufas: Shrike-Rune quest, Mu's Tomb, he is on the left branch, just talk to him, and he will join...Human, good with guns, Mind magic(gift).

Fei-On: Tanzer-Rune quest, In Tanzer, talk to Fei-On, promise to help him, and at the end, he will join you...Human, good with fighting techniques

Slime: Tanzer-Rune quest, after fighting the slimes, a slime will join you when you are leaving...Monster, starts with HP drain, Spoil, Solvent.

Mesarthim: Owmi-Lord's Manor, in the basement, you will find a giant squid, fight it, go to the left(don't touch the treasure(it's not treasure), unless you want to), if you have a mystic in your party, she will join(T260 and Riki can't get mystics)...Mystic, immune to water, Mystic magic(gift), Rune magic(gift).

Kylin: Devin-Shrine, after getting Shadow/Light and Rune/Arcane gifts, talk to the lady at the shrine, complete the maze, then Kylin will join...Monster, has all space magic, Kylin's song, and Photosynthesis.

Red

BJ&K: On the Cyrus, he will join after Black X attacks the Cyrus, it is in the room next to the accountant, before you leave for good, he will join for good...Type 3 Mec with medipack and laser, both are very helpful.

Fuse: On the Cyrus, he will automatically join when Black X attacks, leaves after... Human with good abilities with guns, fists, and mind magic.

Asellus/White Rose: They are in one of the rooms of the Cyrus when Roufas: Black X attacks. They will leave afterwards.

After the Cyrus...

Doll: Shingrow-in the port...human, comes with guns, shadow, and mystic magic, ungifted.

Roufus/Liza: Koorong-with Annie in the party, go into the door behind her you can choose one of them...Roufus...human, all around character with mind magic(gift),gun skills, sword skills...
Liza...human, the best character for building fighting skills.

Fuse: Manhattan-in a store in the shopping mall, on the second floor. or find him at IRPO if you are on the Arcane quest...Human, strong with guns, Mind magic(gift)

Rouge: Luminous-He is in the port...Human, strong in magic,Realm magic(gift).

On Magical Quests...

Silence: Luminous-Shadow magic, In Omble, talk to Silence's shadow in the first room, it will join you, but not in your attacking team, when you leave, he will join you when you talk to the guy standing in the corner...Mystic, all three mystic weapons, Mystic magic(gift)

Time Lord: Mosperiberg-when you are strong enough(see above) talk to the woman(?) upstairs, she will take you to Rootville where you must purchase a sand vessal for 1 LP. You will then be taken to a place where you must restart time, when you do, the Time Lord will join you, or you can buy time magic from him

T260G

Gen: after you finish the fights in the combat arena, he will join you...Human excellent at sword skills.

Mei-Ling: Scrap-in the pub, she joins when you talk to her...Human, good with guns, Light magic.

Riki: Scrap-in the pub, talk to it and he joins...Monster(fairly weak).

Zeke: Shrike-Nakajima Robotics, find the mouse for the people, when you return it will fly around and joins you when you talk to it...Type 5 mec, very fast.

Leonard: Manhattan-Shopping mall, second floor, store on the left. He will take you to his lab, upgrade you and send you on your way. When you finish your pending quests, go to Nakajima and hear of his death, come back to his lab, go to the console, and he will join and take you to Tartaros...Type 6 mec, comes with Energy sword, and Energy Pack.

Note--in Tartaros, if you fight a Big Digger(mecs by the buttons(10-20,000 HP)) it will be well worth it when you get a Hyperion Bazooka(85 attack and 2 bullets), but they are very

difficult.

PzkwV(nice name, huh?): Koorong-With Leonard, go to the store through the sewers, Leonard will talk to it and it will join you, and give you a Heat Cannon...Type 5 mec, comes with Rail Cannon, Micro Missile and Gravitron.

Blue

Silence:Luminous-If you choose to get shadow magic, on the first screen talk to one of the shadows, and it will join you. When you leave Omble, talk to the guy out front, and he will join you...Mystic, has 3 mystic weapons, Mystic magic(gift).

Dr. Nusakan: Koorong-Rune Quest,Talk to the guy near the chicken and he will tell you about a Dr. then go left, then in the building with the "N" over it, talk to the white person, after a sequence the Dr. will join...Mystic, Mystic magic(gift), Arcane magic(gift).

Emelia

Asellus: Assignment 4 - Trinity base, after the scene, walk outside and talk to Asellus and White Rose, an enemy will show up, and after they are defeated, Asellus and White Rose will join...Half Mystic, good with swords or fists, Mystic magic(gift).

White Rose: see above...Mystic, good with magic, Mystic magic(gift), Light magic.

Zozma: After getting Asellus and White Rose, head right, go upstairs, and the second room on that floor will be two enemies and a guard. When the enemies are defeated, talk to the guard and it will be revealed that he is actually Zozma...Mystic, all 3 mystic weapons, Mystic magic(gift), Evil magic.

Rouge: He is at the Luminous port...Human, excellent with magic, Realm magic(gift).

Slime: Tanzer-When you get the rune, slime will join when you are leaving...Monster, fairly weak.

Silence: Luminous-Omble, When getting the shadow gift, on the first screen talk to one of the shadows, and it will join you. When you leave Omble, talk to the guy out front, and he will join you...Mystic, has 3 mystic weapons, Mystic magic(gift).

Mei-Ling: Scrap-pub, she is sitting with Riki...Human, good with guns and magic, Light magic.

Riki: see above...Monster

Time Lord: Mosperiberg, after getting Shadow/Light and Rune/Arcane gifts, talk to the lady(?) at Mosperiberg, and go to the time lord's region. go to the broken hourglass, and touch the sand, go back, and you will be sent to Facinataru. Once there, go to a man who sells you a sand vessel for 1 LP. Go back to Mosperiberg, fill the sand vessel, go to the top of the hourglass, go to the drawbridge, the time lord will either join you, or you can buy Time magic from him... Mystic, all 3 Mystic weapons, unabsorbed, Mystic magic(gift), and all Time magic

Riki

Lute

Capt. Hamilton: Owmi-restaurant, Talk to the woman in the bottom right corner, afterwards, go to Nelson, you will be on a ship go up, talk to her again, agree to let her join you, but don't go to Mondo's base unless you are ready for the last boss!...Human, good with swords and/or guns

Riki: Scrap-pub, just talk to him...Monster, has Tail, Tailhit, Heal, and Needles, fairly weak.

Mei-Ling: see above...Human, Light magic, good with guns

T260G: see above...Type 1 mec

Rouge: Luminous-port...Human, excellent with magic, Realm magic(gift).

Silence:Luminous-If you choose to get shadow magic, on the first screen talk to one of the shadows, and it will join you. When you leave Omble, talk to the guy out front, and he will join you...Mystic, has 3 mystic weapons, Mystic magic(gift).

Asellus

White Rose: Go to her room, and talk to her, to keep her in your party, have her in your party when you leave Facinaturu...Mystic, Mystic magic(gift).

Rouge: Luminous-port...Human, excellent with magic, Realm magic(gift).

Silence:Luminous-If you choose to get shadow magic, on the first screen talk to one of the shadows, and it will join you. When you leave Omble, talk to the guy out front, and he will join you...Mystic, has 3 mystic weapons, Mystic magic(gift).

Thank You List

Jeff Porter for some of the boss HPs.

Patrick Miller

Seigfried

Masterman

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