

This version of the guide currently is version 0.40.

Version Information:

Version: Final

Date: July 17, 2002

Percent Complete: 95%

Version Entails: Colin wanted me to finalize this guide, so I added some minor stuff and finalized it. I'm never going to add the enemy descriptions I missed, and neither is he, but feel free to send any enemy descriptions to hurricanehelms24@aol.com

--PAST VERSIONS--

Version: 0.50

Date: June 18, 2002

Percent Complete: 95%

Version Entails: Psycho Penguin checking in on progress.. guide's done, finally, but I didn't get all the descriptions for enemies and other lists done, just for the items I had in my inventory on my second trip through the game.

Version: 0.49

Date: June 9, 2002

Percent Complete: 60%

Version Entails: Psycho Penguin checking in on progress.. walkthrough updated through killing Ilene, valuables list finished, Food list finished.
Still To Come: My next update will have the walkthrough updated through at least the Swordian R&D Lab, some lists work, especially enemies and the main lists, and I'll do the Seed Planting guide. Should be fun...

Version: 0.48

Date: June 8, 2002

Percent Complete: 55%

Version Entails: Psycho Penguin checking in on progress.. walkthrough updated through going to Josaia.
Still To Come: My next update will have the enemy list finished, and the walkthrough updated through Cloudius.

Version: 0.45

Date: May 31, 2002

Percent Complete: 50%

Version Entails: This is Psycho Penguin taking over for Colin. Updated the sections and walkthrough through the end of the 1st part of the game.
Still To Come: Completion of this guide... stay tuned, friends!

Version: 0.40

Date: August 29, 2001

Percent Complete: 40%

Version Entails: All of the sections are up, although several are incomplete. The walkthrough is complete through Kalviola.
Still To Come: A lot more... stay tuned, friends!

Version: 0.30

Date: August 19, 2001

Percent Complete: 30%

Version Entails: All of the sections are up, although several are incomplete. The walkthrough is complete through Kalviola.
Still To Come: A lot more... stay tuned, friends!

Height: The height of the character (via the instruction manual)
Weight: The weight of the character (via the instruction manual)
Age: The age of the character (via the instruction manual)
Weapon Type: The main type of weapon the character uses
Swordian: Swordian (if any) the character uses
Occupation: The occupation of the character
Description: Description of the character

* * * * *

Name: Stahn Aileron
Height: 172cm
Weight: 63kg
Age: 19
Weapon Type: Sword
Swordian: Dymlos (Swordian of Fire)
Occupation: Adventurer
Description: Stahn Aileron is the main character in Tales of Destiny. A young explorer, Stahn leaves his father and younger sister to seek the world for adventure and riches. As the story begins, Stahn is a sto-away on a flying dragon ship, the Draconis, and finds his Swordian... Dymlos. That's when the story truly begins. A powerful physical fighter, Stahn relies heavily on his sword-weilding abilities, as he lacks any real powerful magic.

* * * * *

Name: Garr Kelvin
Height: 181cm
Weight: 68kg
Age: 23
Weapon Type: Sword/Bow
Swordian: Igtenos (Swordian of Wind)
Occupation: Prince of Phandaria/Adventurer
Description: Garr Kelvin is the Prince of Phandaria, but looks can be deceiving. Garr's father gives Garr a choice to leave the kingdom and do as he pleases, and Garr takes this to his advantage. While Garr is an extremely powerful fighter, and is a skilled archer as well as a swordsman, he is also a reasonable man and negotiates matters of the complex manner. Rely on Garr for his wit and battle tactics.

* * * * *

Name: Mary Argent
Height: 170cm
Weight: 54kg
Age: 24
Weapon Type: Sword/Axe
Swordian: None
Occupation: Lens Hunter/Adventurer
Description: Mary suffers from amnesia from an unknown event in her life, so she doesn't even know herself that her last name is Argent. However, she is a powerful warrior who can use both an axe and a sword, and though lacks a Swordian of her own, weilds a regular sword with great skill. Her partner, Rutee, is a Lens Hunter who uses Mary's skill to further her own wealth. Don't be fooled by Mary's quiet demeanor, she is a powerful warrior who goes crazy in battle situations.

* * * * *

Name: Rutee Katreia

Height: 157cm
Weight: 46kg
Age: 18
Weapon Type: Sword
Swordian: Atwight (Swordian of Water)

Occupation: Lens Hunter

Description: Rutee is a cocky and somewhat annoying character. A Lens Hunter, Rutee travels the planet in search of Lens deposits and anything that can make her money, with her partner Mary. Rutee has control of a Swordian, and can do decent damage with a sword, indeed. Being young, however, doesn't help. And she seems to have a thing for Stahn, too.

* * * * *

Name: Leon Magnus
Height: 159cm
Weight: 48kg
Age: 16
Weapon Type: Sword
Swordian: Chaltier (Swordian of Earth)
Occupation: Master Swordsman of Seinegald

Description: Leon is the young. Really young. But don't let that fool you. Leon is, in fact, a master swordsman of Seinegald, and the youngest in history to serve the kingdom. Leon has many sides to his personality, but one thing is for sure. He's a tough character who weilds his Swordian, Chaltier, with great skill, and doesn't mess around in battle.

* * * * *

Name: Philia Felice
Height: 162cm
Weight: 45kg
Age: 19
Weapon Type: Sword
Swordian: Clemente (Swordian of Lightning)
Occupation: Priestess

Description: In Straylize Temple for most of her life, Philia is basically closed to what is going on outdoors. That is, until she is effected by it personally. Philia is a person who knows the secrets of the Ancients, the people who dwelled the planet many years ago. She studied their words as a Priestess until leaving the Temple to join the party. She also has the powerful use of a sword, but her real strength lies in her powerful spellcasting ability, combined with her Swordian, Clemente.

* * * * *

Name: Chelsea Torn
Height: 151cm
Weight: 39kg
Age: 14
Weapon Type: Bow
Swordian: None
Occupation: Archer

Description: While cute and innocent by looks, Chelsea is a powerful archer with incredible skill beyond her years. She is the grand-daughter of Garr's archery instructor, the famed archery master, Alba. Chelsea, while a weak character, is a good character to use later in the game by the skilled Tales of Destiny players, although many will still pass her up in search of someone stronger.

* * * * *

Name: Bruiser Khang

Height: 190cm

Weight: 100kg

Age: 39

Weapon Type: Fists

Swordian: None

Occupation: #1 Undefeated Champion Fighter

Description: Bruiser Khang is a powerful fighter, the undefeated fighting champion on the planet. The undefeated champion of the world, Khang is considered to be the single strongest man on the planet. Little do players of Tales of Destiny know, Khang can be missed in the game completely. He's optional, and you may never run into him unless you go to the Battle Arena and fight him. After defeating him, you can invite him to your party.

* * * * *

Name: Karyl Sheeden

Height: 174cm

Weight: 61kg

Age: 26

Weapon Type: Lute

Swordian: None

Occupation: Bard

Description: Karyl Sheeden looks like a sissy, but he's actually an intelligent, and quite powerful man. Karyl is another optional character to have in your party, although you'll run into him regardless of whether you take him into your party or not. Skilled players will use Karyl's suprisingly strong Lute songs to the fullest ability. You'll just have to learn them, first...

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-----S E C T I O N VI-----

<<<<<<<<<<<<<<<<<<<B A T T L E M E C H A N I C S / T A C T I C S>>>>>>>>>>>>>>>>>>>

One of the great things about Tales of Destiny is the unique battle system. For an RPG, nothing has yet touched this type of battle system. It is a side-scrolling real-time battle system, almost like Street Fighter, or any other 2D fighter.

--Controlling and Attacking--

You can control one of your characters directly, and it can actually be any of your four characters, you just have to change the settings in the Battle Settings menu. Almost always, you'll want to control Stahn. He is your main character, afterall. One thing is the same for all characters, however. There are three main types of physical, basic attacks:

- * Pressing the circle button will result in a slash attack.
- * Pressing the circle button and down on the d-pad will result in a thrust attack, almost like a piercing attack.
- * Pressing the circle button and up on the d-pad will result in a ground-to-air attack, almost like a Dragon Punch in Street Fighter. The only way you can

- In the menu, press this button to make a selection in the various menus.

X Button:

- -----

- In battle, use this button in conjunction with the d-pad directional buttons to use your special attacks that were pre-set prior to battle.

- While walking around in the game, hold down X to run around instead of walk.

- To leave the menus and go back through the menus, use this button.

Square Button:

- In the menus, when you're over an item, use this to go between the item's description and the item's stats, et cetera. Quite a useful option many people don't know about.

- In battle, again a useful command people don't know about, hold this button down to defend against physical attacks by enemies.

Start Button:

- Use this button to go quickly through the various menus.

Select Button:

- In battle, press this button to set various battle modes while in battle.

- In the regular game, outside of any menus, you can also press select to bring up the main menu.

R1 Button:

-- -----

- In the menu, press this button to go up a page in various item lists.

- In battle, use this button to change your target from the closest enemy to any enemy you choose.

L1 Button:

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- In the menu screens, use this button to make a selection.

- In battle, press L1 to quickly reverse your party's order.

R2 Button:

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- In the menu, press this button to down a page in various item lists.

L2 Button:

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- In the game outside of any menus, you can also use this button to move

weapon. That's when you run away and you get control of your character.

From where you are, continue to run down the stairs and take the door outside to your left (if you continue down the next flight of stairs, there is an enemy guarding that door there, so you can't go there yet). Once on the deck of the Draconis, go left and up the stairs. You can't go left on the top deck, so take the door back into the Draconis. Once back inside, a guard will get killed atop a flight of stairs, and his dead body'll topple down the stairs. Talk to him and he'll tell you to get the sword from the storeroom. So that's what "IT" is!

From here, Continue running right past the body that just fell down the stairs, and search the body on the second stairway to get the Cloak from his dead body. Equip the Cloak to increase your defense. Go back to the door to the left of the stairs and go in. It's a bathroom. Enter the stall all the way to the right, next to the occupied one with the soldier in it, and examine the toilet. When it asks you to pick up what's there, press yes, and you'll get a Green Gel, a healing item! Leave and go past the staircase to the right where you got the Cloak. The door to the right won't open. Your passage right is blocked by crates. To move them (push or pull) hold down the Circle Button while pushing and pulling. Pnce the passage is clear, head right and you'll have three options of where to go. First, go to the door straight ahead into some soldier quarters. Go right and atop the wooden area. Search the fruit bowl there at bottom to get an Apple. Then leave that room. (the soldier there is scared!) =)

From here, go down the stairs there straight across from the room you were just in. Go all the way down the numerous sets of stairs to the first room you come across. This, my friend, is the storeroom we are looking for. Enter this room and the room will be all dark, but the corner where "IT" is will be illuninated. Navigate the dark corridors to the sword and a short FMV of the sword will take place once you get there. Now go and pick it up. Stahn will refer to it as "junk" and that's when things get interesting. The Sword will speak to Stahn, and refer to itself as Dymlos, born during the Ae'ther Wars in the past. Stahn doesn't quite comprehend what's going on, but he takes the sword and fights his first battle with it. He learns a spell, Fireball, soon thereafter, as well. Leave the storeroom and from the outside, go left and past the next door (it leads you back into the same storeroom). Fight the enemies you come across, and pass by the dead guard, entering the door above. Go to the treasure chest to get a Green Gel. Behind where the chest was, get the Oberol C as well, then leave the room. Circle back around and go back upstairs. From here, where you had three choices before, go up the stairs now to exercise all three options. Fend off the enemies as they come at you (fight as many as you can to up your experience!), and again, up here on the second floor, more choices await you. head left down the corridor to the brown doors, and enter them to get to the Captain's Quarters. Battle the enemies within and open the two chests on either side of the room for a Green Gel and an Orange Gel! From there, go left down the corridor to the next room. Enter that room to get a Green Gel. Then leave that room, left to the next room, and open up the chest there to get a Cape. Equip the Cape as your very first accessory (raising your defense by 1), then, from here, circle around to the top of the corridor. There is a door leading down into another room here. Enter it into a room full of treasure chests. Open the four treasure chests here to get a Green Gel, Spectacles, an F. Bottle, and a Melange Gel. Kill any enemies in here as well, then leave the room.

Now, it's time to make our grand escape! From where you are, make your way back to the deck you were swabbing when the enemies attacked, on the top of the Draconis. Once there, a monster will slay a soldier and you will fight these monsters. The soldier, dying, will tell you to escape, as the Draconis is about to crash. Dymlos encourages you to get into the Escape Pod instead of staying and fighting monsters, which will bring you to an inevitable death. Stahn runs

to the escape pod and escapes just as more swarms of enemies come for him. He crashes into a snowy area by a lake, and the next part of our quest unfolds.

2.) RESCUING CHELSEA

Items to Find: Green Gel, Auto Bow, Wood Shield, Life Bottle x2, Cloak, Melange
***** ** **** Gel

Enemies: Piyo Bird, Frost Bunny, Beast Bear

Suggested Level: Stahn should be level 3 or so, Garr will be level 8 or so.

As you crash into the Earth, you'll awaken in a log cabin. Wondering where you are, Garr walks into the room and introduces himself, telling you that he found your body in the woods near the house. After an explanation of why you were there, Garr brings you back to Dymlos downstairs after you inquire about where it is. He knows about Swordians (he has one himself, you'll see), and then Garr's archery master, Master Alba, walks into the house. He introduces himself, you thank him, then he asks Garr to go into the woods and look for his granddaughter, Chelsea, as she has yet to come home. Stahn offers himself to accompany Garr on the trip, and Alba accepts. You can now go explore.

First, explore the cabin to get some items. In the master bedroom on the top floor, next to the bathroom, is a Green Gel inside a brown bag next to the bed. Continue down the hall to where you were asleep and get the two treasure boxes there to get an Auto Bow and a Wood Shield. Equip the Wood Shield on Stahn, he can use it while Garr can't. Next to where Alba is, in the kitchen, is a Life Bottle in a treasure chest. Retrieve it, then leave the cabin through the door there. Save your game at the save point in front of the cabin, then leave the area through the northern route. You can't leave through the south yet, Garr won't let us. =)

From the path, first head left then down. Follow the path around and straight left until you get to a patch with a treasure chest in the middle. Open the chest to get a Life Bottle. Then go back right and immediately up. Keep taking the path all the way up and at the top of the forest, you'll find none other than Chelsea, the pink haired girl there. As a scene ensues, Garr expresses his relief on finding her. Chelsea complains that she wasn't lost, she just lost track of time. From there, Garr introduces Chelsea and Stahn, and Stahn comments on her exquisite manners for a 14 year old. =) Anyway, Chelsea then joins your party. She's a master archer, so be careful! Now we can explore the rest of this area and then head back to the cabin. Make sure to equip the Auto Bow we got from the Cabin on Chelsea so she can show some skills. =) Now, from where we are, head back down and take the second right into a little alcove. Open the chest here to get a Cloak. Then navigate the path back to Alba's cabin, and re-introduce grandfather and granddaughter. A scene will ensue, Chelsea will try to put her foot down and not spoil the grandfather anymore, but when he says that she's ganging up on him, she stops. Alba offers Garr and Stahn a reward, but Garr declines. Instead, Alba gives Stahn a Melange Gel, and they all re-enter the house. Stahn tells the two that he was planning to get to Philandria from the Draconis, and Garr tells him that to get there, they'll have to go to the border town of Janos first, to the southwest. Garr also tells Alba that he'll be leaving for a while to go "home" and Chelsea gets a little upset. =) When you're ready, head out of the cabin, save your game, and leave the cabin area to the south.

3.) PATH TO JANOS

Items to Find: Green Gel, Life Bottle, Cape

***** ** ****

Enemies: Piyo Bird, Frost Bunny, Beast Bear

Suggested Level: Regardless of Garr's level, Stahn should be level 5 before
***** ***** entering Janos. Garr's level doesn't matter, he'll be leaving
the party soon anyway. =)

When you're good and saved and ready to go, head south from the cabin. Take the path south, then at the fork, take the northern path into the next area. This is where your escape pod crashed, so it seems. North in this area is a treasure chest with a Green Gel. Get the Green Gel, then head back south into the old area. From here, head east and take the path all the way around until you're heading west again. From here, when you get to a fork, take the northern route, a short one, to a treasure chest containing a Life Bottle. Then, take the southern route that you just bypassed. Go all the way down and swing around to the treasure chest there to pick up another Cape, then swing back up and you should be back on the main path. Take the path here to your west and then south to a save point. Save your game, equip the second cape on Stahn to add more to his defense (yes, you CAN put two Capes on him, the game lets you, even if it is weird!) Then, if you're at least a level 4 character (Stahn, that is), enter Janos. Otherwise, fight outside of town using that save point there as your insurance. Then, enter town a little stronger, that way you won't have to level up like crazy a little later on...

4.) THE TOWN OF JANOS

Items to Find: Nothing.

***** ** ****

Enemies: None.

Suggested Level: 4

***** *****

Shops:

Equipment Shop BORDERLINE

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Life Bottle	- 150 Gald
Cape	- 5 Gald

Equipment Shop BLIZZARD

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Plain Rod	- 5 Gald
Cloak	- 6 Gald

L. Armor [Leather] - 30 Gald
Wood Shield - 25 Gald
L. Helmet [Leather] - 20 Gald
Beret - 10 Gald

Dream Space Inn - 30 Gald (One Night)

Once inside Janos, Dymlos and Stahn have a short conversation, where Stahn asks Dymlos why he didn't speak around Garr, and Dymlos tells him that he didn't trust him because of the fact that he "knew" that Dymlos could talk. Anyway, begin your time here by taking the time (as lengthy as it may take) to talk to everyone in the town outside of any buildings, just to get them all out of the way. Read carefully what they have to say, some things may be important, and of course, it all furthers the storyline! Once you talk to everyone, you should probably stock up on the following for Stahn: a Leather Helmet and some Leather Armor. That should cost you a nice 50 Gald. Make sure to equip all of it after you purchase it. Now, after you purchase those armor pieces and talk to everyone in the town, start exploring the houses, going to the Inn last. Finally, once you're at the Inn, procede to talk to everyone and work your way upstairs to the very last room. Talk to the two children there, then the older man, who tells you that he's lost his passport. Now that you know that, the next person to go visit is a woman wandering by the southern passage of Janos. Talk to her and she'll tell you how she always finds lost passports, and that she actually just found one and brought it to the guard station (to her right) just before. Now go into the guardstation and speak to the guard there who asks you if it's yours, but you tell him no.

From here, head back to the Inn and again talk to the older man who lost his passport. He thanks you and gives you 50 Gald, but then accuses you of being an illegal alien or a criminal because you yourself don't have a passport! Before you can defend yourself, however, he runs off. Shrug it off, soldier. =) Leave the Inn, and as you leave, Dymlos tells you to use your brain, and challenges your ethics by suggesting that you should have used that passport to leave Janos, even if it was to the wrong way. As you walk outside, you'll bump into Mary Argent, a character in trouble. Although Dymlos suggests otherwise, you offer to help Mary at the snow-covered temple, as her friend there is caught in a trap! But before you let Mary lead you to where you need to be, go back to the weapon shop and buy Mary both a Leather Helmet and Wood Shield. Then, leave Janos to the east, like you came in. If you didn't go to the Bar, do so now. Talk to the Black Wings for a laugh or two. =) Anyway...

Take the path east and up, then east again. At the certain time, Mary will tell you to go up and left. Do so. Then go up into a gap in the trees and you'll be inside Snow Temple.

5.) THE SNOW TEMPLE

Items to Find: Saber, Channeling, Leather Helmet, Rapier, Green Gel, Flame Disc
***** ** *****

Enemies: Sprite, G. Slug, Orc Jelly

Suggested Level: 4

As you enter the hidden Snow Temple, Mary tells you that this is the right place. So head down and save your game at the save point in that little alcove

below, then go back up and head left. Go all the way down and follow the path to the right to the treasure chest. Open it and get the Saber. Equip it on Mary. Now, go back left and down. When you can't go down anymore, follow the watery path left to the blue treasure chest. Open it to get Channeling. Channeling is an accessory that you can sell for a lot of cash, but instead, if you ever have a friend over and you have a need to play ToD, equip the Channeling on the character your friend wants to control and he can control that character in battle sequences, using the second controller! And there are more Channelings in the game, so that you can use a Multi-Tap and have up to four people controlling your party! It's kind of neat, really. So once you get the Channeling, head all the way back up, and this time, at the intersection where we first headed down, go up this time to the alcove with the star in it.

Examine the star and a door next to you will open. Enter the door. Head up, then left, and grab the Leather Helmet out of the treasure chest as we go. Once you grab that, head down, then proceed down and into the next area. Now we're in the temple itself. Head down the corridor, then hang a left to a main part of the temple. We can now go up, down, or down and left. First, head down and left. Take the path to the first door and enter it. Go up to the treasure chest in this room to get the Rapier. It's weak, however, so don't equip it on anyone. Run out of the room and then run right, then up, and left to the next room, the same looking as the prior. Go inside and open the chest to get a Green Gel. Then run out of the room. If you run up the corridor further, you'll simply hit a dead end, so leave this alcove of the Temple, back to where I said you had three choices. Now we have two.

We can't yet take the bottom path of the temple yet because Mary won't let us, so shoot up to the top doorway of the temple and you'll be at the temple's altar. Mary's friend is entrapped inside a floating, spinning orb atop the altar. Mary introduces her friend as Rutee, and then the two get to work getting her down. In the process, Stahn manages to get himself caught in a similar orb, but Mary gets him down. Once the two manage to get Rutee down, the three are about to leave when three soldiers, thieves, whatever, come and start talking trash. After a few choice words and some threats, the battle begins.

- - - - -
B O S S F I G H T O N E
- - - - -

Enemy: 3 Soldiers

HP: 200 TP: 0
EXP: 27 GALD: 27 LENS: 9
ITEMS WON: Life Bottle, Green Gel

This is technically your first boss fight. Although the fight is pretty easy and such, you should use your magic on them to take them out quickly. Use the Kick Attack with regularity and hit them a few times after you descend from the attack. When they fall, that just means they are stunned, they won't get back up, so don't worry. Once they are done, they will retreat in haste, and the party will regroup.

- - - - -

From here, Rutee and Mary both thank you and invite you to come back to Janos with them. Rutee tells you that the exit to the Snow Temple is to the south, at the door we couldn't go through before. Head down and hang a right first near the bottom of the temple. Take the path to the door and enter this room. Open

the treasure chest to find the Flame, which is the Flame Disc. Once you get it, equip it on Stahn if you'd like, then exit through that southern exit and then you'll be back outside. Take the winding, but linear, snow path all the way to the end, where you can go north or south. If you try and go north, Rutee will tell you that it's the wrong way, so you have to go south. In the next area, you'll be back in Janos and you'll have passports now to boot. Rutee and Mary suggest going somewhere quiet to talk, so they decide to go to the bar.

After some talk, Rutee asks Stahn to see his sword, then she reveals that she too has a Swordian, the only female one in the game, Atwight. Dymlos and Atwight speak, then Atwight tells Stahn that he isn't chosen, it's just that his brainwaves are on the same level as Dymlos, so he can hear him. Dymlos defends himself by telling Stahn that he truly does have ability, in anycase. Rutee leaves to get you all rooms at the Inn, then after a bit, she comes back, and you all go to bed. When they manage to wake you up in the morning, the next leg of our journey begins.

6.) JOURNEY TO HARMENTZ

Items to Find: None.

***** ** ****

Enemies: G. Bee, Snake, Owl

Suggested Level: 6

***** ****

First thing is first. Before you leave Janos, you'll want to stop by the equipment store and purchase four Capes. Equip two of each on Rutee and Mary to raise their defense 2 each, which helps, trust me. Also, head to the Weapon store at the north of town and buy a Beret for Rutee. Make sure to equip it. Now that we're all set, equipped, and healed, it's time to leave Janos. Go through the north entrance/exit of the town and shoot straight up the snowy path out of the northern exit of the woods.

Now that you're on the world map for the first time, get your bearings, then save your game. Remember, you can save anywhere while on the world map, so save often. Now, head north out of the snowy area and to the green grassy area. As you head north, bear to your left, going west. Cross the bridge to your north, then hang west and go into the town of Harmentz.

7.) THE VILLAGE OF HARMENTZ

Items to Find: Life Bottle

***** ** ****

Enemies: None.

Suggested Level: 6

***** ****

Shops:

Equipment Shop SONG BIRD

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
L. Cape [Leather]	- 50 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Spectacles	- 5 Gald

Weapon Shop WHITE KNIGHT

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Rapier	- 90 Gald
Saber	- 120 Gald
Hand Axe	- 160 Gald
Gem Rod	- 240 Gald
Wood Shield	- 25 Gald
Leather Helmet	- 20 Gald
Beret	- 10 Gald
Leather Glove	- 12 Gald

Peace of Mind Inn - Initially free, then you pay

Your first order of business in Harmentz should be to return the Old Cane to Walt. Head all the way to the back of the village, taking the winding path to the large mansion there. Enter Walt's mansion and go right. When you approach the stairway, a bodyguard of Walt's will intervene. After he smacks the crap out of Stahn, Rutee tells him what they're here for, and he'll let you though. Go upstairs and go to the room with the blue haired man sitting on a couch. That's Walt, the man we're looking for.

Rutee hands the cane over to Walt and in return, Walt gives you 5,000 Gald from his stash. Rutee, being the greedy one she is, goes to his stash and steals 5,000 Gald more. Walt gets insulted, saying he was going to bring you all out to dinner and made reservations at the Inn for you. He tells you all to leave and never come back. Stahn thinks it's wrong, but Rutee doesn't care. We're now free to explore the town. Talk to everyone in Walt's mansion to get some information, then head to the Equipment shop at the south of town. First, purchase six Leather Capes, and equip two of each on each character to boost defense. Sell your Lens if you'd like, then talk to the Weapon shop clerk. Buy three Leather Gloves, and equip one each on each character for another defense boost. Also, purchase a Hand Axe for Mary, and make sure to equip it! Leave the shop, and make sure you've gone to every house and talked to everyone. Now, navigate through some small pasageways to a small area in the southeast of town. A boy dressed in a gray outfit will be hiding here. Talk to him and he'll give you a Life Bottle so you don't tell anyone he's hiding there! Once you've done all of this, head to the Inn. The clerk says they are booked, but Rutee tells him that they have reservations in Walt's name. The clerk verifies this and even tells you that it's pre-paid. You'll automatically be whisked away to your room.

In the morning, you'll woken up by Rutee and Mary. When they tell you they want to go to Armedia, agree, and then start to leave the Inn. When you get downstairs in the Inn, guards will be interrogating the Inn's clerk, and the Clerk tells them that you three are staying here. Those are the three guards we beat up in the Snow Temple! They surround you, but Rutee and the bunch run away after they identify themselves as soldiers of Seinegald, and that they were

guarding the temple for the Kingdom. They want to bring you back to the Castle for questioning! As you run outside, there are more soldiers that surround you. Fight!

B O S S F I G H T T W O

Enemy: 8 Soldiers

HP: 72 TP: 0
EXP: 72 GALD: 160 LENS: 24
ITEMS WON: None

Your second boss fight is also against soldiers. Instead of three of them however, there are now eight! Four of them will be on each side. Run towards the right side while Mary and Rutee stay back, heal, and take care of some soldiers on the other side. Use the Kick Attack regularly, combined with the Missile Sword and a few regular swipes of your weapon. The soldiers on the right will quickly fall if you are relentless with your attacks. Once they are fallen, run to the left side and take care of any soldiers Rutee and Mary didn't kill, which should be two or three. Once they are dead, you win the battle! But it isn't over...

After your victory, the soldiers are embarrassed and the commander yells at them to get up. All of a sudden, "Sir Leon" comes into the picture. He tells you three to surrender or pay the price. Rutee insults him because he's young, and tells him to go back to preschool. Before you know it, he's taking YOU to school!

B O S S F I G H T T H R E E

Enemy: Leon Magnus

HP: 9999 TP: 999
EXP: N/A GALD: N/A LENS: N/A
ITEMS WON: None

This is one of those famous RPG battles that you have to fight even though you can't win. Actually, you CAN win this battle. If your level is high enough, you can beat Leon. But that will end the game right there with a crappy ending and that'll be the extent of your Tales of Destiny experience. In this battle, you should be right around level 6. Leon will take all three of you to school in about two seconds flat and you'll be defeated easily. But don't worry, you're supposed to be!

After the embarrassing battle comes to an end, Leon insults your poor use of a Swordian, and his Swordian, Chaltier, starts to insult you as well. Dymlos

identifies the Swordian as Chaltier, and then Leon, his Swordian, and the group will discuss the Prime Continent and the Kingdom of Seinegald. After this, Leon has the three tied up and taken to Darilsheid.

8.) IN AND OUT OF LOCKUP IN DARILSHEID

Items to Find: Orange Gel x3, Leather Cape, Round Shield, Chain Mail, Club,
***** ** **** P. Bottle, Life Bottle, Green Gel x2, Bread,

Enemies: None.

Suggested Level: 6

As soon as you get control of Stahn in the cell, approach the door and he'll bang on it, screaming to be let out. The guard tells him to shut up, then Stahn goes back to his bed. Him and Rutee get into an argument over whos fault it is that they're in this mess. Mary then tells the two, in her words, "Lovebirds" to be quiet. Then, some guards will come down to the jail, and they will take you to see His Majesty, the King.

The plot of the story unfolds further as the King decides to spare your life in return for running a mission for him. Hugo, the President of Oberon Corporation (the Lens guys), suggests that because they are Swordian users, Leon can accompany them to Straylize Temple to retrieve information on the Doomsday Weapon from the Aeth'ler Wars. The King agrees but ties restraining necklaces around each neck, so any attempt to escape or be disobedient can be dealt with a lethal shock. Hugo invites the group to come to his Mansion when we're done exploring Darilsheid. It's one big city though, so get ready to do some exploring. But not before we get what the castle holds for us!

In the room closest to the exit of the castle on the right is an Orange Gel in a brown bag in the corner of the room. Now go north past the entrance to the throne room to a door with a guard next to it on the left side. He'll invite you to go inside and take the treasures in there. Though there are three empty treasure chests in this room, there are also chests with a Leather Cape, a Round Shield, some Chain Mail, and a Club to boot! Leave this room and go to the right for another similar room, with smaller chests and brown bags. Inside the bags and chests are a P. Bottle, an Orange Gel, a Life Bottle, and two Green Gels. If you go upstairs to the kitchen, take the Bread out of the brown bag by the fridge. Finally, in the small room to the upper left of the war room, you can find another Orange Gel in a chest there. Now we can leave the castle. So do so now, and enter the huge world of the City of Darilsheid.

9.) THE CITY OF DARILSHIED

Items to Find: None.

***** ** ****

Enemies: None.

Suggested Level: 6

Shops:

Oberon Corp MAIN STORE

Spectacles	- 5 Gald
Oberol C	- 50 Gald
Energy Bullet	- 320 Gald

Gourmet Shop PICCOLO

Squid	- 100 Gald
Sea Bass	- 130 Gald
Bonito	- 300 Gald
Lemon	- 30 Gald
Strawberry	- 200 Gald
Pineapple	- 500 Gald
Prune	- 440 Gald

Equipment Shop H. PEACE

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Weapon Shop WARRIOR

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Rapier	- 90 Gald
Saber	- 120 Gald
Hand Axe	- 160 Gald
Gem Rod	- 240 Gald

Fruit Vendor COLORFUL

Lemon	- 30 Gald
Strawberry	- 200 Gald
Pineapple	- 500 Gald
Prune	- 440 Gald

Clothier TRENDY

Cloak	- 6 Gald
Beret	- 10 Gald
Ribbon	- 5 Gald

General Store QWIKEE MART

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

Fish Monger SEA BREEZE

Blowfish	- 4,000 Gald
Squid	- 100 Gald
Sea Bass	- 130 Gald
Bonito	- 300 Gald

Velvet Garden Inn - 70 Gald per Night

Just to get it out of the way, your first order of business should be to go right to Hugo's Mansion, to set things up. From the castle entrance, go right, then down, then left and enter the large stone building. Leon will ask the servant where Hugo is, and he'll be told that he's in his office. (Rutee will get shocked too, woo!). After more conversation, the group will automatically make their way to Hugo's office on the second floor. Hugo takes the group to the hall to talk further. Marian, the housemaid, gives Stahn back Dymlos and Rutee back Atwight at the request of Hugo. After more discussion about Swordians (there are three more floating around out there!), Hugo will give the party a World Map. You can explore the Mansion, though there are no items to be found, only information. When you attempt to leave the mansion, Leon will remember something and tell you to wait at the door while he goes to do something. He actually goes back to talk to Marian. He's in love... =) She calls him Emilio, as well, and Leon calls Hugo "a bastard" which makes things even more interesting. Leon scurries off leaving Marian without words. Now we can finally leave the mansion and do our thing, shopping and the like.

Store by store... the Oberon Main Store has nothing great. Spectacles, Oberon C and Energy Bullets. Pick up some Energy Bullets if you want and sell whatever Lens you have there as well. At the Gourmet Shop Piccolo, pick up some foods for your Food Bag, any will do. At the equipment store of the same building, you'll probably want to purchase some Holy Bottles, just in case. At the Weapon Shop Warrior, nothing is there that we don't already have, unfortunately. So bypass it. At the armor shop, buy three sets of Chain Mail, a Round Shield, two Leather Capes, and a Leather Glove. The Leather stuff will go on Leon, the Round Shield to Mary, and the three sets of armor to Leon, Mary, and Rutee. Stahn should already have Chain Mail equipped. If he doesn't for whatever reason, make sure to get him equipped.

Once you're done in the main part of town, head through the east exit to Darilsheid's harbor. There's nothing at the various vendors you need here, really, except for perhaps a Blowfish to add to your inventory (expensive, yes). What we are really here for is the warehouses above. There are three doors leading to three warehouses on the north end of the harbor. Strategically moving around the various boxes in the warehouses can get you items! There is a great walkthrough for Tales of Destiny on GameFAQs in addition to this one, by Erg Gibbon, and he has great strategy on how to get the various items by moving the boxes, so refer to his walkthrough until I make my own section on the quickest ways to do it! You should be able to get an Hourglass, some Red Savory, and other good items at the warehouses.

In anycase, once you are finished, lets head out! As you leave Darilsheid, head north and a bit west to get to Armeida Village, last stop before Straylize Temple!

10.) THE VILLAGE OF ARMEIDA

Items to Find: None.

***** ** ****

Enemies: [While Leveling up] Wolf, Owl, G. Bee, Snake

Suggested Level: 7

Shops:

General Store TRAVEL PAL

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Rapier	- 90 Gald
Leather Armor	- 30 Gald
Wood Shield	- 25 Gald
Beret	- 10 Gald
Leather Helmet	- 20 Gald
Leather Glove	- 12 Gald
Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Sunset Inn - 150 Gald per night

Once you're in the small, hicklike village, walk around and talk to everyone. Remember that here in this village, someone wanted to hire a Swordsman to teach his son the proper usage of a sword? Well guess who got hired... Grid! That fool from the bar in Janos, part of the famous Black Wings, the Lens Hunter groups. Talk to him to get a good laugh. At the one store in town, the General Store, there's not too much to buy really. Stock up on items, if need be, but I'd suggest saving your money, there's nothing here we haven't seen before.

Our main objective now, before going to Straylize Temple, is to simply level up. Make sure everyone in your party, that's Rutee, Stahn, Mary and Leon, are all level 10 before going to Straylize Temple. Fight enemies outside of this village and use this village to heal yourself at Sunset Inn when need be. Capiche? Great. Well... you're at level 10!? Great! Lets head to Straylize Temple. How do you get there!? Why, from the village, on the World Map, head east along that thin coast, across the bridge, and then north to the woods. When you hit the woods, you're in the wooded area before the Temple.

11.) THE PATH TO STRAYLIZE TEMPLE

Items to Find: Savory, Green Gel x2, Orange Gel,

***** ** ****

Enemies: Rock Baboon, Chunbird, Orcrot, G. Bee, Snake, Shroom

Suggested Level: 10

Once you're in the path to Straylize Temple, head north, and bear right at the first path you get to going right. Head all the way right down the path to a stone pillar, looks like a grave almost. Examine it and you'll find that you can't read it. Dymlos tells you that you're "not ready to read this yet" and Stahn is disappointed. =) From here, go north and examine the small patch of mushrooms in the upper right hand corner of the screen there, and you'll get a Savory! Yay! This item increases one character's maximum TP by 5%. Save it for later though, the longer you wait, the more of an increase you'll get, mathematically. This goes for all of the permanent increase items we come across in the game! It's your game, do what you'd like, but I'd suggest you save them for later in the game! Once you get the Savory, it's time to head back to the main path. So go left and then continue north along the path.]

Head all the way north until you can't head north anymore, then make a right and follow this path right across the trickling stream. Keep going right until, again, you can't go right anymore, then shoot up, then head left. Go left all the way and ignore the path going north for now. Keep left and then go down past the tree to the small treasure chest in the alcove to the southwest of the screen. Open the chest to get a Green Gel. Then go up the path going north. The path seems to split with some trees in the middle, but just take either way and continue north to a cliff, where you get a breathtaking view of Straylize Temple. From here we can go two ways. First, walk north and walk onto the stone sticking out of the cliff. Leon and Stahn will split and Leon will tell him that what we are looking at is Stralize Temple. Now, go back left and open the treasure chest all the way to the left of the cliff to get a Green Gel. Now go all the way right, and into the next area.

From here, quickly shoot right and across the screen, going right into the next area. In this next area, avoiding straying from the path, as going north before you get to the end of the path heading right is feutile, you can't. So go ALL THE WAY right, then go north. Once you head north a short way, the path splits. First, keep going north to the north path, shortly which leads to a chest with an Orange Gel in it. Once you get the Orange Gel, go back south and take the path leading down and west. Go west a bit, then head north and into the next area. From here, take the spiraling path in the linear direction it is heading, and then head west, which will lead you into an area nearly identical (but only similar) to the area we were just in. Head west all the way, then north. Head west and down the path to a lower section of the forest, and then shoot north into the next area. Now just shoot north through this straight path and we'll be at Straylize Temple.

12.) STRAYLIZE TEMPLE

Items to Find: R. Doll, Life Bottle, Chain Mail, Green Gel, Spectacles x2,
***** ** **** Tech Ring, Stray Robe, Ankh Hat

Enemies: Lizard Man, Krystal

Suggested Level: 11

When you arrive, it looks like a town. The group starts to talk and Leon says that there's something wrong here. They say it's too quiet, and then Dymlos says that it's probably because everyone is dead. Leon suggests that they start to investigate, so lets do so.

The only building (other than Straylize Temple itself at the very north of the

area) that doesn't have a destroyed door, so you can enter, is the Cathedral at the right side of town right where you are. Enter it and talk to the Bishop on the floor in the aisle. He'll tell you that everyone is "in the back." Go up the aisle and take the small door in the upper lefthand corner of the screen by the alter. Go right down the path to the treasure chest by the crapload of stuff in the corner (some chairs and an organ, mainly). Open the chest to get an R. Doll. Equip it if you'd like, and then exit the Cathedral. Head all the way to the north of town and enter the temple itself.

When you enter, you'll get a view of the room you're in, and a skull over a door in the center of the room with five orbs around it. Someone is calling for help. As the party investigates, they find that someone is locked behind that door by the force field (as Dymlos points out) that is holding the door locked. The team now has to find the generators for the orbs and destroy them! The save point at the center of the room should seem pretty enticing right now though, so save first and foremost. After you save your game, go back down the stairs and go right, and then up and through the door into another room. Once in this room, which is actually more of a corridor, go to the door in front of you and to the left. Enter it and there will be a crystal there guarded by a monster. Fight the Lizard Man and destroy the Krystal (yes, it's with a K), and then leave the room after Stahn exclaims that there is only four more to get! From here, once back in the corridor, shoot all the way to your right and go into the door here. Open the treasure chest to get a Life Bottle to add to your inventory.

Now, go back to the main room of the temple. From here, go left, then up, then you'll come to two possible ways you can go. First, go down the stairs to your left (the bottom of the two possible paths), and into the next area. Ignore the staircase you come across as you go right, and then shoot up. Examine the sword by the door up ahead and you'll get a Knight Saber. Equip it on Mary (leave the rest with their Swordians so you can use magic!), and then go into the door right in front of you. (the corpse right next to the sword holds nothing.). Once inside this door, approach and attack the Lizard Man and destroy the Krystal in here as well. Three to go!

Now, go back out into the corridor and go up the stairs we just ignored prior to entering the second crystal room. Follow the corridor around to the first door. Enter it and open the treasure chest in there to get some Chain Mail. All your characters should already have Chain Mail equipped, so simply leave it in your inventory and leave the room. Go right and to the door at the end of the corridor. Enter it and fight another Lizard Man-Krystal combo. Kill them both. Two more to go!

Now, the next part... go back to the area in a branch of the main room of the Temple, remember? Where we ignored the stairs in front of us to go to the stairs below us? Well now go up those stairs. This area is pretty massive compared to the other parts of the temple, so stay close. For now, ignore the passage heading left, as after a long corridor, it leads to the Temple's cathedral. We don't need to go there yet. So head right. The stairs at the end of the corridor heading right leads to a room with two empty treasure chests, so ignore that, and head up. Here at the top is a corridor of doors. Starting at the left...

The leftmost door has a chest, in it contains a Round Shield. All of your characters that can use shields should have one equipped already, so leave it in your inventory for now. The next door to the right contains another Lizard Man and Krystal combination. Destroy them both, and there's one to go! The door in the center of the corridor also contains the final Krystal and Lizard Man. Destroy them and the force field will be destroyed! The door to your right has nothing in it, so head back to the main room in the Temple. Save your game,

then head to the door that was locked previously by the force field. Enter the door and Ayles, a bishop of Straylize Temple, will greet you and thank you. When Leon asks him what happened to Archbishop Marton, he says that Lydon killed him. When the group brings up the Eye of Atamoni, the Swordians are astonished! They are all going crazy because of the fact that it's the doomsday weapon, and the people don't realize what they are messing with. The Swordian Masters say to be quiet, and Leon asks to be shown around. Ayles eventually agrees and tells them to head to the Cathedral in the back of the Temple (the one we passed up before!). First, explore this little room. To the left behind a bookcase is a Green Gel in a treasure chest. To the right is a Priest at a table. Talk to him if you'd like, then go up the stairs into the next floor. This is the Tower of Knowledge, that the priest explained at the table in the previous floor. On this floor, head right and down a bit. There's a treasure chest hidden by some bookshelves, but you can still see a bit of it. Open it to get an Iron Helmet. Equip it on Stahn. Talk to the priest on the other side of the room, then head up and to the next floor of the tower. Here, talk to the priest up ahead for some information, then go left all the way around to a bookshelf blocking your path, past the stairs to the next floor. Open up the chest there to get some Spectacles, then go up the stairs to the next floor. Now, once in this floor, go right and talk to the priest, then get the chest right by him to get another pair of Spectacles. Then go up the stairs to the final floor in the tower. This floor holds three chests scattered around the small floor, which hold an Ankh Hat, a Stray Robe, and a Tech Ring! Equip the Tech Ring right away on Stahn, and you'll get added experience points after each battle according to how many hits in a row (a hit-combo) you made in a battle. The top hit combo in each battle is counted towards your end experience, so make sure to utilize it fully! Equip the Ankh Hat on Rutee, and the ignore the Stray Robes, as they are weaker than anything you have equipped for Rutee (she's the only one who can equip it thusfar!). Now, leave the Tower of Knowledge, and go back into the main room of the Temple.

Save your game, and then head left. Take the door/staircase straight up from the corridor at the left, and then head left and up. Go into the door at the top and then follow the winding corridor down a grande staircase, and finally to a set of doors. Enter the doors and you're in the Cathedral. Ayles will tell the group to follow him. He goes to a pedestal at the top of the Cathedral and tells the group to "watch" as he opens a secret passage with some prayers to Atamoni.

Enter through the secret door into another area of the Temple. The treasure chest to your left as you enter holds nothing, so ignore it. Head left past it and up to the save point. Save your game, then head back to the entrance and go up. The entire room is a winding path to two doors at the top of the room. In the paths are switches, all over the place. There are six. Three of them are white switches that will open the white door at the top of the screen, and three of them are dark switches that will open the dark door at the top of the screen. Simply step on three of either (they have to be the full set to work, and only of one kind) and the door at the top, corresponding to whatever you chose, will open. Go through the door, and into the next room. As you can see, either door leads to the same room. As you enter, the team notices that the Eye of Atamoni is GONE! And petrified (literally) near the holding spot of the Eye is Philia, a Priestess under Lydon. After some talk, Leon uses a Panacea Bottle on her to un-stone her. A long scene ensues, as Ayles tells Philia to calm down after she gains consciousness because the Eye of Atamoni is missing! The team, after much discussion, decides to persue Lydon, and with Philia coming along. Leon first refuses to bring her, but then decides to trust her, as does the rest of the team. The Swordians, however, are very worried because the Eye of Atamoni had the world at near-destruction only mere hundreds of years ago... and the very same could happen again. Ayles tells the party that the huge Lens is 20 feet in diameter, so it's hard to miss and should get some attention when

it's being lugged around. Once you gain control of the party again, leave Straylize Temple. Traverse the forest leading to Straylize Temple back to the world map, go past the small village, and head back to the capital city of Darilshied. The next leg of the journey begins. (also, you should take the time to level up Philia to level 10 at least, but don't have her in the party quite yet...).

13.) WHAT TO DO NEXT!?

Items to Find: None.

***** ** ****

Enemies: None.

Suggested Level: 12

Well once you do what you gotta do, getting all leveled up and such, head back to the Capital City Darilsheid. Go all the way to the north of town and into the castle. Go into the throne room and up to the King, and a conversation will commence. Leon will make his report to the King that the Eye of Atamoni was stolen from Straylize Temple. The King will be astonished. Then, Philia introduces herself, and tells the King that Archbishop Marton was killed by Lydon, and Lydon stole the Eye of Atamoni. The King tells you to get the Eye of Atamoni back at all costs, and the next leg of the journey begins!

Now what to do next can be a bit hard to figure out, the King is vague and no one gives you much information on what to do next. However, you should stock up on whatever you need in town, sell your Lens at the Lens Outlet, and then go to the harbor through the exit of the town at the east end. Once in the harbor area of Darilsheid, go past all of the food shops and such. Next to the last shop (the Fish Monger) are two sailors. Talk to them to initiate a conversation in which essentially, they tell you that the ships going out to sea have been getting attacked a lot lately. Also, they say that there was a large item being delivered to Calvalese aboard a ship. Leon says that that is Baruk's territory, and that Baruk works for Oberon Corp, one of their head guys under Hugo.

Once the conversation with the sailors end, head back to the castle, and once inside Seinegald, go back to the throne room and talk to the King again. Leon will tell the King, upon the King asking Leon what he's found out, that the Eye of Atamoni seems to have been disguised as regular cargo and boarded a ship headed to Calvalese. Leon asks that the King has a ship ready to head there right away. The King tells Leon that the risks are great with all of the monster activity lately, but that he'll allow it. He has a guard run to the harbor to get a ship readied for the group. So now, head out of the castle and back to the harbor at the east end of town. Board the ship closest to you (the one on the left, with the guard by the plank entering the ship), and talk to the Captain. He'll ask you if you're ready to go. Once you're ready, choose "YES" and we're off to Calvalese!

14.) EN ROUTE TO CALVALESE, INTERRUPTED

Items to Find: Flare Bottle, Liqueur Bottle

***** ** ****

Enemies: None.

Suggested Level: 12

Once on the ship, the group is shown in the bar/lounge area in the ship's cabin. Rutee mentions that the skies are getting darker, and then Stahn asks if it's a storm or "something else". He's referring to the Demon's Reef, a myth told to kids about dangerous areas of sea with monsters and such. Rutee makes fun of Stahn for being childish, and Leon simply chimes in that any monsters that come around will be taken care of by the group. Then, a sailor runs in and says that monsters are attacking the ship! Nonchalantly, Leon gets up and says "lets go". Before you leave the lounge, talk to the bartender. He'll offer you up a Flare Bottle the first time you talk to him, and a second conversation will bag you a Liqueur Bottle as well. After you get both of those items from the bartender, leave the room through the door at the south of the room and once on the deck of the ship, walk up to the top where the captain is.

A large dragon will come out of the water, white in color, huge. The Swordians ask what a Sea Dragon is doing here, but the party is dumbfounded. The Swordians tell their masters there no way they can defeat a Sea Dragon. However, Leon goes to attack the Dragon. Before he can, Philia jumps onto the stern of the ship and says that the Dragon is calling out to her. Everyone calls her crazy, except Mary, who follows her. She says the Dragon is telling her to get on it. The party follows her, except Leon, who first instructs the Captain to leave in one hour if they don't return, and then he yells at Chaltier for giving her unwanted opinion. He too then boards the dragon. Welcome to the Underwater City.

15.) THE UNDERWATER CITY

Items to Find: Rue Staff, Orange Gel, Pickaxe, Life Bottle, Fine Saber, Iron
***** ** **** Helmet, ?DISC x2, Clemente

Enemies: Green Roper, Starfish, Sea Slug, Cuttlefish, Sprite

Suggested Level: 12

Friendly word of warning - the enemies here are a lot tougher than previous enemies. Tread softly, heal often, and run if necessary!

Your first order of business should be to save at the save point in the main room of the underwater city. So save your game. The room to the right is a room filled mostly with water, so we can't go there yet. So go up into the room above. Now it seems as if your path is obstructed here, but fear not! Go up to the small boulders in your way and hold down the circle button. Then use the d-pad to push the boulders up, down, left or right. This boggled me for a while when I first played the game back in 1998 and I know it still pisses people off to this day, so now you know!

Once those boulders are out of your way, you can work your way north through the room. Once north, go through the door at the top of the screen which leads to a room that splits into four paths - back the way you came, and then up, left and right. Philia says that the voice is drawing her northward, but first,

go to the room at your left. Here, there are beds in the room and a chest in the corner. To get to the chest, pull the boulders out of the way, and then open the chest to get a Rue Staff. Don't equip it on anyone, it's weaker than anything you have equipped already. Unfortunately, you can't sleep in the beds in this room, so shoot across to the room at the right of the four way room. In this room, you'll have to move a few boulders a tad bit more strategically to get to the chest in the corner, which holds an Orange Gel. Once you get this, go up the north door, up the stairs, in the fourway room, and into the next area. From here, you can either go right or you can go up. Go around or push the boulders and go right into the next room. Then, shoot up into the room right above you, the leftmost one. Push the boulders out of the way in this room and go around to get to the blue chest, which holds a Pickaxe. The Pickaxe is a "Valuables" item that will pry open locked doors and "move boulders". So now exit the room you're in, and go right to the locked door. Analyze the door and it will open. Enter the room and open the chest in there to get a Life Bottle. Exit the room.

Now that we have the Pickaxe in hand, go back left a room from the room with the two doors we just went in, and this time, move the boulders and go north. Head left down the corridor to the locked door and use the Pickaxe to open it. Inside this room are two chests. Open them to get an Iron Helmet and a Fine Saber. Equip the Iron Helmet on Leon and the Fine Saber on Mary. Leave that room, head right down the corridor and go into the room (no door to use a pickaxe on), and open the chest to get a ?DISC, which you can't yet identify. Soon enough. =)

Now, once all that's done, head back to the right wing, and keep heading right until you get to the ditch in the floor and a rope descending down the hole. Climb down the rope and you'll get down one level. Philia will tell you that the voice she's hearing is even lower down. Now you can take one of two ropes down. First, take the left rope down, which will lead you to a blue chest holding another ?DISC. Then climb back up the rope and take the right rope down. Once you take the rope down, head right to another area, and Philia says she now hears the voice above the party's current standing.

In this area, you can go up or right. First go right and into this room. Open the blue chest in the corner to get a Sharp Stone, which is actually a disc. Equip it preferably on Stahn's Swordian, Dymlos. Now, head back left to the previous room and go up. This is like a conference room with a long table. To make things easier, instead of moving the boulders right in front of you, run around the table to the other side and shoot up the stairs into the next room. The room to the right here holds an elevator, but it doesn't work, so ignore that room and shoot straight up to the room holding what's calling Philia.

You find a sword lying in this room here, and Philia is connected to it. It's actually a Swordian, Clemente. All of the Swordians with you recognize his voice instantly, and Clemente tells Philia that she is chosen, because he sensed something was wrong and woke up from his slumber. That something, the Swordians tell Clemente, is that the Eye of Atamoni has been stolen! Philia finally accepts Clemente's offer after Rutee tries to stop Philia from taking it, and the group can finally leave, one Swordian Master stronger! You can leave the Underwater City now (make sure you got all of the items under here, especially the three discs!), so head all the way back to the entrance of the Underwater City (it's not too much of a trek back), and Stahn will suggest we head back to the ship. So we do! =) The ship finally pulls into Calvalse Harbor, so lets do this!

Items to Find: Combo Counter, Food Sack M

***** ** ****

Enemies: None.

Suggested Level: 13

Shops:

Equipment Shop OASIS

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
R. Bottle	- 500 Gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Arms Shop DESERT STORM

Saber	- 120 Gald
Fine Saber	- 480 Gald
Silver Mace	- 580 Gald
Veldan	- 350 Gald
Battle Axe	- 600 Gald
A. Cloak	- 280 Gald
Iron Helmet	- 180 Gald
Iron Glove	- 250 Gald

Fish Monger TASTY FISH

Bream	- 120 Gald
Wrasse	- 10 Gald
Red Snapper	- 480 Gald

Fruit Shop FRUITY

Vegetables	- 300 Gald
Banana	- 40 Gald
Pineapple	- 500 Gald
Dorian	- 3,000 Gald

Clothier SILK ROAD

A. Cloak	- 280 Gald
Blue Ribbon	- 220 Gald

Jeff's Inn - 80 Gald per night

The Captain tells the party that Baruk's office is in the main part of town, and we'll head there first and foremost, to get it out of the way. Exit the port to the west, and then head west through the desert town and north a bit to

the nice looking house. That's his house. Enter it and go downstairs down the stairs to the back of the house. When downstairs, Leon says his office is in the back, to follow him. When Stahn asks what kind of man Baruk is, Leon scolds him for not listening. Stahn tells him he knows that he's an Oberon Corp representative in charge of the Calvalese area, but what else do we know about him? Then Rutee and Leon try to explain what this all is to Stahn, but he doesn't get it, so they give up on him.

When they enter the office, Baruk greets them and is actually a really nice guy. He picks on Leon a lot during the conversation, saying that he is mean to the group because he fears they may be equally as powerful as he, although Leon refuses to believe so. Anyway, Baruk discusses some matters with the group, about the pirates, and the constant attacks on Oberon Corp's Lens shipments recently. Finally, he'll send you on your way to explore Cherik (the town we're in). Before he lets you go though, he tells you to take what's in the two chests at the bottom of his office. Open them to get the Medium Food Sack and the Combo Counter, both useful items indeed! Now, leave his office and explore the town.

Start by talking to everyone, go stay at the inn if need be. When you get to the shops (they are in the same building), purchase any healing items you need (stock up on the Rune Bottles so we can see what discs we have and such), and purchase Iron Helmets, Iron Gloves, some weaponry, and Amber Cloaks for anyone who needs the defensive boost. Anyone who uses Swordians should stick with their Swordians (that's everyone except Mary). Buy Mary a Battle Axe to suffice.

Now, go to the menu, and go to your items. Use your Rune Bottle on both ?DISC items we got from the Underwater City. They will end up being Disc SP010022 and Disc SW020020. Equip them on Swordians for the extra boosts they give (mix and match the Discs you have thusfar to optimize their effects accordingly), and also, use the Rune Bottle on your Savory we got in the woods leading to Straylize Temple to make it into the much stronger Red Savory. You can use the Rune Bottles on Cheese to make them Brie and Wormy Apples to make them into Jam. After you do what you need to do with the Rune Bottles, go restock on them if you want. Also, go to the well in the center of town, and some kids there will offer to play tag with you. Play with them if you want, they will reward you with one gald for every second you don't get caught. If you last long enough, they'll start giving you some Gels, and even an Efreet (which can only be used once during a battle sequence, supposidly, although I've never lasted long enough to get one in this game!). I suck pretty bad at the tag game myself, but you people might have better luck, so give it a try if you want.

The harbor holds some shops and such. Go there and talk to everyone, and buy food and such. Also buy three Blue Ribbons from the clothier on the Harbor and make sure to equip them on the three girls in the party. Do the warehouse thing above if you want and such. If you didn't manage to get an Efreet from the game of tag in the main part of Cherik, you can get one in the warehouse by doing the right sequence with the boxes. Once you're done here, it's time to leave Cherik for now.

17.) LEVELING UP ON YOUR WAY TO KALVIOLA

Items to Find: None.

***** ** *****

Enemies: Desert Fly, Scorpion, Hornet, Worm, Lizard

Suggested Level: You should level up to level 15 before getting to Kalviola

***** *****

Once you leave Cherik, you should head north to the town of Kalviola. But first, take the time to level up all of the characters in your party to level 15, first, just to keep a nice high level for the coming onslaught of enemies. If you don't have the patience to get to level 15 (and for the love of god, you should, it doesn't take THAT long to get to level 15 if you've been leveling up the entire game when I suggested that you do), at least raise your level one or two. Anyway, head north to Kalviola, the capitol city of the continent of Calvalese.

18.) CAPITAL CITY KALVIOLA

Items to Find: None.

***** ** *****

Enemies: Sea Slug x3, Cuttlefish

Suggested Level: 14-15

***** *****

Shops:

Equipment Shop MOONLIGHT

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
R. Bottle	- 500 Gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Armor Shop FULL MOON

Amber Cloak	- 280 Gald
Ring Mail	- 300 Gald
Iron Helmet	- 180 Gald
Iron Glove	- 250 Gald
Ankh Hat	- 120 Gald

Oberon Corp KALVIOLA

Spectacles	- 5 Gald
Oberol C	- 50 Gald
Oberol EX	- 300 Gald
Energy Bullet	- 320 Gald
Life Bottle	- 150 Gald

Weapon Shop DESERT MOON

Saber - 120 Gald
Fine Saber - 480 Gald
Veldan - 350 Gald
Battle Axe - 600 Gald
Bastard Sword - 800 Gald

Orc's Inn - 100 Gald per night

Once you enter the desert capital city, you'll notice as you walk around and talk to everyone, as well as all of the shops, that everyone is rude, and that the shops refuse to do any business with you. So head nback near the entrance (the southern one) to the town and when the wall surrounding the town ends, go around it and walk north. Suddenly, a boy named Tosh will be yelling in distress! As the party goes to check it out, it's a boy trying to fend a few Sea Slugs off from entering the town. Suddenly, Grid and his Blackwings appear and eventually make utter fools of themselves when the Sea Slug takes out Grid in battle. Eventually, you get to fight the beasts, it's only three Sea Slugs and a Cuttlfish, so you shouldn't have any trouble beating the crap out of these guys nice and quick. After you defeat them in battle, the unappreciative Tosh runs away after a few explatives escape from his mouth.

Anyway, leave that little area of the town back to the regular part of town. Walk around town, making sure to hit up the bar and such, and talk to everyone. When you hit the weapons and armor stores, et cetera, I suggest you buy the following. Firstly, at the Equipment Shop, stock up to 15 on each of the healing items and such, so you have a good stock in case you need them. In the armor shop, simply purchase three sets of Ring Mail and equip them on the three characters in your party who can use them to give their defense a nice boost. In the weapon shop (Tosh is there, but he has not much to say, it figures that his father owns the town's weapon shop), the owner (Tosh's dad) says he "has to" let you buy something. So, purchase one Bastard Sword, and that's it. Equip it on Mary. Again, the Bastard Sword is stronger than Leon's Swordian, but Leon's spells are strong, so it's best to keep the Swordian equipped on him regardless. Then, go down to the Lens shop here, exchange your Lens for Gald and purchase Oberol C items, Oberol EX items, and some Energy Bullets as well. Then, stay at Orc Inn, and leave town and save your game. Finally, when you're done doing your thing, talking to everyone and buying everything you need, your next stop should be the Straylize Temple in the center of the capital city here. Go there and enter it. You'll find that you'll be booted out immidiatly from the Temple, because they are doing a "service" inside. Also, the side door into the temple is locked. Head back to Cherek.

19.) BACK IN CHERIK

Items to Find: None.

***** ** ****

Enemies: None.

Suggested Level: 14-15

In Cherek, head all the way west into Calvalesse Harbor, adjacent to the town of Cherek. Talk to the wandering sailor there who admits to helping carrying something that arrived here in a boat not too long ago. He directs you to a man named Jake, staying at the Inn in town. Now head out of the harbor and into the

town. Go straight to the inn and you'll notice that no one is in the Inn, except for Jeff (the owner) and a Maid downstairs. Talk to the maid and she'll now re-direct you to the Weapon Shop, where Jake had to make a stop quickly. Head to the weapon shop and talk to the rude owner there (who accuses you of stalking Jake, none-the-less), and then the owner will AGAIN re-direct the party back to the Harbor. In the upper corner of the town lies Jake, looking out at the sea. Talk to him and he'll tell you that he carried a very heavy statue that was to be installed at the only temple in Calvalese, the one in the capital city, Kalviola. He has not much else to say, so after the party thanks him, go back to Baruk's.

Once you're in Baruk's house, go downstairs to his office and talk to him. Leon tells Baruk that the Eye of Atamoni is at the Straylize Temple in Kalviola. Baruk informs the party that Lydon is probably hiding there as well, and sends you off on your way, telling the party that he'll look into the pirate fleet in the mean time. Now that we're all set, head BACK to Kalviola.

20.) INFILTRATING THE TEMPLE

Items to Find: None.

***** ** ****

Enemies: None.

Suggested Level: 15

***** ** ****

Once back in the capital city, go to the temple and enter. Two priests will be at the entrance and you can talk to both of them. Philia will ask them if they've seen a statue being brought here lately, and they both deny any known whereabouts of any statue. Also, Philia asks them if they've seen Lydon, and they remark that the high-priest hasn't been seen lately.

Philia and Leon become suspicious, because a simply high priest would doubtfully be known about on another continent, he's not a bishop or arch-bishop or anything, remarks Leon. Rutee then suggest that the party infiltrates the temple at night, and they party all agrees that that is indeed a fine idea.

Philia volunteers to stay at the temple for the night so that the side door can be unlocked by her during the middle of the night when everyone else is asleep. Leon tells her that they'll be at the Inn until then. Go to the Orc Inn to the right of the temple and spend the 100 Gald to stay a night. Once in your rooms, the party will be ready to assemble and head out. (when you go outside, you'll notice super cool lighting effects from the doors to the outside and such, you'll see). Enter the side door of the Temple and lets do this.

21.) STRAYLIZE TEMPLE KALVIOLA STYLE

Items to Find: None.

***** ** ****

Enemies: Monk Soldier, Priestess, Bat Eye

Suggested Level: 15

***** *

The Temple is super dark at first, but Philia soon joins you and lights it up slightly with her lantern. She warns that there are Priests wandering around the temple, and to be careful, so... BE CAREFUL! =)

It's super hard to really get a sense of direction in the temple because it's so dark, but do the best you can anyhow. Head left and then at your first chance, head down into the next corridor. Now head right (don't traverse left, for after going up and down the series of stairs, you'll find yourself at the main entrance to the temple. Go outside and you'll be locked out, and you'll have to go back through the side and start all over!)

So head right and go down and into the next area. You'll find here that a boss fight ensues, with some pretty powerful enemies indeed.

B O S S F I G H T F O U R

Enemy: Monk Solider x2, Priestess x2, and Bat Eye x2

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Bat Eye

HP: 489 TP: 0 WEAKNESS: Fire

EXP: 260 GALD: 400 LENS: 26

ITEMS WON: None

When this fight ensues, it'll be a crowded screen. Six enemies for you to defeat! This isn't all that bad, really, just take care of the enemies on one side with Stahn and have the party concentrate spells, skills, and physical attacks on the other side. Your main concern isn't the Bat Eyes, but the Priestesses and the Monk Soldiers. The Monk Soldiers have a lot of HP and pack a powerful punch, while the Priestess enemies can cast many spells similar to the array of spells that Rutee and Philia have. If they are about to cast a spell, hit them to interrupt the casting to avoid any... further altercation. =) Once they are defeated, well... onward we go. =)

Once you defeat the enemies you'll automatically go down and left to a jail cell (in the middle of a temple!?), and inside is a Priest whom was caught by the enemy and locked up. As he was doing his evening prayers in the cathedral, Lydon came and brought the Eye of Atamoni with him. Lydon's henchmen, "acting in the name of Lydon," locked up the priest because he saw too much, and so here he is. Although Stahn wants to let him out of the cell, Leon and Rutee think that he should stay put for now, as they don't know if he's a monster, and he'll be safer in the cell anyway. After that, go left and into the adjacent cell, to talk to an old priest in bed who is "starving". Ah well,

nothing we can do for him. =)

Now, go back up and leave the cell area. Go around and take the stairs to your left up and around, around a corridor. When you start to head right, a set of enemies will again intercept you.

B O S S F I G H T F I V E

Enemy: Monk Solider x2, Priestess x2, and Bat Eye x2

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Bat Eye

HP: 489 TP: 0 WEAKNESS: Fire

EXP: 260 GALD: 400 LENS: 26

ITEMS WON: None

Same as the previous boss fight. Use the same strategy, you can get it above.

Once you defeat those enemies, had right and up into the grande doorway, which leads to the cathedral. Leon suggests that we look for the secret entrance. Shoot up to the alter and analyze it to find a button which opens a door behind it, the same set up as in Seinegald. Leon even mentions this, asking if "they take us for idiots?" =) Anyway, head up to stairs in this secret area to find a room very, very similar to the Straylize Temple's Eye of Atamoni room in Seinegald. Suddenly, from darkness, the lights turn on and a High Priest catches the group in the room.

A lengthy conversation ensues with the High Priest and the party, where they tell the party that Lydon left with the Eye of Atamoni, and they don't know where he went, but that his "monster army" will take over the world. They claim to be Atamoni's chosen ones, and that the world is their's to rule, via the Eye of Atamoni and Lydon's vision. He also tells you that the ships being pirated are Lydon's doing as well, as he uses the Lens shipments to make his monsters, and additionally, to disrupt the economy of Seinegald which so very much relies on Lens for it's economic prosperity. After some more talk, the High Priest sends out his henchmen on your party, the same freakin' enemies we fought twice already.

B O S S F I G H T S I X

Enemy: Monk Solider x2, Priestess x2, and Bat Eye x2

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Bat Eye

HP: 489 TP: 0 WEAKNESS: Fire

EXP: 260 GALD: 400 LENS: 26

ITEMS WON: None

Same old, same old, see Boss Fight Four's description if you STILL need help on defeating these enemies! =D

- - - - -

After you defeat that set of enemies... God Almighty, another on-slaught is-a comin'! Ugh.

- - - - -

B O S S F I G H T S E V E N

Enemy: Monk Solider x2, Priestess x2, and Bat Eye x2

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Bat Eye

HP: 489 TP: 0 WEAKNESS: Fire

EXP: 260 GALD: 400 LENS: 26

ITEMS WON: None

You should get the idea by now.

- - - - -

After the defeat of the High Priest as well, Leon calls them "powerless" and asks Stahn if he knows where we're going next. Although you have three choices, and it really doesn't effect much what you choose, choose Fitzgald (that's choice one), and you won't look like an idiot to Leon. =) But what do I suggest we do first? Level the hell up, boy. =) But we'll do that in Fitzgald, where the enemies are stronger!

Once outside of the town of Kalviola, head back to Cherek, and go to Calvalesse Harbor. Go to the ship at the harbor and board it. Talk to the captain and he'll ask you if you're going to Seinegald. You say no, that you're going to Fitzgald, and then he'll agree to take you, and you're on your way.

22.) THE CITY OF NEUESTADT

Items to Find: Rune Bottle,

***** ** ****

Enemies:

Suggested Level: 15

Shops:

Arms Shop ARCADIA

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Battle Axe	- 600 Gald
Ring Mail	- 300 Gald
Silver Mace	- 580 Gald
Kite Shield	- 350 Gald
Ahmet Helmet	- 480 Gald
Land Hat	- 340 Gald
Gauntlet	- 380 Gald

Fast Food SP-BURGER

Fitz Burger	- 180 Gald
Fitz Fries	- 50 Gald
Fitz Shake	- 100 Gald

Supermarket F-MART

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
Rune Bottle	- 500 Gald
Panacea Bottle	- 80 Gald
Holy Bottle	- 40 Gald
Spectacles	- 5 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Lemon	- 30 Gald
Acerola	- 250 Gald

Fish Monger FRESH CATCH

Squid	- 100 Gald
Sea Bass	- 130 Gald
Wrasse	- 10 Gald

Butcher Shop FAIR DEAL

Chicken	- 420 Gald
Beef	- 1,000 Gald

Oberol Corp NEUESTADT

Spectacles	- 5 Gald
Oberol C	- 50 Gald
Oberol EX	- 300 Gald
Energy Bullet	- 300 Gald

Kool Treats SOFTY KREAM

Softy Kream	- 50 Gald
Fitz Shake	- 100 Gald

Tailor Shop SILVER THREAD

Amber Cloak	- 280 Gald
Land Hat	- 340 Gald
Blue Ribbon	- 220 Gald

Fish Monger CAVIAR #1

Squid	- 100 Gald
Sea Bass	- 130 Gald
Bream	- 120 Gald
Wrasse	- 10 Gald
Red Snapper	- 480 Gald

Grocer MARKET HALL

Wormy Apple	- 2 Gald
Vegetables	- 300 Gald
Lemon	- 30 Gald
Apple	- 30 Gald
Strawberry	- 200 Gald
Sweetee	- 220 Gald
Acerola	- 250 Gald
Pineapple	- 500 Gald
Prune	- 440 Gald
Mangosteen	- 1,500 Gald

Fish Monger CAVIAR #2

Squid	- 100 Gald
Sea Bass	- 130 Gald
Wrasse	- 10 Gald
Bonito	- 300 Gald
Blowfish	- 4,000 Gald

Hotel Jun	- 200 Gald a night
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After watching the ship traverse the waters for a minute or two on the open seas, you'll arrive in Fitzgald. The captain will announce the arrival, and you can now deboard the ship and explore the massive city. Go south from the ship and open the bag behind some cargo boxes to get a Rune Bottle, and then head east. Before we shop, we should see Ilene, as Leon suggested.

To get to Ilene's, we have to leave the Harbor area. So do so and you'll be in the regular part of town. When you enter here, and automatic altercation will occur with three people... a brother and a sister of the upper class and a young boy named Karma, who is an adopted orphan. The kids tease him and his

sister for not being rich and fashionable like them, and that's when Rutee steps in to stop the fighting. She scolds them and they run away. Stahn then tells Karma to go with his sister, and he thanks them and runs off. Stahn compliments Rutee on her kindness but she just says that we should move on. So lets do so.

So to meet Ilene, head left on the path to the Lens store. Enter it and a scene will automatically take place. Leon will recognize Ilene and vice-versa, and Ilene will ask what we're doing here. Leon tells Ilene that he has a good plan to combat the pirate attacks of late on Ilene's Lens shipments. She agrees to hear the idea, so follow her down the stairs to a more private area. Once downstairs, Ilene will introduce herself to the rest of the party, she is Ilene Rembrandt. She is the GM of the Fitzgald branch of Oberon Corp. Everyone introduces themselves to Ilene, et cetera, and then the plan explanation from Leon to Ilene begins.

Leon tells Ilene that they will board a ship headed to wherever to act as a decoy shipment. When the pirates attack, they will basically kill what they can of them and get their leader to find out where they are based and where they come from. Although Ilene is at first doubtful of the plan, she eventually agrees, having no other choice. She makes it clear that there should be no mistakes being made, however! Or she'll get it from Hugo. She tells you that her house is yours until we leave, and to meet her at the dock when you're ready. But for now, lets shop! Take the Oberol EX and the Bellebane from the chest and bag, respectivly, in that room, then leave the basement. Buy what you need from the Oberol store, and then leave the store.

Here's what you should purchase. From the Arms Shop ARCADIA, buy three Kite Shields (for Stahn, Leon and Mary), three Ahmet Helmets (for the same three), and three Gauntlets as well, for the same three. Make sure to equip all of what you just bought!

From here, you'll want to go to the F-Mart. At the SP Burger inside, purchase some burgers, fries and shakes, if you want. But what the F-Mart truly holds is powerful healing items. =) At Supermarket F-MART, purchase 15 Lemon Gels and 15 Pine Gels, as well as a few Acerolas, if you want. In the supermarket, you can also purchase meats, fishes, and Oberol Corp products if need be. Once you buy all of this, you can now do one of two things.

I personally recommend that you have the patienece and discipline to leave the town and level up your characters all to level 17. But you might not want to do that. In that case, skip the next section of the walkthrough and go to part 24, as the next part, 22, is dedicated to leveling up tactics in the region, and 23 is about Stahn's hometown, which you can optionally go to now as well. So onward we go.

23.) LEVELING UP IN FITZGALD

Items to Find: None
***** ** *****

Enemies: Lizard, Poison Snake, Vulture, Mandrake, Hornet,

Suggested Level: You'll start around level 15, you should level up to level 17.
***** *****

On this continent (which is long, but not wide), you should level yourself up

before taking on the pirate ships. A nice level to be at is level 17. SO level up, fighting the five monsters you find on this continent; Lizards, Poison Snakes, Vultures, Mandrakes and Hornets. Switch in and out your characters so that each is at level 17, and once that's done, you should be free to go to the pirate ships and do as you will, that much stronger.

However, I do suggest you go due north on the continent and to Lienna Village, where Stahn is from.

24.) LIENNA VILLAGE

Items to Find: None
***** ** ****

Enemies: None

Suggested Level: 17
***** **

Shops:

Fish Shop TIDES

White Smelt	- 80 Gald
Eel	- 2,000 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

Green Grocer ECHO

Vegetables	- 300 Gald
Wormy Apple	- 2 Gald
Persimmon	- 85 Gald
Chestnut	- 120 Gald
Silvervine	- 200 Gald
Grape	- 980 Gald

Fruit Vendor BLUE SKIES

Lemon	- 30 Gald
Apple	- 30 Gald
Strawberry	- 200 Gald

Bakery FLUFFO

Bread	- 20 Gald
Cheese	- 70 Gald
Fitz Burger	- 180 Gald

Butcher Shop GRADE A

Chicken	- 420 Gald
Beef	- 1,000 Gald

Lienna Village is really an optional place to go at this junction in the game, but you should go there anyway, if you want to get a little backstory on

Stahn's roots, and also pick up some rare foods, mainly, that we haven't come across yet.

You should walk around the town and talk to everyone, the elders, Stahn's family, et cetera. The main attraction of the town lies in the one building that holds all of the town's stores. Here, buy foods that you've yet to encounter on your journey, to add to your inventory. That's the main reason I came here in the first place, before I had to. =) Anyway, that's all there really is to do here. Head back to Neustadt and go to the harbor. Talk to Ilene and you'll be on your way to the pirate fleet!

P.S. Ignore the seed planting area in Lienna for now - we'll come back and do that whole schpeel after we access the secret seeds shop! More on that later. For now...

25.) TAKING OUT THE PIRATE FLEET

Items to Find: Panacea Bottle, Lemon Gel x4, Pine Gel x3, Miracle Gel x3,
***** ** **** Green Gel x 11, Melange Gel x5, Orange Gel x9, Bastard Sword,
Oberol C x13, Oberol EX x3, Lavender, Bellebane x2, Sage x2,
Savory, Oberol G x2, Spectacles x6, Wrasse, Dark Bottle x3,
Barracudda x2, Amber Cloak x3, Red Snapper x5, Holy Bottle x4,
Squid x3, Splint Mail x2, Blue Ribbon, Flare Bottle,
Liquer Bottle x2, Wall of Flame, Silver Chain, Iron Helmet,
Veldan, Iron Glove, Battle Axe, Life Bottle, Tuna, Silver Cloak,
Hourglass

Enemies: Pirate, Berserker, War Vulture, Monk Soldier, Priestess

Suggested Level: 17

This part of your journey is long and arduous, it's a tough affair indeed. Make sure to be fully prepared, stocked up with the best in weaponry and armor, healing items, and to be fully healed in both HP and TP before proceeding any further!

As you enter the ship, Ilene tells the captain of the ship that Leon is now in charge. Although the captain is at first apprehensive, he soon agrees, as it's under Hugo's orders. The ship soon thereafter takes off from the port, headed out to sea.

Once the ship is out there, the game cuts to the party awaiting the pirate attack below deck. The party, especially Rutee, is getting extremely tired of waiting around for the attack to happen, and actually wants them to attack! Leon grows tired of her bickering, but soon the unthinkable happens... right after Leon hypthosizes that the pirates might actually KNOW this a trap, the pirates start the heist! Leave the room through the door on the south and back to the deck of your ship. From here, the captain tells you to get the leader of each ship so that particular ship can be commandeered. Enter the first ship and go below deck. Here we go!

(Please Note - The battles on the pirate ships aren't random. Similar to the battles on the Draconis, the battles on the pirate ship occur when you run into the enemies, Chrono Trigger Style. I won't be suggesting that you attack all of the enemies - if you're smart, you'll let them attack you so that you can get EXP, Gald, and Lens.)

On the first ship, enter the hold. Head left right away and open the small chest on the leftmost wall to get a Panacea Bottle. Go up to the door on the left right near you and enter the next room. Open the small chest on your left (hidden underneath the support bar) for a Pine Gel. Then, Head up the short staircase and open the chest on the left there for a Miracle Gel. Finally, on the left right above where you are is a bag with a Lemon Gel. Nab it and go through the door into the next room. The next room is actually a corridor. To your immediate left, nab the Green Gel in the brown bag, and head to your right. At the other side of the corridor in a small chest is a Melange Gel. Grab it, and ignore the door in the corridor heading up. Go to the far right and go down into the other door. Here, to your right when you walk in is a Orange Gel. Now, head back up and into the previous corridor. The door leading up in the middle of the corridor that we ignored before, go up and into the next area.

Here, run around the loop to the left, or the right, they both lead you to the same place; an area with a staircase going up and one going down. The blue chest right near this area holds a Bastard Sword. You should already have one equipped on Mary, so move on from here, going down the set of stairs. Once down the stairs and into the next area, a small chest right next to the stairs contains an Oberol C. Grab it quick, then head right and into the door leading up. In here, aside from an enemy, are two bags and a small chest. Grab what's in them; a Lemon Gel, an Oberol C and an Oberol EX! Now leave the room and back into the corridor. This time, shoot straight across the hallway to the room leading down. In here are two bags, which have a Miracle Gel in it, and also, a Lavender! Awesome! Head straight down out the other door and into the next corridor. In this corridor, immediately to your right is a small chest which contains an Oberol EX. Now head right down the corridor. The small chest on the other side contains an Oberol C. From here, you can go down a set of stairs or up through a door. We'll come back to the stairs, but first, go through the door in front of you.

In this small room, head up and, after dueling with the enemies in this room, grab the Bellebane out of the bag on your right, and further up in the room, the Oberol C out of the small chest. Go through the door at the top of the room back into a previous corridor. Shoot straight across the corridor up through a door into another small room. This small room contains two bags in the upper righthand corner, which contain a Pine Gel and a Melange Gel. Grab them, then head all the way back down through the previous corridor and previous room, back to the staircase we just ignored. Go down the staircase which will lead you to an entirely new corridor.

To your left right when you enter the corridor is a Sage in the brown bag. Grab it and then head right. Once you go right a short ways, there should be a door leading up into another room, next to a corridor leading up. Head into the door and enter a big room. Here, amongst the cannonballs and barrels, are two bags, which hold two more great items, another Bellebane and a Savory! Now exit this room, and head back into the corridor. Head right and then up the corridor, and enter the room through the door at the top of the corridor. In this large room is the captain of the ship, and also, a treasure chest to your right. First, grab the Oberol G out of the treasure chest to your right, then talk to and engage the captain in battle!

- - - - -
B O S S F I G H T E I G H T
- - - - -

Enemy: Pirate x2, Monk Soldier, Priestess

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Pirate

HP: 489 TP: 0

EXP: 460 GALD: 400 LENS: 46

ITEMS WON: None

This battle is not really a boss battle persay, but I shall count it as such anyway. These enemies are easy to defeat. You have two Pirates that you've been fighting on the ship thusfar, as well as a Monk Soldier and a Priestess to deal with as we wereback in Kalviola's Straylize Temple. Just go to work on them, taking out the Priestess first (as she can cast offensive spells and heal her party), and then taking out the other physical attack enemies secondly. It's an easy ordeal indeed!

- - - - -

After the defeat of the "Boss Enemy," you'll automatically be transported back to your ship, and talk to the captain. You get a rating from the captain (he told me "I'm too damn slow!" but that's just 'cause I was writing at the same time as I was playing, as usual.) Your rating will now effect the types of items that are on the next ship, and so on and so forth. So try to be quick. Keep in mind that if you didn't get my crappy rating here, your items found may differ from the items I found on the next ship! Onward!

From our ship, board the pirate ship and enter through the southward entrance. When you enter the corridor (the pirate ships are all identical so this should get easier for you speedwise), defeat the pirates in the corridor, and then grab the Melange Gel from the small chest on the right of the corridor. The left of the corridor holds some Spectacles for your use as well. After you nab those two items, go left down the corridor and up the door at your left into the next room. This next room holds three treasures for you, all found in bags and small chests to your left. They are Spectacles, a Wrasse, and a Dark Bottle. Once you get those, go through the door at the top of the room into the next corridor.

In this corridor, immidiatly grab another Dark Bottle from the bag above you, and then head right down the corridor. A Barracuda is in the small chest at the righthand side of the corridor for you. Now, head down the door right there and into the next room. This room contains, for you, a pair of Spectacles in the brown bag right by the door, and that's it. So leave the room using the same door you used to enter it, and head left down the corridor. Go through the silver door at the top of the screen and into the next area.

In this area, take care of the enemies first, then loop around the corridor either way, which will lead to two staircases, one leading up and the other leading down. Right by these staircases is brown bag with Spectacles in it. Take them, then go down the stairs into the next area.

Once down the stairs, open up the treasure chest there to get an Amber Cloak,

but don't bother equipping it on anyone. Now, head left and go through the door at the top of the corridor to the left. In this room are two small treasure chests. Open them to reveal a Red Snapper and a Holy Bottle. Now leave that room and back into the corridor. Head right and go through the door at the top of the corridor to the right, now. In this room are two small treasure chests, containing another Red Snapper and another Holy Bottle, and also a brown bag, which holds a Squid for you. Now you can leave this room and shoot straight down the corridor through the door at the bottom of the corridor. This next room is a long room, which holds a brown bag on the top lefthand side of the room with a Squid in it, and a small chest in the lower right hand corner of the room which holds another Red Snapper for you. Now leave this room through the door at the bottom of the room and into the next corridor. Once in this corridor, open the small treasure chest right near you for another Holy Bottle, and then shoot left down the corridor. The chest on the lefthand side of the corridor contains Splint Mail. Equip it immidiatly on Stahn. Now, ignore the staircase heading down for now, and go up through the door right by the chest into the room above. In this room, grab the Holy Bottle out of the small chest at the top of the room on the righthand wall, and the Squid from the bag in the lower half of the room on the righthand wall. Then leave this room through the bottom door, and go down the stairs into the next area.

Once down the stairs, nab the Amber Cloak from the small chest right by the stairwell, then head right a bit down the corridor, then shoot up through the door that leads to a room going up. Once in this room, destroy the various enemies and grab the two Red Snappers from the two small chests in the room. Now leave the room, and head right down the corridor, then up to the door at the top of the corridor. Enter the door into the room where the ship's captain is. Before engaging him in battle, grab the Blue Ribbon from the chest at the left of the screen, and then talk to the captain to have a boss battle, the same as the one we had on the ship prior.

B O S S F I G H T N I N E

Enemy: Pirate x2, Monk Soldier, Priestess

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Pirate

HP: 489 TP: 0

EXP: 460 GALD: 400 LENS: 46

ITEMS WON: None

The same as the battle before, just make sure to concentrate your inintial attacks on the spell-casting Priestess, she should be your first target once the battle commences.

Now, after that battle, the captain called me a chicken and told me to fight

like I meant it. If he didn't say that to you, the items we find on this ship might differ! Onward.

From our ship, make your way to the pirate ship and, again, enter through the southern door. Once in the ship's hold, fight off the enemies, and then grab the Oberol C from the small chest at the left of the corridor and the Spectacles from the bag at the right of the corridor. Now, go up through the door at the right of the corridor and into the next room. In this room, kill the rampant enemies and grab the Spectacles from the bag at the top of the room. Then, go through the door and up into the next corridor. Immediately grab the Oberol C from the small chest ahead of you when you get into the corridor, then shoot left down the corridor. The bag on the left side of the corridor contains an Orange Gel. Grab that, then go down the door right there into another room. Once in this room, first kill the enemies, then grab the Green Gel, Oberol C, and Orange Gel from the bags and chests. Then, shoot back through the door you came into this room through at the top. Go right down the corridor, and then take the door leading up into the next area.

Here, let the enemies come to you and kill them, then loop around the corridor going either way and to yet another familiar area; a place with two stairs, one leading up and the other leading down. Grab the Green Gel from the bag there, and then go down the stairs into the next corridor. In this corridor, after the enemies are defeated, grab the Oberol C from the small chest in front of the stairs, and then go left down the corridor and up through the door leading up there. In this room, grab a Flare Bottle and a Green Gel from the bags in there, then leave the room back into the corridor. Shoot down the corridor to your right, now, and enter the door leading up there. In this room, after the enemies are defeated, grab the contents of the small chest and the two bags - that is, an Orange Gel, an Oberol C, and a Green Gel. Then, leave the room. Shoot straight down the corridor through the bottom door on the righthand side and into the next area.

In this room, kill the enemies and grab the Orange Gel and Liquer Bottle from the chest and bag in the room, and then shoot through the bottom door of the room, into the next corridor. Grab the Orange Gel from the bag right as you enter this corridor, and then shoot left down the corridor, grabbing the Oberol C from the small chest on that side of the corridor. Ignore the stairs going down there for now, head up through the door into the room above. After defeating the enemies here, grab the Oberol C from the chest above and the Green Gel from the bag near the bottom entrance to the room. Then leave the room through the bottom entrance of the room and go down the stairs, into the next area of the ship.

As you descend the stairs, grab the Melange Gel from the bag by the base of the stairs, then clear the corridors of enemies. Then head right a bit, and go up the door into the large room above. In this room, clear the enemies and grab the Liquer Bottle and Miracle Gel from the two bags on either side of the room, then exit this room. Go right s'more on the corridor, then shoot up to the door at the top of the corridor. The ship's captain is here. Before battling his henchmen and taking the ship for Oberon Corp, go to the left of the room and grab the Sage from the small chest on that side of the room. Then talk to the captain and lets battle!

- - - - -
B O S S F I G H T T E N
- - - - -

Enemy: Pirate x2, Monk Soldier, Priestess

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Pirate

HP: 489 TP: 0

EXP: 460 GALD: 400 LENS: 46

ITEMS WON: None

As the previous two battles, this too is the same. See above strategies if you need help.

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Once that ship is seized, you'll be taken once again back to your own ship. The Captain will tell you that the pirate's leader has appeared on this, the final ship. Board their ship and enter the hold through the southern door, as always.

In the corridor, destroy the sets of enemies and grab the Oberol C and Lemon Gel from the bag and small chest on either side of the corridor. Then go through the door at the top right of the corridor and into the next area above. Finally, a new ship layout! =) The corridor here loops, so just worry about defeating the enemies first. Then, grab the Oberol C from the small chest on the lower righthand of the screen and the Green Gel from the small chest on the lower lefthand of the screen. At the center of the corridor is a blue chest which contains WOF, or Wall of Flame, a disc for a Swordian. Equip it on whomever (not on Stahn, Dymlos is already fire elemental!). Go down the stairs from there, and shootdown to the two bags by the barrels here. Open them to get an Orange Gel and a Green Gel. Defeat the swarms of enemies here, and grab the Silver Chain from the chest on the lefthand side of the corridor and some Splint Mail from the chest on the righthand side of the corridor. Equip the Splint Mail on Leon and the Silver Chain on Rutee. Go through the door on the lefthand side leading up to the next room.

Defeat the enemies here and then grab, from the four bags around the room, a Green Gel, an Orange Gel, a Pine Gel and a Lemon Gel. Now go through the door at the top of the room to the next corridor. After defeating the enemies in this corridor, collect the Iron Helmet and Orange Gel from the hidden chests against the close wall on either side of the stairwell in the center of the hallway. From the room on the lefthand side leading up, collect a Veldan from the chest there, and from the room on the righthand side leading up, collect a Green Gel and an Iron Glove. From that room, shoot straight across the corridor down to the room on the righthand side leading down. In this room, destroy the enemies and collect the goods there; an Orange Gel, a Green Gel, a Melange Gel, and an Oberol EX.

Head back up to the previous corridor and go to the center door on the top of the screen. In the chests on the top of the room, collect the Battle Axe and the Amber Cloak. Then, leave the room and shoot down across the corridor, to the stairs. Go up the stairs and into an enemy filled area. Immidiatly run down and left or right, down through those doors and again down and through another set of doors to the bottom-most corridor, which has three chests there. Kill the enemies in the corridor and open the three chests to get an Oberol G, a Holy Bottle and a Life Bottle. Then go up to the left and kill the enemies

here. Go through the door that leads to the small room there, and kill the enemies inside. Grab the Dark Bottle and the Tuna from the two chests there, then leave the room and head back up. Once back in the main corridor, go right, and then down through the door and into a similar area as before at the left. Kill the enemies here and again enter the small room. Kill the enemies in there as well, and grab the Silver Cloak and Barracuda from the chests there.

From here, go back to the main room that we were just in. Ignore the stairs that we just went down, and instead take the door on either side of the room at the top into the next area above. Avoid the enemies and go up the stairs at the center of the corridor here. Get the Hourglass in the chest at the center of the room here, then go up the stairs again and you'll be in the vacant captain's quarters. Here, heal up and save your game at the save point. Then, enter the portal at the righthand side of the screen. When you enter the portal you'll be taken to another room. DO NOT GO TO THE EXIT TO THE BOTTOM OF THE ROOM! You will be taken to a far away part of the ship and you'll have to traverse the entire ship again to get back to where you were!

Go up to where the man is standing and Philia will recognize him as Batista. Philia tells Leon that he is a priest that she used to work with. When Philia asks Batista where Lydon is, he says that if he is defeated in this battle he will tell. Leon gives him a chance to surrender, but let the battle begin!

B O S S F I G H T E L E V E N

Enemy: Pirate x2, Monk Soldier, Batista

Monk Soldier

HP: 664 TP: 0

Priestess

HP: 494 TP: 60

Batista

HP: 4500 TP: 0

EXP: 692 GALD: 460 LENS: 35

ITEMS WON: Green Gel, Bellebane

This is your first REAL boss battle. Batista can be a pain, especially because he comes to battle with help. This battle is a toughie, your first real challenge, so be ready.

Your first order of business, at all costs, should be to do away with the Priestesses. They can cast magic, as we know already, and can be a real pain in the ass if you let them cast away. They hide in the corners so do what you have to do to take them out. Also, do away with the Monk Soldiers quickly, too, just to clear up the battle field a bit.

Batista himself has no magic, but 4,500 HP to back him up. His Vega-like claw (from the Street Fighter series) does some serious damage with his various crazy attacks. Keep on him. Have Stahn attack away and Leon should cast Stonewall on him. Mary should use Beast Blade and physical attacks. Have Rutee focus on healing, and maybe throw in an Icewall or two if you can in between.

He should be mincemeat after a while.

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After the battle, Batista refuses to tell the whereabouts of Lydon. Leon threatens him but to no avail. The party takes Batista back to shore, and once in Neuestadt, Ilene and Leon go with Batista back to Ilene's after some congratulations and such. Leon warns not to go "sight seeing" and to go straight back to Ilene's house. So after you leave the Harbor area, you'll automatically be at Ilene's mansion, and the interrogation of Batista begins.

26.) BACK IN NEUESTADT

Items to Find: None
***** ** ****

Enemies: None

Suggested Level: 21

Batista insists he doesn't know anything, so to torture him, Leon takes the tiara off of Mary and places it on Batista and begins to shock him, but to no avail. In the mean time, Mary and Rutee leave to go to sleep and Ilene asks Stahn on a "date" but then rephrases it as a tour of the city. Anyway, they leave and Rutee gets jealous (she obviously has a thing for Stahn), so Mary and Rutee go to follow them as they tour the city. As they go, the two spies are behind them every step of the way.

Eventually, after a few minutes of this and that, some sight-seeing and "words" between Stahn and Ilene, and two Softy Kreems later, the two go to the Arena. To make a long story short, Ilene shows Stahn the arena, and then the actual arena grounds where the battles take place. Bruiser Khang, the champion of the arena (who hasn't lost in years) makes fun of the two, and after some words, Stahn takes on Bruiser. Bruiser manhandles Stahn, to make a long story short, and Stahn gets knocked out. When he wakes up, Ilene is right there and idolizes Stahn for sticking up for her. She obviously has a thing for Stahn as well, which is why Rutee is jealous. They go back to the house and the interrogation is still taking place.

Batista still won't talk, and Leon tortures him to the point of knocking him out. Leon leaves the room in a huff and all of a sudden, Philia has a flashback. It's of her in the Tower of Knowledge doing latenight research, and Batista shows compassion for her and helps her.

Batista then wakes up from his unconscious state and tries to take the tiara off but is shocked. He notices that the door is unlocked, however, and escapes. The next morning, Philia and Stahn meet in the kitchen and Philia asks Stahn to help her bring Batista some food. He does so and they go to his room but find that he's no longer there! After some racket (and accustations, as Rutee accuses Philia of letting Batista go on purpose), Leon wakes up and lets everyone know that he did it on purpose. The Tiara on his head has the homing beacon in it which the party will use to get to Lydon. Leon decides it's time to head out, but not before Philia and Stahn have a heart to heart. =) Anyway, onward.

The two go downstairs to meet up with the rest of the party. Leon accuses the

two of being "late" and he then asks Ilene's maid where she is. She tells the party that she's at the dock. So head to the harbor at the east of town.

When you meet her at the ship, they tell her that Batista escapes and she says that she heard. Leon tells everyone that according to the homing beacon, he's in Aquaveil, a country that's practically at war with Seinegald. Fitzgald, however, is on neutral terms with the country and so Leon decides that it's a good idea to take a ship registered in Fitzgald to there instead. After some deliberation, Ilene agrees, as long as it's only a one way trip. The party agrees. Ilene orders the ship be readied, and you're on your way to Aquaveil.

27.) SHEEDEN

Items to Find: SW060060

Enemies: Tortoise, G Leach, Tzin, Mandragora, Drillfish

Suggested Level: 21

Shops:

Arms Shop GOLDEN SWORD

B. Sword	- 800 Gald
Splint Mail	- 440 Gald
Silver Cloak	- 480 Gald
Silver Chain	- 500 Gald
L. Shield	- 650 Gald
Ahmet Helm	- 480 Gald
Land Hat	- 340 Gald
Gauntlet	- 380 Gald

Equipment Shop ORIENT

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P Bottle	- 80 Gald
R Bottle	- 500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Cross Helm	- 650 Gald
A Charm	- 10,000 Gald

Peddler

Shiny Junk	- 6,000 Gald
Pine Gel	- 1,000 Gald
Lemon Gel	- 250 Gald
Winged Boots	- 2,000 Gald

Hide Tide Inn - 100 Gald

This is a pretty nice town, with some nice people to talk to. However, your

main purpose here will be pretty short, so just go around and buy some stuff from the shops if you want. Go to the bottom part of town, by the exit, and talk to the woman to trigger a conversation. Afterwards, go to the docks on the east part of the town. Talk to the man in red in the northern part here, and buy the Shiny Junk from him. Use a Rune Bottle on it, and guess what, you'll get a SWO600060 disc, which gives you a significant upgrade in the power department! Give it to Stahn, and then talk to the sailor blocking the ship. Then talk to the old man just south of where the sailor is. The cave will be opened, so go onto the world map and head south into the cave! I do recommend leveling up in the overworld once or twice before going in, but you don't have to.

28.) CAVE TO MOREAU

Items to Find: SP025062, Hourglass, P Bottle, Melange Gel, Life Bottle, Orange Gel, Crescent Axe, Shelter, F Bottle

Enemies: Slime, Winged Eye, Orgus

Suggested Level: 22

***** * * * * *

You are now in the cave. When I first got in here, I just walked around fighting enemies to raise my levels, since they give pretty good experience, and aren't terribly tough. If you don't want to do that, just go down, then left. Go behind the waterfall and you will find a Crescent Axe for Mary. Go through the door, and get the Shelter Disc, which I gave to Philia. Go back out, and then go out of this room, as well. Now, go left into the next room.

Get the Orange Gel, which is on the left of you, then go through the door. Go left for one screen, and go down. Get the Life Bottle from the chest, then go back into the previous room. Ascend up to the upper left part, and head through the door to get to a Flare Bottle. Go out of this room, and go up into the next room. Go right for one screen, and you will be back in the room with the Orange Gel. Now, go left for a couple of screens. Look around the pond until you find the stairs, then go across them and hop some ledges to get to a ?DISC. Use a Rune Bottle on it to get the SP025062 Disc. I didn't give this one to anyone, although it would be good for Leon.

Go back across the ledges, and go up. Go down the stairs you find, and head left, through a door, to get to a Hourglass, then walk around the pond to get to a P Bottle. Go all the way back to the first pond, and go north into the next screen. Go up, then right, and down, into the next screen. Grab the Melange Gel, then go back into the previous room. Head up, then left. Save at the save point, and then go left. Follow the path, and in the upper left and corner you will have to face a boss.

B O S S F I G H T T W E L V E

Enemy: Orgus Queen, Orgus x4

Orgus Queen

HP: 2800 TP: 0 WEAKNESS: Fire

Orgus x4
HP: 880 TP: 0 WEAKNESS: Fire

EXP: 1066 GALD: 418 LENS: 58

ITEMS WON: None

Your first priority should be to kill off the Orgi. Just use your special moves to take care of them quickly. The Orgus Queen is not that tough, she has this one move where she uses her tentacles to wrap around a character, but that doesn't affect you all that much. Using your special moves on her will take her out in about a minute or two. Leon can do Flying Dragon if you have it, Mary can do Beast Blade, and Rutee can either heal or do Swipe Air. Tiger Blade is the best choice for Stahn.

- - - - -

There, that wasn't so bad, right? Go through the door and you will be on the world map. Go southeast, and then head east around the mountains once you see a road. Cross the bridge and you will be in Moreau.

29.) MOREAU

Items to Find: Blue Talisman

Enemies: Tortoise, G Leach, Tzin, Mandragora, Drillfish

Suggested Level: 24

Shops:

Boat Shop PIRON

Moreau Homeware Shop

- Equipment Shop PHANTASIA

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P Bottle	- 80 Gald
R Bottle	- 500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Breastplate	- 540 Gald
Gauntlet	- 380 Gald

- Equipment Shop MONKEY BIZ

Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald

Steak	- 1,500 Gald
Egg	- 150 Gald
Beast Meat	- 400 Gald

Gourmet Shop GASTRONOMY

Roast	- 600 Gald
Beef	- 1,000 Gald
Steak	- 1,500 Gald
M. Pike	- 30 Gald
White Smelt	- 80 Gald
Eel	- 2,000 Gald
Sea Bream	- 1,800 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

Clothier COLORS

Cloak	- 6 Gald
A Cloak	- 280 Gald
Silver Cloak	- 460 Gald

Hat Shop MAD HATTER

Feather Hat	- 500 Gald
Beret	- 10 Gald
Land Hat	- 340 Gald
Ribbon	- 5 Gald
Blue Ribbon	- 220 Gald
S Ribbon	- 1,400 Gald

Grocer GROCERIES

Vegetables	- 300 Gald
Apple	- 30 Gald
Persimmon	- 85 Gald
Chestnut	- 120 Gald
Silvervine	- 200 Gald
Grape	- 980 Gald

General Store TRADER SCHMOE'S

???? Items - Must use Rune Bottles on them

Long Sword	- 1,800 Gald
M. Sword	- 1,800 Gald
Rapier	- 1,800 Gald
M. Chain	- 2,000 Gald
L. Armor	- 2,000 Gald
Cloak	- 2,000 Gald
Lucky Cap	- 1,500 Gald
Beret	- 1,500 Gald
L. Helm	- 1,500 Gald
A. Charm	- 10,000 Gald
P. Charm	- 25,000 Gald

Weapon Shop SAMURAI

This is only open after you beat Batista.

Crescent Axe	- 1,160 Gald
Quartz Rod	- 100,000 Gald

Breastplate	- 540 Gald
S. Cloak	- 460 Gald
S. Chain	- 500 Gald
Cross Helm	- 650 Gald
L. Shield	- 630 Gald

Item Shop GOODS

This is only open after you beat Batista.

Mandolin	- 1,250 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

Baku Inn	- 80 Gald
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When you enter this town, go straight right, and continue right, all the way to the eastern part of the town, until you encounter a scene. Soldiers are attacking a kid and his mom, so Stahn plays Mr. Hero and saves the day. After you defeat the wimpy soldiers, the mom will thank you and run off. You will then be chased by a bunch of soldiers, but Karyl will save you. He will then join your party. You are now free to explore the town. Leveling up outside of the town might seem like a good idea, but I advise you to wait just a second, for good reason. Buy equipment for everyone, especially Karyl, and then go to the southeastern part of town. The house of the people you saved is here. The mom will ask you if you want a reward, so of course say no. She'll give you a Blue Talisman. Now, try to go into the castle. Karyl will tell you you need a boat to get in, so go to the dock in the southwestern part of town and tell the guy you want to use the boat. Now you will automatically go into Moreau Castle.

30.) MOREAU CASTLE

Items to Find: Green Gel x15, Amethyst, Score B, Halberd, Melange Gel x5, Swirling Flame, Sharp Stone, Orange Gel x5, Miracle Gel, Life Bottle, Valve Handle

Enemies: Savage, Assassin, Imp, Power Stone, Killer Bee

Suggested Level: 24
***** *****

This is why I advised holding off building levels. First, talk to the woman in the room, who turns out to be Fayte's wife. Get the Life Bottle in the lower left corner of her room, then go into the next room. I built up my levels big time here, all the way from 26 to 32. You don't have to go to that extreme, but this is as good a place as any to build up levels. Having the following combo works really well on a Power Stone, so just eliminate all other enemies in the battle, having one Power Stone remaining. Stahn uses Spin Attack, and Leon does Tiger Blade. Mary uses Beast Blade, and Rutee does Swipe Air. I managed to do 14 hit combos with this. The lowest max combo I do with this combination is 10, so it's a nice way to build experience. Fayte will heal you if you need healing.

Save at the save point, then go down, and get three Green Gels from the bushes. Go left, then go through the door to the north. Head through this room, go left, and get the Green Gel. Go through the door and get the Amethyst and Score B. Get the two Green Gels in here behind the bushes, as well. Go up, and check the

valve. Shut it off, and there goes the water. Go back a few screens, and go south when you can. Go down the stairs, and get the Green Gel and Halberd. Go left into the next screen and push the brown block so it fills in the gap between the two sections, since you need to fill the water up. Go left into the next room, and do the same thing with this block. Go back to the valve and switch it up, then walk across the path you made using the blocks. Get the four Green Gels, Melange Gel, and Orange Gel along the way. Go through the door into the next floor.

Here, get more Green Gels, then go down the stairs. Get the Melange Gel here, and go through the door, where you can get another Melange Gel. Pull the block so it fills up the gap, and then go up the stairs, and across the path you just made. In the room, Karyl will sing, and the door will open, so he offers to stay back so the party can go through. Leon, being the kind person he is, refuses to trust Karyl, so you have to leave one person up. In the next room, you have to solve a puzzle, but it's so bogus, involving piano sounds, that I'll just give you the answer: going from left to right, think as the left most one being #1. Push them in the following order: 1, 8, 2, 7, 3, 6, 4, 5. Wow, it's like a NBA playoff seedings. The door will open, revealing a Valve Handle in the next room.

Go back to Karyl. Go back to the entrance and go up two screens. Go right, and go down through the door. Get the Miracle Gel and then fill in the gap using the block. Go north and open the door, where you will now be on the final floor.

This is a pretty simple floor. Go right one screen and save your game. Go up and put the valve handle on, then turn the water off. Go down two screens and get the Swirling Flame disc. Go up, and left one screen. Use the block to create a path, and then cross the path you made. You will now be in a room with four ways. South leads you out, but you won't be allowed to do that, east leads you to a Melange Gel, and west leads you to Batista. Have your party be Stahn/Leon/Mary/Rutee and then talk to Batista. He will challenge you.

B O S S F I G H T T H I R T E E N

Enemy: Batista, Sorceress x4

Sorceress x4

HP: 880 TP: 80

Batista

HP: 6000 TP: 0

EXP: 1640 GALD: 666 LENS: 60

ITEMS WON: None

Your first priority should be to kill off the Sorceresses, of course. After doing so, Batista is your main priority. He's really not all that bad. He has 6,000 HP, which is more then he had last time, and he has some new attacks. His main attack has him jumping in the air and shooting at you with slime balls. He also has some nice magic attacks, but he should rarely be able to pull them off, if you keep up with the attacking. Stone Wall works very well against him. Have everyone pull off their best attacks, and he should be able to go down in a few minutes.

- - - - -
After the battle, Batista will sadly pass away, much to the dismay of Phillia. Leon shows no sympathy, as Batista basically caused his own death due to trying to pull off the tiara that holds the electric shock wave currents. You will be switched over to the prison cell, where Fayte will thank you. Back to the Batista area, Phillia will grieve for a while, and then rejoin you.

31.) THE AFTERMATH

Items to Find: Miracle Gel, Bonito Flakes, Squid Jerky

Enemies: Tortoise, G Leach, Tzin, Mandragora, Drillfish

Suggested Level: 28

***** *****

Shops:

Weapon Shop SAMURAI

This is only open after you beat Batista.

Crescent Axe	- 1,160 Gald
Quartz Rod	- 100,000 Gald
Breastplate	- 540 Gald
S. Cloak	- 460 Gald
S. Chain	- 500 Gald
Cross Helm	- 650 Gald
L. Shield	- 630 Gald

Item Shop GOODS

This is only open after you beat Batista.

Mandolin	- 1,250 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

Now, you can do more stuff in Moreau. I completely missed this stuff my first time through. There is a new puzzle game for you in the town park if you wish to have some extra fun. You can now use the boat to your advantage. Take the boat to the south house and get a Miracle Gel, then go to the north house to get a Bonito Flakes and Squid Jerky. There is also a new weapon shop and items shop available, although the items shop doesn't offer too much new. When you are finished, go to the docks, talk to Fayte, and you will set sail to Terazzi. However, a boat ride will never go smooth in this game, so you are attacked by a monster called Kraken.

B O S S F I G H T F O U R T E E N

Enemy: Kraken

HP: 10,000 TP: 200
EXP: 625 GALD: 420 LENS: 46

ITEMS WON: Orange Gel, ?JEWEL

Wow, Kraken comes alone. This guy is pretty easy. He is very weak against fire spells, and absorbs any ice and water spells, so you know what to use. I just got him in a corner and kept hitting him with powerful magic spells and attacks. He really wasn't all that tough, at all. He has 10,000 HP, which can be chisled away in a minute or two if you are quick enough.

- - - - -
Now, you will sail peacefully to Terazzi.

32.) TERAZZI

Items to Find: Miracle Gel, Pine Gel, Life Bottle

Enemies: Tortoise, G Leach, Tzin, Mandragora, Drillfish

Suggested Level: 28

Shops:

Weapon Shop SAMURAI

Bastard Sword	- 800 Gald
Crescent Axe	- 1160 Gald
Halberd	- 1,225 Gald
Quartz Rod	- 100,000 Gald

Equipment Shop STILLWATER

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Gourmet Shop GOURMAND

Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald
Steak	- 1,500 Gald

Vegetables	- 300 Gald
Egg	- 150 Gald
Beast Meat	- 400 Gald
M. Pike	- 30 Gald
White Smelt	- 80 Gald
Eel	- 2,000 Gald
Sea Bream	- 1,800 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

Armor Shop VANGUARD

Breastplate	- 540 Gald
Plate Armor	- 820 Gald
Cloak	- 6 Gald
A. Cloak	- 280 Gald
Silver Cloak	- 460 Gald
Cross Helm	- 650 Gald
Light Shield	- 630 Gald

There's not much here to do at first, since all of the shops aren't selling you anything, and there is no inn. Just go to the upper left corner of the harbor and find a boat. You control it, so when it asks you, go left 3 times, and go into the house to get a Miracle Gel and Pine Gel. Then, go right, up, and right, and get a Life Bottle. Open the watergate, then go down, right, up, right, up, and left. Enter the castle.

33.) TERAZZI CASTLE

Items to Find: Bonito Flakes x3, Melange Gel x4, Lemon Gel x2, Pine Gel x4, Miracle Gel, Life Bottle x4, R. Orange, Loser, Green Gel x3, Orange Gel x3, Juicy Beef x8, Chestnut x1, Persimmon x2, Plate Armor, Sour Milk, Loser, W. Apple, Blowfish, Chicken, Cheese, Brie, Steak, Bread, T. Roast, Roast, Beef, Apple, Eel, Revitalize

Enemies: Dragon Newt, Sorceress, Monk Warrior, Imp, Imp Snail, Warfish

Suggested Level: 28

Terazzi Castle is a terrific place to level up. I got all my characters to level 38 in here, but then again, I am insane, so what do you expect? If you get a lucky draw and fight decent enemies, which happens a lot, you'll get up to 1776 experience points in one battle! Plus, you can heal in the main room if you talk to the guard, but it'll cost you 1,500 Gald. There is some Plate Armor in the healing room, so you might want to get that.

Go left into the next room, grabbing some treasure along the way, and then go up in the next room. Hit the valve, then go down, right, and all the way right into the next room. Go down into the next room, and go right into the next room to get some Juicy Beef. Go back into the previous room, and go down into the next room to get a Melange Gel and Juicy Beef. Go back in, and head left one screen. Cross over the bridge and get the treasure, then go into the next room.

Get the Life Bottle if you want, then go south into the next room. Pick up some treasure along the way, and then go up the ladder. Get the Melange Gel, then go into the next room. Get all nine treasure chests in here, and go up. Go to the

northeastern part of the room and go through the door to activate the switch, then go down out of this room. Back in the main room, go down the stairs and get the Pine Gel. Go back up, and head north and right into the next room. Get the chess, then go into the next room. Head left for a couple of screens, and push the plant into the hole in the floor. Now, go back down into the main room, and go down this time.

Go right to collect a Life Bottle, and head up, collecting more treasure along the way. In the next room, go left and move the plant onto the switch. Scurry on through the door which conveniently opened for you. Now, go north until you get to a room with twelve doors. Go through them in this order: Goat, Water Jugs, Fish, Ram, Bull, Twins, Crab, Lion, Woman, Scales, Scorpion, Bow and Arrow. Thankfully, my girlfriend knows astrology or I would have been stuck here. Save at the save point when you are done, and prepare to face your toughest foe yet (HA!)

- - - - -
B O S S F I G H T F I F T E E N
- - - - -

Enemy: Monk Warrior x2, Tiberius, Sorceress

Monk Warrior x2
HP: 990 TP: 0

Sorceress
HP: 880 TP: 80

Tiberius
HP: 10,000 TP: 0

EXP: 2182 GALD: 1256 LENS: 11

ITEMS WON: Sheeden

This battle wasn't as tough as I expected, but he still pulled off some pretty nasty attacks, including a Light Sword attack which does severe damage to everyone in your group. I just had Stahn doing his Tiger Blade and Dragon Blade attacks over and over, but I needed to do Spin Slash a few times to get over Tiberius to kill the Sorceress. I always have Rutee as "always heal party" so my party was never in any significant danger, but if you don't have that setting, then make sure she heals a lot, because Light Sword will kill you if you are not careful.

- - - - -

After the battle, all hell will break loose, as Tiberius will say that Ladon already left for Phandaria, and Leon puts the final blow onto Tiberius. Kayte now leaves your party, for now. Now that you have regained control, go right, and follow the path, collecting more and more food, until you get the Revitalize Disc, then leave the castle. Back in town, go north using the boat into the true town, and walk around if you'd like. Then, go back to the docks and prepare to set sail to Frostheim!

On the way there, have fun with a mini game. It's a Space Invaders type game, and it's a lot of fun.

34.) FROSTHEIM

Items to Find: None

Enemies: Beast Bear, Piyo Bird, Frost Bird

Suggested Level: 33
***** *****

Shops:

General Store SNOWSTORM

Ransuer	- 1,200 Gald
Compulsive Bow	- 1,850 Gald
Plate Armor	- 820 Gald
Magic Mesh	- 1,000 Gald
Magic Chain	- 1,080 Gald
Magic Helm	- 720 Gald
Magic Tiara	- 680 Gald
Bracelet	- 880 Gald
Fur Cape	- 885 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
Crab Soup	- 4,000 Gald
Herring	- 600 Gald
Smelt	- 300 Gald
Crab	- 3,200 Gald

Daybreak Inn - 200 Gald

When you get here, Stahn will talk to Fayte for a while, and Mary will walk off. When you gain control, go talk to Mary, who seems depressed about stuff. Go to the Item Shop and get some armor and Fur Capes, which are essential for where are about to go. Be sure to pick up 6...

Leave Frostheim and head southwest into the Tilso Forest. You have to fight some soldiers here.

35.) TILSO FOREST

Items to Find: None

Enemies: None

Suggested Level: 33
***** *****

You will be confronted by some soldiers and then forced to fight.

B O S S F I G H T S I X T E E N

Enemy: Monk Warrior x2, Crow, Sorceress

Monk Warrior x2

HP: 990 TP: 0

Sorceress

HP: 880 TP: 80

Crow

HP: 550 TP: 0

EXP: 679 GALD: 456 LENS: 11

ITEMS WON: None

Not a bad fight at all, you've seen all these enemies already except the crow. Just use some quick attacks to take them out before you're forced to break a sweat.

Garr will then rejoin your party. It's best to outfit him with the best equipment, so go back to the shop and pick up some new stuff for him. Spend all of your money (or as much as you can), then head out of here and go north into the Frozen River.

36.) FROZEN RIVER

Items to Find: Sorcerer's Ring, SW100100, Light, Rune Bottle, Mythril Sword

Enemies: Diamond Dust, Yeti, Crow, Combat Bunny, S Giant

Suggested Level: 33

This is not the best place to level up, but the enemies do give some decent experience points and gald, so feel free to do some battling here if you'd like. Not like you have a choice in terms of battling, but you can do a lot if you wanted to.

Go up, and then left, until you find a big ice block. Garr will give you a Sorcerer's Ring, so equip it on him and press square to melt the Ice Block. You can use the S. Ring at any time while it is equipped by pressing Square, but it does cost 1 Lens each time you use it. Not like that's a big deal...

Go into the next area, and get the ?DISC. Identify it using a Rune Bottle to get a SW100100 Disc, so give that to Stahn. Give Leon the Disc Stahn had if you

want. Go across the bridge, then head down into the next area. Do you see the tree? Line yourself up next to it, then slide right. Hit the tree, then go down into a chest containing a Light Disc. Go back up, and hit the tree, then go left back to where you started. Hit the tree again, then go up, left, and up to get a Mythril Sword. Now, go down, right, and down, then left back to the starting point.

Go down into the next path, and go to the left, then slide up. Slide right to get the Rune Bottle. Go back to the start, and slide south, then go left, and then right, and left again. Now, leave the area.

37.) IS MARY OK?

Items to Find: None

Enemies: Beast Bear, Piyo Bird, Frost Bunny

Suggested Level: 34

Shops:

Equipment Shop GLASS FOREST

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
R. Bottle	- 500 Gald
P. Bottle	- 80 Gald
Winged Boots	- 1,500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald
Apple	- 30 Gald
Blueberry	- 250 Gald
Melon	- 2,200 Gald

Snowstorm Inn - 200 Gald

Do not go into Heidelberg. This is optional, so feel free to go there now if you want. If you want to see a scene with Mary that affects whether or not she comes with you later, go south and west until you get to Cyril. Go into the building in the lower left hand corner and watch the scenes where Mary regains her memory to a certain extent.

38.) HEIDELBERG

Items to Find: Liquer Bottle, Flare Bottle, Rotten Orange

Enemies: Beast Bear, Piyo Bird, Frost Bunny

Suggested Level: 34

***** *****

Shops:

Oberon Corporation HEIDELBERG

Spectacles	- 5 Gald
Oberol C.	- 50 Gald
Oberol EX	- 300 Gald
Energy Bullet	- 320 Gald

Equipment Shop SOUTHERN CROSS

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
Rune Bottle	- 500 Gald
P. Bottle	- 80 Gald
Winged Boots	- 1,500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald

Equipment Shop ETERNITY

Mythril Sword	- 1,720 Gald
Mythril Axe	- 2,000 Gald
Mythril Mesh	- 1,000 Gald
Mythril Chain	- 1,080 Gald
Mythril Plate	- 1,100 Gald
Mythril Helmet	- 720 Gald
Mythril Glove	- 655 Gald
Bracelet	- 880 Gald

Heidelberg Inn - 200 Gald

Go to the Soldier's Office and get some items there, then go to the castle, where you will be confronted by the soldiers who recognize Garr. Stahn and Rutee will end up in the prison, but Leon knows where they are due to the Tiaras, so the group is reunited, minus Mary. Put Rutee, Philia, and Leon in your party and go right to get a Rotten Orange. Then, go up the stairs and watch the scene, where Mary tries to remind Dalis of their past, but Dalis refuses to buy into it. After a LONG scene, some soldiers find you, and it's time to do battle!

B O S S F I G H T S E V E N T E E N

Enemy: Stray Monk x2, Dalis, Archer x2

Dalis
HP: 7,500 TP: 0

Stray Monk x2
HP: 1,300 TP: 0

Archer x2
HP: 900 TP: 0

EXP: 1890 GALD: 904 LENS: 58

ITEMS WON: None

Dalis is only affected by magic, as regular attacks do pretty little damage. Have Stahn and Leon do Vortex and Dragon Blade as Philia and Rutee pounds away with their best magic. As long as you keep Rutee and Philia in the back row, so Dalis can't hit them with Mind Sword, then you should be okay. Stahn and Leon's attacks prevent him from doing much, anyways. The Archers in the back row are a real pain, so make sure to finish them off as quickly as possible, using Spin Slash to go around Dalis if you have to.

39.) ESCAPE!

Items to Find: Mythril Tiara, Bracelet, Melange Gel, Bread, Sacred Text 5, Winged Spear, Orange Gel

Enemies: Blood Slime, Ghoul, Specter, Skeleton

Suggested Level: 34

Equipment Shop SOUTHERN CROSS

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
Rune Bottle	- 500 Gald
P. Bottle	- 80 Gald
Winged Boots	- 1,500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald

Now, you have to get out of here, so watch the scene, and run off into the cave. Drazen will take you into this room, where Mary will leave the party to take care of Dalis. Too bad, she was a good character. The enemies in this place don't give much experience and gald at all, so just get through here as quickly as possible. Fighting four specters will net you a grand total of 0 Gald, but 114 Lens.

Leave the healing room and go into the door directly down to get a Bracelet, then go all the way to the left and grab a Mythril Tiara. You can buy some stuff at the Equipment Shop here if you like. Head out of this room, go all the way right, then up, then right into the next room. Go right, up the ladder, and go right, up, left, down, and right to get the Melange Gel, then slide left. Go up, and left, then left twice, to get to a room with a tablet. If you have Dymlos equipped and Missile Sword, answer "Fire Wall" and "Missile Sword" to get the Fiery Wave special move. I love it, as it does 6 hits alone, leaving room for big combos.

Go right two screens, and then go up to a ice platform, where you have to face the Ice Golem.

B O S S F I G H T E I G H T E E N

Enemy: Ice Golem

HP: 6,000 TP: 400 WEAKNESS: Fire
EXP: 1750 GALD: 0 LENS: 42

ITEMS WON: None

This battle is severely easy. Keep blasting away with Fiery Wave until he dies. I think I got hit one time the entire battle...

Then, use the S Ring to break a block of ice, then use it again to hit the symbol, which opens up the door to the Castle. Get the chests for an Orange Gel and Winged Spear, then go up the stairs.

40.) HEIDELBERG CASTLE

Items to Find: Wind Spear, Pine Gel, Reflex, Aquamarine, Life Bottle, Orange Gel, Hunter's Bow

Enemies: Clay Demon, Bishop, Archer, Ghoul, Gremlin, Holy Knight

Suggested Level: 35

Go up two screens and enter the middle door, then take the left door to get to the Wind Spear Disc. This allows you to perform the Air Slash skill. Now, go out of this room, then head out of this room as well. Go right and enter the door to get to a Pine Gel and Reflex. Light up the two torches you find, and a secret door will open, and now the fun will begin!

Go right, and you will find yourself in a big room. You will see a bunch of lit torches, but a couple of them are not lit. Light up the ones that aren't lit,

and then go to the upper right corner of the room. Enter through the door to get the Aquamarine, then exit this room and proceed through the middle door. In this room, go up, and move the statue with the lighted orb in front of the other statue, and the curtain to the north will open, so go through the opening.

Now, you will be in a mechanical room full of gears and chains. Move to the left, grabbing a Life Bottle, then move up along the chain. Hit the switch, then go down, and climb up the chain to the right. Go right, and go across the moving platform to the other side. Climb up the chain, then climb up the right chain and hit the switch. Leave behind a party member, then go all the way back down to the lowest level of this room, and go all the way right. Use the elevator to proceed, and then climb up the chain. Step on the platform, face north, and use the Sorcerer's Ring to melt the frozen pully.

Now, use the platform to go left, and get the Hunter's Bow. Go down the chain to pick up your character, then go up, right, across the platform, up, left, up, and through the door. Go through the next door, as well, then light up every torch you find in this room. The door in the left has a thawed chain, so use the S Ring to melt it, then go through the door on the right and turn the wheel. Go back two rooms now, and go through the lower left hand corner's door. Use the save point, and turn the wheel. Now, go back into the main hall with the numerous doors and head through the middle door. Keep going up the stairs until you get to Lydon.

B O S S F I G H T N I N E T E E N

Enemy: Holy Knight x2, Lydon, Bishop

Lydon
HP: 13,000 TP: 999

Holy Knight x2
HP: 1,420 TP: 0

Bishop
HP: 1,380 TP: 164

EXP: 4323 GALD: 1370 LENS: 172

ITEMS WON: Antidote Charm

This could prove to be your toughest battle yet, but there is a way to beat him. My party was Stahn/Rutee/Garr/Philia. Lydon has 13,000 HP, so beating him will be no easy task. He does some crazy attacks, including Wind Slash over and over again, as well as a sweeping sword attack which acts sort of like Dragon Blade. Have Stahn do spin Slash right away, then hack away on Lydon with his most powerful moves, including Dragon Blade if you have it. Have the other party members kill off the Holy Knights, and then have them start to target Lydon. Usually, the computer will control the characters just fine, but make sure to turn off magic spells before entering the battle, as magic does not work all that well on Lydon. Lydon will probably do major damage to you, so having Rutee doing Nurse a lot is a must. Life Bottles are important as well, so make sure you have a few of them. Once you get Lydon in a corner, the battle is pretty much yours, as his magic will no longer work.

- - - - -
Now, Garr will finally get Igtenos back, and the Eye of Atamoni will be sealed. However, you had to use the power of the Swordians to seal the Eye. Back in Seinegald, talk to Rutee. The king will reward you and will give you the Draconis to fly home, and now there will be an ending. Only it's not really an ending....

41.) BACK AT SQUARE ONE?

Items to Find: Dymlos, Food Sack L, Black Onyx, Dark Bottle, Lemon Gel, Panacea Bottle

Enemies: Clay Demon, Bishop, Archer, Ghoul, Gremlin, Holy Knight

Suggested Level: 37

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Shops:

Equipment Shop LIENEA

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

The Market

-Fish Shop TIDES

White Smelt	- 80 Gald
Eel	- 2,000 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

-Butcher Shop GRADE A

Chicken	- 420 Gald
Beef	- 1,000 Gald

-Fruit Vendor GRADE A

Lemon	- 30 Gald
Apple	- 30 Gald
Strawberry	- 200 Gald

-Bakery FLUFFE

Bread	- 20 Gald
Cheese	- 70 Gald
Fitz Burger	- 180 Gald

-Green Grocer ECHO

Vegetables	- 300 Gald
Wormy Apple	- 2 Gald
Persimmon	- 85 Gald
Chestnut	- 120 Gald
Silvervine	- 200 Gald
Grape	- 980 Gald

Free Inn at Stahn's House

When the game starts up again after the false ending, you will see Stahn talking to his grandpa and sister. His sister is really mad at Stahn, but relieved to see him safe at the same time. It leads to some pretty interesting dialouge. After a long scene, Lilith will ask you to get a fish, but first you need to put your dishes in the sink, so do that, and she will allow you to leave the house.

Before you get the fish, there's some things to do in this town. The shops aren't open yet, but go into the house in the middle of the village and go into the kitchen. There is a passage heading down, so go down this passage and get the chests from there, which contain a Dark Bottle, Lemon Gel, and a Panacea Bottle.

Go to the lower left hand corner of the town, and talk to the fish monger, who is in the southwestern part of the room. He'll tell you he is out of fresh fish, so you can either return to Lilith empty handed, catch a fish from the village pond, or going to Neutstadt to get a fish. No matter what option you choose, Lilith is going to be mad, so just return to her empty handed.

The next morning, Philia will accompany Lilith into the room. She'll tell Stahn that the king of Seinegald needs to see them, because the Eye of Atamoni has been stolen again. She'll hand Dymlos over to Stahn. Leave the house, then talk to Lilith to get the Food Sack L, which holds up to 20,000 food items, more than any other food sack in the game!

Now, go into the lower right hand corner of the town, if you have Stahn at Level 33 and Dymlos at Level 34. For the first question, choose "Firestorm", and for the second question, choose "Kick Attack." The screen will light up, Stahn will be all happy, and you will learn his special skill "Dragon Toss", which is not one of my favorite skills, but hey, a new skill never hurts.

Head into the village chief's house, located in the western part of the village. Talk to the daughter of the chief, who will say she is in love with Stahn. She will give you three choices. If you say you like her, she will give you 3 Miracle Gels. If you say there's another girl, she'll still hand you the Magic Mist item. If you say you love her too, she'll be so happy and fork over the Black Onyx, an awesome item that raises the equipee's maximum Hit Points by 30 percent.

 42.) GETTING THE BAND BACK TOGETHER

Items to Find: SP07115, Igtenos, Lute, Crossbow, SW130130, S. Halberd, Iron Knuckle, H. Bottle, Miracle Gel, Pine Gel, Fenface, R. Bottle, Life Bottle

Enemies: Poison Snake, Vulture, Lizard, Hornet, Mandrake

Suggested Level: 37

Shops:

Cresta

Equipment Shop GARLAND

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald

Arms Shop TRAVELWISE

Mythril Sword	- 1,720 Gald
Mythril Axe	- 2,000 Gald
Mythril Bow	- 2,160 Gald
Mythril Mesh	- 1,000 Gald
Mythril Chain	- 1,080 Gald
Mythril Plate	- 1,180 Gald
Mythril Helm	- 720 Gald
Mythril Tiara	- 680 Gald
Mythril Glove	- 655 Gald
Bracelet	- 880 Gald

Ghenen Inn - 150 Gald

Once you are done in Lienea, go over to Neutstadt. There are some new mini games here if you want to check them out, otherwise, go straight over to the harbor. Talk to the captain, and he will ask you which party member you want to get first, Garr or Rutee. I'd reccomend getting Garr first, but either one would be fine, as you have to get both before leaving anyways.

Select Garr, and you will sail back to Frostheim. Once you get here, find the peddler in the harbor and he will sell you a disc for 7,000 Gald. Buy it, as it is the SP07115 disc. Now, head out of here, and go southwest through the forest. Lydon has been cleared out of here, so you are free to move through here. You'll end up near Cyril, so go into Mary's house. Talk to her, then move up on the world map until you reach Heidelberg. Walk to the castle, and Garr will rejoin your party. Go back to Frostheim and sail to Seinegald.

You will land in Darilsheid. Leave this town, go west, then south, wrapping around the mountains. Now, go right, and go up once you reach the end of the ice, to get to Cresta. Go to the orphanage, watch the scene, and Rutee will rejoin your party.

Once you have both Rutee and Garr in your party, go back to Darilshied, and then enter the castle. Speak with the King, then go back to the first floor, and go to the treasure rooms in the back, and get all the chests.

Now, go to Hugo's Mansion. Go to the room with the book, which says LIBRA IV. Return to the King, who will tell you to ask someone from Oberol. Go to the

first floor of the Mansion and find the bearded employee. He'll tell you that Libra is an old Oberol factory near Cresta, but it has been shut down for years. Go back to the castle, and the King will offer you a ship to go to this factory.

43.) OBEROL SECRET FACTORY

Items to Find: Rubber Suit x2, ID Card B, Electrify, Reflex x2, Oberol C x3, Oberol EX x2, E. Bullet, Gale Staff, Fine Shield, Oberol G, ID Card R

Enemies: Dark Knight, Blood Wolf, Black Knight

Suggested Level: 37

When you enter the factory, the party will ask you if you still believe in Leon. Say yes, and then move through the door, to get to a room with four doors. Go left to get a Rubber Suit, then talk to the employee, and a battle will ensue. Go right, use the right door going up, and press the lever. Then get the Oberol C from the chest. Go through the door, grab the Reflex Armor from the chest, then return to the room with the four doors. Use the left door going up, and turn right, then go down into another room. Get the ID Card B after defeating the employee.

Walk up, then turn left, then go up through the door. Go down the stairs and get the Electrify disc, which gives you thunder blade. Now, hop on the conveyor belt, and you will be in a room with two more conveyor belts. Go on the bottom one to get to a room with a locked door and a blue panel next to it. Use the ID Card B you won from the fight to activate the blue panel, which opens the locked door. Get the chests in the room (Reflex, Rubber Suit), and defeat the employee. Leave the room and go on the northern conveyor belt.

Go all the way back to the room with the four doors, and go up using the one to the left. Go through the door in the top right corner and follow the path. Once in the new area, go down into a hallway, then go left into another room and defeat the employee, then grab the Gale Staff, Energy Bullet, and Oberol EX from the chests. Go right, and go right again into a room with a computer in the center. Check it, and enter the 3rd option first, then after that, the 4th option. Blue and Metallic Blue. The door at the top will now open, so go through it and defeat the employee to get the ID Card R.

Go down and go right to get to a door with a red panel. Use the ID Card R on it to go through the now opened door. Walk up and go through the door to the right to get a Fine Shield and Oberol EX. Go down, then go left and around the console, get the Oberol C, then go left and down to get to a door, which is a save point. Save your game, then leave the room. Go up, right, and get the Oberol EX, then go through the door to get an Oberol G. Return to the large room and use the door in the upper left hand corner, and talk to the employee, who will fight you. Take the elevator behind him.

44.) UNDERSEA CAVES

Items to Find: Strike Axe, Elixir, Pine Gel, Silver Plate, Rare Gauntlet, Ankh Shield

Enemies: Evil Star, Black Knight, Cave Shark, Blue Ropes

Suggested Level: 40

Go down one screen, then left. Get the Strike Axe from the chest, then go right two screens. Walk to the right, go up the stairs, and go through the door. Go behind the pillar to get a hidden chest containing an Elixir. Leave this room, then go down, getting the Pine Gel along the way. Cross the bridge, and keep going right across another bridge into the next screen. Go up and get the Silver Plate, then take the western path. Keep going left for a few screens and eventually you will reach a fork in the path. Go right and go into the room to get an Oberol C and Rare Gauntlet. Now go left, and follow the path along the bridge. Get the Ankh Shield, then keep going right until you get to the screen with Hugo and Leon. Leon will battle you.

B O S S F I G H T T W E N T Y

Enemy: Leon

HP: 12,000 TP: 9,999
EXP: 2875 GALD: 655 LENS: 45

ITEMS WON: Elixir

If you think this battle is tough, you're wrong. Heh heh. First, Stahn should keep using Dragon Blade over and over again, and if Leon happens to get too close, just use the Force Skill to knock him out. Garr should use Mirage over and over, while Rutee should cast power up spells on the party, then have her steal or search for gald. Yes, you can search for gald during a boss battle. It's that easy. Have Philia cast Holy Lance over and over. Leon should fall quickly at this rate.

Leon will then cause a huge flood, which will knock you right into the Draconis of Hugo. The Aethersphere has now been formed!

45.) GETTING NEW MEMBERS

Items to Find: Horn

Enemies: None

Suggested Level: 42

The first thing I noticed was how the world map music has changed when you get back to the world map. This is because the Aethersphere has now formed, which is not the best thing that's ever happened to your group. I do like the song,

however, which is always a plus. Head into Seinegald and talk to the King to get some information. Going over to the harbor enables you to continue your quest, so do so, talking to the captain.

He will leave you off in Radsiol, but there are no enemies this time, so just go into the back room where Clemente was found earlier in the game. Baiker, the former leader of the earthbound troops, is in here, and he will give you a VERY valuable item called the Horn, which allows you to summon the Sea Dragon at any time. This means you can now go to a lot of towns and dungeons to get any items you missed. However, Baiker needs an assistant, and you have a few choices to select from.

You can get a Junk Hunter from Junkland, the Elite Priest on the fifth floor of the Tower of Knowledge, or a researcher at Otto's Lab. There's no real significant differences between the three, so I just got the researcher from Otto's Lab, as it's nearest to where you need to go, and the least amount of trouble.

First, however, getting two more party members in your party would be good. I went for Karyl and Bruiser, but Chelsea would have been a better choice instead of Karyl. Bruiser is in the Neustadt Arena, and he will join you after you lay the smackdown on him. Karyl is in the Moreau Town Square, around the same area you got him before. Chelsea is in Heidelberg Castle.

After you choose the characters you want, talk to the King of Darilshied and he will tell you that Dr. Otto may be able to help you. Head out of the main castle and go to the southwestern corner of the castle entrance area to get to Dr. Otto's lab, but Dr. Otto won't help you. Talk to his assistant, who will help you. Cool. Take him back to Radsiol and the control center, and Raiker will tell you to get the Boot Disc from the Hidden Temple, located west of Lienea.

46.) HIDDEN TEMPLE

Items to Find: Boot Disc

Enemies: Basilisk, Evil Star, Wisp, Ice Snail

Suggested Level: 42

This is a rather straightfoward dungeon, just keep leaving party members behind in each room until you get to the final room. For a quick time through here, just leave Stahn behind early, and you will be done quickly. Once you are done here, you will see a scene where Belcrant goes medievil on Terazzi.

47.) GOING TO THE AETHERSPHERE

Items to Find: Garnet, Wendiene, Pine Gel, Elixir, Orange Gel

Enemies: None

Suggested Level: 42

Go back to Radsinol and give Raiker the Boot Disc, which enables you to go to the Aethersphere. When it has landed, he will tell you to get to Dycroft and destroy it. You can get a bunch of chests in here, and an Inn, so get them if you wish, and now leave. You will be on the Aethersphere world map for the first time.

48.) THE AETHERSPHERE

Items to Find: None

Enemies: Trent, Puropulse, Dragon Knight, Impulse

Suggested Level: 42

***** *****

The enemies in this area are pretty tough at first, especially the Impulse, which can not be hit by magic attacks or any of Stahn's attacks. I only found two attacks that did any sort of damage against him, and those were Philia's Twin Bomb and Bruiser's 1-2 Combo. If anyone has any additional moves that work against Impulse, feel free to email them to me (mcfaddendaman@aol.com)

I reccomend getting to about Level 44-46 here, which won't take all that long. Getting to Level 48 would be fantastic, because then you could go back to Seinegald Castle and get the Assassin skill, which does huge combo attacks alone. I've done 22 hit combos using that skill alone. It makes leveling up a whole lot easier, but you don't need to get it now.

Once you are done fighting, go up, right, down, and left to get to Ignasea.

49.) IGNASEA

Items to Find: Thunder Scepter, Oberol G, SW180180, Miracle Gel x3, Silver Plate, Emerald Ring, S. Sword

Enemies: Warrior, Healer, Placenta, Dark Mage, Kubitoom, Killamari, Phyloxin

Suggested Level: 45

***** *****

The enemies in here are not that bad, but there are some things to watch out for. The Healer has the ability to heal their partners and themselves, and the Dark Mage can pull off missile attacks and powerful spells. Making sure these two enemies can't cast spells is essential to winning battles. The Kubitooms and Killamaris can only be killed using thrusting attacks until they fall to the ground. Otherwise, the enemies in here are average difficulty.

When you enter, you have to cross a bridge. Go through the door and you will be in Ignasea. There is a teleporter to the left, but it will only work once you activate it at the end of the dungeon, so yes, you will have to take the long way through. Go right, and then up, and step on the teleporter and you will be on Level 3 of Ignasea. A lot of the dungeons on the Aethersphere will follow this maze-like pattern, so get used to it. Go left and get to the warp, which

takes you down to Level 2. Here, you can get a Thunder Scepter.

Ride back up to Level 3, and go back to the teleporter. This time, go up, and then get on the first warp, which leads to an Oberol G. Take it, then go to the teleporter in the upper right hand corner. Use this to get down to Level 2. On Level 2, go down into the lower right hand corner, and use the teleporter to go down to a room. Exit this room downward, and get the chests containing a Silver Plate and Miracle Gel. I missed these my first time through. Oops. =) Teleport back up to the place with the warp, and warp down to Level 1. Follow the path to get to the next warp, and go right until you reach a fork in the maze. Keep going right, and get the Slayer Sword from the chest. Go up, and the gate to Dycroft is here.

However, the gate has already been destroyed by Hugo and his minions, which is not that good of a thing. You will be automatically sent back to Radisrol, where Raiker has to go to Plan B. Plan B is getting the Sky Cruiser from Mikheil and taking it to Dycroft. Man, I don't like this game from here on out, because all you have to do is keep finding ways to get out of situations that don't make much sense, and the dungeons all turn into the same boring layout from here all out. Oh well.

Rest up at the Inn, then go back to Ignasea. Go right, and then up, and step on the teleporter and you will be on Level 3 of Ignasea. Go right, and then up, and step on the teleporter and you will be on Level 3 of Ignasea. A lot of the dungeons on the Aethesphere will follow this maze-like pattern, so get used to it. Go up, and then get on the first warp, then go to the teleporter in the upper right hand corner. Use this to get down to Level 2.

Once on Level 2, head left, and skip the first two platform warps you see. Go to the end, where you will find a chest containing the powerful SW180180 Disc, which should be equipped on Stahn immediatly. Go down the elevator, and head up a little and take the first teleporter you come to. Go left and get the Emerald Ring, which cuts MP usage by 33 percent. It's definitely a nice item to have. =) Go back, and go up and right to get to another teleporter, which leads to a Miracle Gel. You can never get enough of those. Go back to Level 2 now.

Go up and let and step on the warp. Follow the path, which leads to a warp to level 3. Go down, right, and up, and use the upper warp to get a Miracle Gel. Ride the elevator down to Level 2, and go onto the next elevator, then go down to level 1. Use the teleporter, and go up to a gate door. This leads to a room with a teleporter and a main teleporter in the middle surrounded by four colored windows. Use the teleporter to go back to the entrance, now you can use the teleporter from the entrance to the exit so you don't have to go through the whole dungeon again. Head back to Radisrol to heal if you want, then go back to the four colored windows room.

Each of the next six dungeons has the same basic warp format, but throws little tricks and puzzles in there. Go through the red colored window and step on the teleporter to get to Josaia.

50.) JOSAI

Items to Find: Arc Wind, Bear Claw, Strengthen Disc

Enemies: Warrior, Healer, Placenta, Dark Mage, Kubitoom, Killamari, Phyloxin, Neuroids

Suggested Level: 46

This is a very odd maze that as you run around and collect all the eggs on one level, which enables you to open up the path to the next level. There are no random battles, but you can see the enemies, ala Chrono Trigger. There are all the same enemies from Ignasea in here, and the only new enemy (Neuroids) is really not that tough.

In Level 1, go down a little, then go left until you reach a fork in the path. Go up, left, down, and right to get the first egg. Go back to the fork and head straight right until you get to the next fork, and go down, right, up, and left to get the next egg. Go back to the first fork and go down, and left, then go down, left, down, and right to get the next egg. Go back to the fork and go up, left, down, left, down, right, down, left to get the next egg, then go right, down, right, down, right, and up to exit this level.

In Level 2, go left, up, left, up, right, down, and right to get the first egg. Go left, up, left, up, and left to get the next egg. Go right, down, left to the second fork, down, and left at the fork to get the next egg. Go right back to the fork, go down, left, up, and right to get the next egg, then go left, straight down, and right to get the final egg. Go left, up, right, and down to the exit.

In Level 3, go up, right, up, and left to get the egg, then go up, left, and up to get the next egg. Go down, right to the second fork, go up and right to get the next egg. There is also an egg in the southeast corner, and the exit is all the way in the northeastern corner.

In Level 4, go down, right, down, left, up, and left to get the first egg. Go up to the second fork and go all the way left to get the second egg. Go down and right at the first fork to get the next egg, then go down and left to get the next egg. Go up, right, and up to get the final egg, then go down, left, up, right at the second fork, and down at the first fork to get to the exit.

In Level 5, there is an Arc Wing to the north, a Bear Claw to the west, and a Strengthen Disc to the south. The exit is in the northeastern corner.

When you exit, look at the map and go to the only dot you can get to. That's Mikheil.

51.) MIKHEIL

Items to Find: Rare Shield, Winged Boots, H Bottle, Hourglass, Oberol G, Burning Sword

Enemies: Mech Scorpion, Neuroids, Cotton Dust, Rota, Discus, Gas Cloud

Suggested Level: 46

The maze is shaped a lot like the other mazes you will see in the Aethersphere, but it also has this interesting dynamic that requires you to move colored tiles around, but each time you move on a tile, all the tiles of the same color also move, so you need to think quickly. The enemies in here are not that bad.

When you enter, use the yellow plate on the left to cross over to the other side, then take the red plate to the center of the area. Get on the yellow plate to the right and you will be back where you started. A red plate is on the left, so use that and go down to the multilevel happy fun dungeon. Go to Level 2 here by going to the far lower-right corner of this room.

Here, you have to make sure you cross the blocks as they are on screen, as they do fall off, and if you happen to be on them, you will fall down. So hurry up when you cross over them. Go left and you will be in another teleporter. Go in it, then take the lift to the other side and hit Switch D. Go to the next screen to get a Rare Shield, then go back to the maze. Go back to the elevator and take the teleporter above it. Ride the lift and follow the parth until you get to the teleporter, then go left to get to Level 3.

Go across the platforms, then head down and right. Take the left teleporter and head left one screen, then go up and take the lift across to get a chest containing a Burning Sword. Go back to the teleporter, then take the teleporter on the right. Go right one screen, then go up two screens. This is a pretty tricky puzzle, but this is how you do it.

Activate the green switch, then get on the green plate. Flip the red switch in the northeastern part of the room. Go down on the purple plate, then go on the purple plate to the left. Get on the uncolored plate, and then move up using the red plate. Move left on the blue plate, get on the aqua plate to the left, and go down on the yellow plate. Go on the uncolored plate on the left, then go down using the white plate. Then go on the white plate on the right, then go on the top uncolored plate to get to a blue plate, which takes you to the next warp. Simple. =)

You are now on Level 3. Ride the elevator down to Level 2, then go up and teleport. Go up, across the lift, then go right into the next screen. Go to the path on the right, and a lift should be there. Ride it south, then throw the switch, go right, down, and left. Cross the platform, then go left to the next lift. Cross the platforms and keep following the path until you get to a save point. Save and go to Level 4.

Since you just saved, you don't really have to worry about falling here, but try to manuever around the platforms without falling. Take the elevator at the bottom, then go up through the door. Go north and you will be at a puzzle that took me forever to figure out. Take the white block and put it near the spring, but just a little to the left and a little below the top of it. Go to the bottom of the spring, press circle, and as the spring goes forward, you need to move the box in front of the spring so it gets jammed. Doing this enables you to fight the boss. Rembrandt kills you quickly, and you start this battle with a lot of hurt...

B O S S F I G H T T W E N T Y O N E

Enemy: Rembrandt

HP: 15,000 TP: 0
EXP: 3500 GALD: 2312 LENS: 56

ITEMS WON: SW280280

You start off very weak, so RIGHT AWAY have all four people use at least Melange Gels on themselves. Now, have Stahn attack with a powerful array of skills, including Dragon Blade, so Rembrandt will have a tough time with getting off his attacks, which are quite powerful. Have Rutee be the healer if times are tough, but when she doesn't need to heal, have her keep using the Thievery skill on Rembrandt until she is successful. You will get a powerful disc. Demon's Lance works very effective on him once she has stolen the disc. He's not that bad as long as you heal right away in the beginning.

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After the battle, Rembrandt will explode, and Leon dies. Marian will then say that she was hired by Hugo because she resembled Leon's mother. Marian will then leave the sky cruiser via escape pod, and the party will get on the Sky Cruiser. However, the Guardian Draconis will shoot you down. You now have two new missions: go to Cloudius to deactivate the Guardian Draconis, and going to Helraios to revive Igtenos. You can do these in any order, but I say go for Helraios first, as you get Igtenos at a very low level and need to raise his level quickly.

Go back to Radisrol, as some new shops have opened up.

Weapon Shop RADISROL

Destroyer	- 30,000 Gald
Strength Halberd	- 90,000 Gald
Energy Bullet	- 320 Gald

Armor Shop RADISROL

R. Plate	- 20,000 Gald
Holy Cloak	- 28,000 Gald
Rare Helm	- 14,000 Gald
Fine Hat	- 1,300 Gald
R. Gauntlet	- 18,000 Gald

Item Shop RADISROL

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
R. Bottle	- 500 Gald
P. Bottle	- 80 Gald
Winged Boots	- 1,500 Gald

Help Yourself Inn - 30 Gald

Buy some armor and weapons here, then go to Helraios. I do recommend getting to Level 48 and getting the Assassin Skill from Seinegald Castle now. Go to the slab and answer Dragon Blade and Fiery Wave to get it, but you need to be Level 48. Now go to Helraios. How do you get there? Go to the teleporter room in Ignasea and head to the green gate and you will be in Rodeon.

52.) RODEON

Items to Find: Ankh Shield, Warrior Symbol, Elven Bow

Enemies: Dark Mage, Healer, Warrior, Kubitoom, Killamari, Placenta

Suggested Level: 48

***** *****

This place is not that bad. The enemies can be easily killed using bombs if you feel like it, but they're not that tough anyways.

Go down and use the teleporter to enter the maze. Go to the upper left area and use the elevator, then use the elevator there to get to Level 1. Get the Ankh Shield from the chest and go in the elevator and you should be in Level 2. Get the Elven Bow from the chest here, and then use the elevator at the upper right hand corner to get to the Warrior Symbol chest. Go down and get on the nearby elevator to get to Level 4. Use the teleporter in the upper left corner to exit this place.

53.) HELRAIOS

Items to Find: Juicy Beef x8, Oberol G, Oberol EX x3, Score D, Card Key, Volcano Disc, Flare Claw, Laser Blade, Flare Sword, Winged Boots, Igtenos

Enemies: Thelm, Paghoul, Aile, Discus

Suggested Level: 48

***** *****

This place is not as bad as some people make it out to be, although it does have some annoying puzzles and a certain password that will drive anyone not reading a guide insane.

When you enter, follow the path until you reach an area that contains three doors. Take the door on the left, and then go through into the next door. There are three Oberol EX's and an Oberol G on the bottom of this room. Go down, and in the next room, go right one screen. Walk past the flamethrowers to get to the next room which has a bunch of conveyor belts. Walk up the silver platform, and get on the conveyor belt to the right. When you get off, go right, left, right, right, up, and up to get the Score D. Go back to the start, climb on the left platform, and go right, up, right, up, up, left, right, and up to get to the exit, then go to the side room to get some Juicy Beef and the shiny new Volcano Disc. Go in the middle room to get the valuable Card Key.

Go all the way back to the room with three doors, and take the middle door. Unlock the door using the Card Key in the computer next to the door, and go through. Go to the last door to get the Flare Claw for Bruiser, then take the second door going up and go right to get to the next door. Run through the flamethrowers to get to the save point. In the next room, enter GIFT and then FATE to unlock the door. You'll also get a Laser Blade this way. Run by all the flame throwers and go into the upper left exit. Ilene will now confront you, and you will have to fight her, after she reveals her plan for a new utopia with Hugo.

B O S S F I G H T T W E N T Y T W O

Enemy: Ilene

HP: 13,000 TP: 800
EXP: 3500 GALD: 1980 LENS: 60

ITEMS WON: Mind Ring

Ilene is not really all that tough, as she will only do some attacks once in a while, as you can pummel her from the start using Dragon Blade with Stahn and Mirage with Garr. If you got Assassin, use it to provide a lot of attack stoppage and combo damage, otherwise, Dragon Blade and Missile Sword work fine. There is a cannon on top shooting at you, but it's no big deal. You can steal a Mind Ring using Rutee, but it's not necessary.

Ilene will jump off Helraios after realizing how wrong she was for trusting Hugo, which makes Stahn very sad. As he mopes, Philia and Garr repair Igtenos. Don't equip it as your weapon yet, as you need it to level up a lot for it to be an effective weapon, but make sure to have it equipped as your swordian, and put on it a disc like the Thunder Disc. Open the chest to get the Winged Boots and use them to warp outside, then go back to Radisrol.

54.) DEIMOS

Items to Find: Score C, Life Bottle, Miracle Gel, Pine Gel, Lemon Gel, Melange Gel, Orange Gel, Green Gel, Bronze Key, Earth, Ribber Suit, Iron Key, Gold Key, Guitar

Enemies: Killamari, Kubitoom

Suggested Level: 49
***** *****

In Ignasea, use the yellow warp to take you to Deimos. Go west and you will reach an interesection. Go down and you will be in a large room. Go down the flight of stairs, and go left. Go down all the stairs and follow the path to get the chests which contain a bunch of healing items. Now, go back along the path, up all the stairs, go right and up the stairs to get back to the large room. Go into the upper right hand corner and get the Score C. Go back down to the main room and find the mouse, which you will have to fight to get a Bronze Key. Get the other two mice to get Iron Key and Gold Key, and you will have all 3 keys.

Go up, and when you get to the path, go up through the door, and then search the lower left corner to get a Guitar. Go up to the door and search it and insert the three keys. Now, go up and search the machine, and again use the keys on them. A door will open, so go back to where you found the keys from the

mice, and go into the lower right hand corner. Go down, right, down, and left, going past the door, into a large room. Get the Earth Disc and Rubber Suit, then go back through the door you didn't go through. Go down and you will be out of here. Now, head to Cloudius.

54.) CLOUDIUS

Items to Find: Crescent Bow, Lucky Blade, P. Ring, GC Rod, Elven Cape, Sacred Text 7, Tornado, Egg

Enemies: Alra, Boneshroom, Cotton Dust, Arachnid, Evil Eye, Kubitoom, Killamari, Phyloxin, Neuroids, Ogre

Suggested Level: 49

Step on the teleporter and you will be in another one of those fun mazes that I adore oh so much. Go left and down and enter the teleporter and you will be in a small room. Get the Crescent Bow here, then go back up and go to the upper right, then left and down and ride the elevator to get to Level 2.

In Level 2, head to the lower right corner and use the teleporter to get to a room with the Lucky Blade. Go back up and go to the northern part of the area, and take the elevator on the left to get to Level 3.

In Level 3, head down and right to get to Level 4.

Now in Level 4, go up a little, then go left. Go through the teleporter to get to a room with an Elven Cape, P. Ring, and the GC Rod. This rod allows you to get to the Tower of Druaga, so hold on to it, despite the fact it sucks big time as a weapon. Head to the lower left of the main area of Level 4, then go up, right, and up to the elevator which takes you to Level 5.

On Level 5, go down to the bottom part of the maze, go left, and up to another teleporter.

You can get the Hellfire special skill here for Stahn. If you are on Level 38, which you should be, read the tablet and answer Flare Tornado for the first and Force for the second.

In the next room, the puzzle will begin. Go through the door and up the stairs. Get the Tornado disc, and push the star through the hole on the left. Go back down the stairs, then put the moon over the clock in the bottom part of the circle. Put the sun on the northern part of the cross, and then take the unmarked ball and put it on that little ring you see in the lower left hand corner. Took me a while to figure that one out. =D Now, you have Saturn, so put that on the eastern part of the cross. Stand in the middle and shoot the sun with the Sorcerer's Ring.

Go back and save at the save point, and go back to the maze. Go down, right, up, and right, and use the teleporter. Heal up here, and go up to confront Baruk.

Enemy: Baruk, Earthworm x3

Baruk

HP: 15,000 TP: 0

Earthworm x3

HP: 2,835 TP: 0

Bishop

HP: 1,380 TP: 164

EXP: 5075 GALD: 1829 LENS: 76

ITEMS WON: Dark Bottle

This battle is really not that tough at all. First off, kill those annoying Earthworms, who can poison you and move around a lot. After they're destroyed, you won't have much of a problem handling Baruk. Dragon Blade works well against him, as does Assassin, if you have it. Hellfire does not work well, and some magic spells are ineffective against him. Garr casting Demon Lance combined with Philia's magic and Stahn's major attacks should mean a quick battle.

Get the Egg from the throne after the battle, and then go up to the wall and hit the switch. Use the Winged Boots to get out of here, and go back to Radisrol.

55.) BELCRANT

Items to Find: Score E, Blizzard Disc, SP100300 Disc, Duel Sword, Mercy Disc, Silver Cape

Enemies: Evil Sword, Healer Knight, Druid, Balrog

Suggested Level: 51

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When you have completed both Deimos and Helraios and are ready to go to Belcrant, go to Ignasea and warp to Josaia. Take the Sky Cruiser to land in Belcrant. It's party time!

Go north and get the Score E from the chest, then go on the elevator and take it downwards. When it comes to a stop, you can collect the Blizzard Disc from the chest. Go up and head to the elevator, then take it up to the third floor. On the third floor, go to the upper right hand corner of the room and snare the Duel Sword from the chest. The elevator is in the left hand side of the room, along with a SP100300 Disc.

On the fourth floor, head north and board the elevator to reach level 5. Get the Mercy Disc from the center, and go to the lower left hand corner to get to the next floor. Once there, go to the right hand side to get the Silver Cape, then walk onto the teleporter in the center of the room. Step on the up arrow,

then go back up to Level 6, and step on the green dot again. You will face Hugo now.

B O S S F I G H T T W E N T Y F O U R

Enemy: Hugo

HP: 20,000 TP: 999
EXP: 4400 GALD: 3200 LENS: 25

ITEMS WON: Mystic Symbol

Not really that tough of a battle at all. Have Stahn do Dragon Blade, while Rutee tries to steal the Mystic Symbol from him, or heal the party if needed. Your other two characters should make sure that Hugo doesn't get a chance to pull off anything too bad, especially an attack called "Divine Power". If he does that, you better be ready to heal! Philia should be casting Holy Lance or Holy Wrath, while Garr's Demon's Lance spell is particularly deadly.

After the fight, Berseilus will say that he controlled Hugo all along. Now, the final boss, Kronos, will appear. Does every Playstation RPG have to have a "secret" final boss? Why can't the person you think is the final boss be the final boss? Ah well. Kronos will complete the Aethersphere, which drops to earth, but Fayte will seal your fate and help you out.

56.) HELPING THE KING

Items to Find: None

Enemies: Dragonfly, Viper, Grizzly, Killer Owl, Vorpall Bunny, Ogre

Suggested Level: 51

The King will meet with you and tell you that Radisrol has been taken over and tell you that Harmentz, Armeida, and Cresta are under attack. Go save one of the towns by beating some Ogres, then go back to the king, who will tell you to go to the war room. Go there, and watch the scene, and you will have to go to Swordian R&D Lab and Trash Mountain. You can do them in any order.

57.) SWORDIAN R&D LAB

Items to Find: RC Rod, Vorpall Sword, Beam Shield, SP240360, SW350350, Hellfire Disc

Enemies: Ray, Red Roper, Flame, Lens Golem, Skeleton, Gas Cloud, Whyte, Smog

Suggested Level: 52

The Swordian R&D Lab is to the northeast of Armeida and you must walk to get there. This is a fire elemental place, so turn off all your fire spells and give Stahn a different sword before entering. Once in, go up and shoot the pillar with the Sorceror's Ring. Go up into the next screen. At the fork, go down into a cave, and answer Explosion and Vortex to get the Flame Vortex skill.

Go out of the cave, and go right, getting the Vorpall Sword along the way. Go up into a puzzle room, then follow these easy directions to get out of this room. Go up onto the first platform and shoot the pillar to the left. Go up one platform, go right three, avoiding the brown circles, and shoot the pillar, then get all the chests, and head to the topmost platform. Walk out on the stones and go into the next room. Here, go left, then down, and cross the bridge, then shoot the pillar. Walk across the bridge that was formed, get the Beam Shield, walk across the southern bridge, and head north to enter the Lab.

Here, you have to shoot certain devices. With the rows from front to back going 1 to 4, and the columns from left to right going 1 to 5, shoot the following devices (line up the row and column, row is first, column second). (1,3), (1,4), (2,5), (3,3), (3,4). Now, your swordians will be all powered up and you can go to trash mountain!

57.) TRASH MOUNTAIN

Items to Find: Bahamut's Tear, Score F, Winged Boots, Star Helm, Doom Blade, Dragon Fang, Thunder Disc, Flare Rod, SW400400, Belselium

Enemies: Earthworm, Ray, Smog, Bone Knight, Whyte, Zombie

Suggested Level: 53

To get to Trash Mountain, located in Junkland, go to Calviola and head west, then down, left, up, and right. Here, buy 15 Neutralizers from the Item Shop and enter Trash Mountain, located in the northern section of the town. As soon as you enter, use a Neutralizer, and each time that circle around you disappears, use another one, so you won't sustain any damage when you run into gas clouds.

Go up, and once you get to the fork, go left. Walk up to the wall at the end and press circle, and go into the large room. Go to the upper left hand corner and enter the next room to get the Bahamut's Tear. Go back one screen, and break the wall in the upper right to get the Score F. Then, go back through the big room, and go back to the hallway. Go left, then down, and descend the rope. Get the Winged Boots, and go down another level. On the lower right hand corner, get the ?HELM and turn it into a Star Helm. Go all the way back to the beginning now, and when you reach that fork, don't go left, go right this time.

Break through the first crack in the wall and get the Doom Blade from the chest. Don't equip it until you get out of here, as it will heal some enemies in here. Go down, and then head right past the open door to another cracked one. Walk up to the rope and go down it. Then, go right, and turn down, then go left and take the exit to the left, then go to the left again, and keep going until you get the Dragon Fang for Bruiser. Go back right, then up, then up, and take the first turn to the left. Keep going left until you can't go left any

more, then go down until you reach the rope, which you can go down.

Go down and right, then open up the cracks in the wall. Then drag the rock along and push it through the hole in the floor. Go right and get the Thunder Disc, then crack the wall and go through, then go left. Break through the wall in this room to get some items from the chests, go back out, and go left and plug up the hole again. Go down and follow the path to get the Belselium, and you will be all done in here.

Thankfully. =)

58.) GETTING THE LENS

Items to Find: Lens (x3), Old Cane, Holy Symbol, Golden Frypan

Enemies: Dragonfly, Viper, Grzzily, Killer Owl, Vorpall Bunny

Suggested Level: 54

Go to Darilsheid Castle and talk to the king. You will find out that the Lens Cannon needs more Lens, so the king tells you to get three Lens from Armeida, Cresta, and Harmentz. Go to the war room and talk to the mayor of Armeida, then go to Straylize Forest. Next to the sacred stone lies an Ogre, so beat him and get the first Lens. Go to Harmentz (southwest of Darilsheid) and talk to Walt, hand him all your gald, and he'll give you a Lens. Go to the lower left room here to get an Old Cane, and have it identified to get the BC Rod. Walt will give you all your money back as you leave. Now, go east until you get to Vresta, and talk to the mayor. Now, go dig near the tree, then talk to the nun. Enter the storage shed and dig around until you get the final Lens. Go back to Darilsheid and that's that! Now that you have the Draconis, you can get all the bonus items and side quests, but if you don't want to, it's time to finish the game!

59.) DYCROFT

Items to Find: Star Shield, Star Glove, SP300410, Star Cap, Terra, Soul Steel, Fragment x4, Delis Emblem, Resist Ring, Shamisen

Enemies: Aerial Knight, Nightingale, Hellmaster, Wizard, Dragontooth, Basilisk King

Suggested Level: 55

When you are ready, board the Draconis and choose to fly to Dycroft. Enter, and go up to the fork, then go left for a Star Shield and right for a Shamisen. Then, take the northern part of the fork to the mirror, which will teleport you. Head down to the next screen, then climb up the stairs, and go right, then use yet another mirror to teleport. Go down and open the chests for some Terra Armor and the first fragment. One down, three to go.

Go back, and continue to the right, going right, up, down, left, and you will come to another fork, then go up, get the SP300410, and go up some more to get

a Star Glove and the second fragment. Two down, two to go.

Go back down, and continue through the hallway until you get to another mirror. Warp through it, then go left and up the stairs. Take the mirror on the left to get a Fragment, then the one in the middle to get a Star Cap. Now head through the mirror on the right, then go down, left, and up the stairs to the next screen. Go down and step on the circle, and you will be in a jail alone. Go right and get the fourth fragment, and a Soul Steel. Take the stairs on the upper left once you have everyone back. Go past the save point and exit through the door to the south, and step on the circle. You'll get the Delis Emblem.

Now, go down, and then left, walk past the mirros, going south, and take the door at the bottom to get a Resist Ring. Leave the room and go up the stairs to the right. Go right, then go down all the stairs, then go through the door in the next room. You will be in a room with a bunch of mirrors, so go two rows up, and one mirror to the left, and smash it to reveal a staircase, so go through.

60.) CRYSTAL MAZE

Items to Find: Cutie Mitten, Star Cloak, Faerie Ring

Enemies: Aerial Knight, Nightingale, Hellmaster, Wizard, Dragontooth, Basilisk King, Clone

Suggested Level: 56

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Ah, the maze that took me a week to figure out. There's no random battles in here, but walking in front of a mirror triggers a battle with a clone of Stahn, so use a coffin to block the mirror.

Save at the save point, then leave the first room and head right into the next room. Go down, and search along the right wing to find a door, then take it downwards, then go right along the hallway to get the Cutie Mitten, then continue following the path. When you reach a fork, go down, and head right into the next screen. Go down, then left, and keep going until you get to a crystal. Examine it, and it will shatter. Now, go one screen to the right and flip the switch. Go right, and into the next room. Get the Faerie Ring, and make your way through the room. Once in the next room, step on the circle and you will get to talk to the other characters.

Go back to the dark room, and exit to the right. Point the crystal north (not up), then go back to the room that had the switch. Go to the southwestern corner and go down into a room with the green crystal, and point that to the east. Leave this room, then go left, and keep going until you get to the blue crystal, then have it point up. Go up, and head to the upper right and point the crystal to the west. Go back to the main room, and go right, then go up at the fork. Turn the switch off, the walk right until you et to the purple crystal, which needs to be pointing to the south. Go back to the dark room and get the Star Cloak, then go down and right, and go north into a room. Go right, and you will see two doors. The top one has the red crystal (east), and the south one has the light blue crystal (west).

Go back to the room where your characters are, and the circle will teleport you to where the party is. Save your game and equip your characters properly. Head

right, then go onto the second floor, and step on the teleporter. Go right, down the stairs, and go down to the next screen. Step on the insignia on the ground, and go left to use the teleporter. Examine the wall pannel, and then teleport back, heading right, and go one screen up. Go left and teleport. Go left, then up, and use each of the teleporters to flip the panel. Go back to the main room and examine the rotating panel, and go up to save. Now, Kronos is here, and it's party time!

B O S S F I G H T T W E N T Y F I V E

Enemy: Leon

HP: 16,000 TP: 9,999
EXP: 4000 GALD: 1520 LENS: 5

ITEMS WON: None

He's simple, just trap him in the corner, and have a magic user blast him with Holy Lance until he dies.

B O S S F I G H T T W E N T Y S I X

Enemy: Kronos

HP: 10,000 TP: 200
EXP: 5600 GALD: 0 LENS: 99

ITEMS WON: Miracle Gel

The toughest part about him is that he is flying, so Stahn will need to be using Slash Attack, while the others should be using spells and jumping attacks. After a while, he will die, and the real fun will begin.

B O S S F I G H T T W E N T Y S E V E N

Enemy: Ultra Kronos

HP: 30,000 TP: 9,999
EXP: - GALD: - LENS: -

ITEMS WON: Mystic Symbol

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
R. Bottle	- 500 Gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Arms Shop DESERT STORM

Saber	- 120 Gald
Fine Saber	- 480 Gald
Silver Mace	- 580 Gald
Veldan	- 350 Gald
Battle Axe	- 600 Gald
A. Cloak	- 280 Gald
Iron Helmet	- 180 Gald
Iron Glove	- 250 Gald

Fish Monger TASTY FISH

Bream	- 120 Gald
Wrasse	- 10 Gald
Red Snapper	- 480 Gald

Fruit Shop FRUITY

Vegetables	- 300 Gald
Banana	- 40 Gald
Pineapple	- 500 Gald
Dorian	- 3,000 Gald

Clothier SILK ROAD

A. Cloak	- 280 Gald
Blue Ribbon	- 220 Gald

Jeff's Inn - 80 Gald per night

DARILSHEID

Darilsheid is the capital of the Kingdom of Seinegald, and is also the biggest city in the world of Tales of Destiny. It has more stores, more people, et cetera, then any other city on the planet in ToD. Explore it well, as there is a lot to be found within the city limits. Don't pass up its many shops and huge Inn, as well!

Oberon Corp MAIN STORE

Spectacles	- 5 Gald
Oberol C	- 50 Gald
Energy Bullet	- 320 Gald

Gourmet Shop PICCOLO

Squid	- 100 Gald
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Sea Bass	- 130 Gald
Bonito	- 300 Gald
Lemon	- 30 Gald
Strawberry	- 200 Gald
Pineapple	- 500 Gald
Prune	- 440 Gald

Equipment Shop H.PEACE

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Weapon Shop WARRIOR

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Rapier	- 90 Gald
Saber	- 120 Gald
Hand Axe	- 160 Gald
Gem Rod	- 240 Gald

Fruit Vendor COLORFUL

Lemon	- 30 Gald
Strawberry	- 200 Gald
Pineapple	- 500 Gald
Prune	- 440 Gald

Clothier TRENDY

Cloak	- 6 Gald
Beret	- 10 Gald
Ribbon	- 5 Gald

General Store QWIKEE MART

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

Fish Monger SEA BREEZE

Blowfish	- 4,000 Gald
Squid	- 100 Gald
Sea Bass	- 130 Gald
Bonito	- 300 Gald

Velvet Garden Inn - 70 Gald per Night

HARMENTZ

Harmantz is a small village that you go to on your journey to meet up with Walt and sell him the Old Cane. However, Seinegald troops at the command of the young Leon capture you here and bring you back to Darilsheid, where the whole shape of the story changes for good.

Shop Lists:

Equipment Shop SONG BIRD

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
L. Cape [Leather]	- 50 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Spectacles	- 5 Gald

Weapon Shop WHITE KNIGHT

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Rapier	- 90 Gald
Saber	- 120 Gald
Hand Axe	- 160 Gald
Gem Rod	- 240 Gald
Wood Shield	- 25 Gald
Leather Helmet	- 20 Gald
Beret	- 10 Gald
Leather Glove	- 12 Gald

Peace of Mind Inn - Initially free, then you pay

JANOS

Janos is the first town you come across in Tales of Destiny. Often referred to as the "Border Town" Janos serves as a neutral town, on the border of two powerful countries. You'll find it very challenging to simply get OUT of Janos at first! This snow-covered town has a very interesting bar, however...

Shop Lists:

Equipment Shop BORDERLINE

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Life Bottle	- 150 Gald
Cape	- 5 Gald

Equipment Shop BLIZZARD

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Plain Rod	- 5 Gald
Cloak	- 6 Gald
L. Armor [Leather]	- 30 Gald
Wood Shield	- 25 Gald
L. Helmet [Leather]	- 20 Gald

Beret - 10 Gald

Dream Space Inn - 30 Gald (One Night)

KALVIOLA

The capital city of the Calvalese continent, Kalviola is essentially a city full of rude and obnoxious people who are really not helpful at all in your quest. However, you can buy strong weapons and armor here, and also, important things are here, like the Straylize Temple on the continent, where the Eye of Atamoni could be...

Equipment Shop MOONLIGHT

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
R. Bottle	- 500 Gald
Spectacles	- 5 Gald
H. Bottle	- 40 Gald
Bread	- 20 Gald
Cheese	- 70 Gald

Armor Shop FULL MOON

Amber Cloak	- 280 Gald
Ring Mail	- 300 Gald
Iron Helmet	- 180 Gald
Iron Glove	- 250 Gald
Ankh Hat	- 120 Gald

Oberon Corp KALVIOLA

Spectacles	- 5 Gald
Oberol C	- 50 Gald
Oberol EX	- 300 Gald
Energy Bullet	- 320 Gald
Life Bottle	- 150 Gald

Weapon Shop DESERT MOON

Saber	- 120 Gald
Fine Saber	- 480 Gald
Veldan	- 350 Gald
Battle Axe	- 600 Gald
Bastard Sword	- 800 Gald

Orc's Inn - 100 Gald per night

LIENNA

Lienna is a small village at the north end of Fitzgald continent. It's Stahn's hometown, and doesn't really contain anything extraordinarily important to your game except one thing - the garden patch. When you find the secret seed shop on the solitary island towards the end of the game, you'll be frequenting Lienna Village... trust me.

Fish Shop TIDES

White Smelt	- 80 Gald
Eel	- 2,000 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

Green Grocer ECHO

Vegetables	- 300 Gald
Wormy Apple	- 2 Gald
Persimmon	- 85 Gald
Chestnut	- 120 Gald
Silvervine	- 200 Gald
Grape	- 980 Gald

Fruit Vendor BLUE SKIES

Lemon	- 30 Gald
Apple	- 30 Gald
Strawberry	- 200 Gald

Bakery FLUFFO

Bread	- 20 Gald
Cheese	- 70 Gald
Fitz Burger	- 180 Gald

Butcher Shop GRADE A

Chicken	- 420 Gald
Beef	- 1,000 Gald

NEUESTADT

Neustadt is the biggest city in the Fitzgald region, and holds many stores and areas for you to explore. This is initially where you meet Ilene, and go on your mission to take out the pirate fleet that is harassing Oberon Corp's Lens shipments.

Arms Shop ARCADIA

Short Sword	- 20 Gald
Long Sword	- 40 Gald
Battle Axe	- 600 Gald
Ring Mail	- 300 Gald
Silver Mace	- 580 Gald
Kite Shield	- 350 Gald
Ahmet Helmet	- 480 Gald
Land Hat	- 340 Gald
Gauntlet	- 380 Gald

Fast Food SP-BURGER

Fitz Burger	- 180 Gald
Fitz Fries	- 50 Gald
Fitz Shake	- 100 Gald

Supermarket F-MART

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
Rune Bottle	- 500 Gald
Panacea Bottle	- 80 Gald
Holy Bottle	- 40 Gald
Spectacles	- 5 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Lemon	- 30 Gald
Acerola	- 250 Gald

Fish Monger FRESH CATCH

Squid	- 100 Gald
Sea Bass	- 130 Gald
Wrasse	- 10 Gald

Butcher Shop FAIR DEAL

Chicken	- 420 Gald
Beef	- 1,000 Gald

Oberol Corp NEUESTADT

Spectacles	- 5 Gald
Oberol C	- 50 Gald
Oberol EX	- 300 Gald
Energy Bullet	- 300 Gald

Kool Treats SOFTY KREAM

Softy Kream	- 50 Gald
Fitz Shake	- 100 Gald

Tailor Shop SILVER THREAD

Amber Cloak	- 280 Gald
Land Hat	- 340 Gald
Blue Ribbon	- 220 Gald

Fish Monger CAVIAR #1

Squid	- 100 Gald
Sea Bass	- 130 Gald
Bream	- 120 Gald
Wrasse	- 10 Gald
Red Snapper	- 480 Gald

Grocer MARKET HALL

Wormy Apple	- 2 Gald
Vegetables	- 300 Gald
Lemon	- 30 Gald
Apple	- 30 Gald

Strawberry	- 200 Gald
Sweetee	- 220 Gald
Acerola	- 250 Gald
Pineapple	- 500 Gald
Prune	- 440 Gald
Mangosteen	- 1,500 Gald

Fish Monger CAVIAR #2

Squid	- 100 Gald
Sea Bass	- 130 Gald
Wrasse	- 10 Gald
Bonito	- 300 Gald
Blowfish	- 4,000 Gald

Hotel Jun	- 200 Gald a night
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SHEEDEN

Sheeden is a small town with few things to do. You can pick up some nice items here, but otherwise, there's not all that much. It allows you to get to Moreau, though.

Arms Shop GOLDEN SWORD

B. Sword	- 800 Gald
Splint Mail	- 440 Gald
Silver Cloak	- 480 Gald
Silver Chain	- 500 Gald
L. Shield	- 650 Gald
Ahmet Helm	- 480 Gald
Land Hat	- 340 Gald
Gauntlet	- 380 Gald

Equipment Shop ORIENT

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P Bottle	- 80 Gald
R Bottle	- 500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Cross Helm	- 650 Gald
A Charm	- 10,000 Gald

Peddler

Shiny Junk	- 6,000 Gald
Pine Gel	- 1,000 Gald
Lemon Gel	- 250 Gald
Winged Boots	- 2,000 Gald

Hide Tide Inn	- 100 Gald
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MOREAU

As the capital city of Aquaveil, Moreau has plenty of stores available for your browsing and purchasing needs. It is also a rather large city which features many buildings, an expansive area, and a waterway complete with a boat service.

Boat Shop PIRON

Moreau Homeware Shop

- Equipment Shop PHANTASIA

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Life Bottle	- 150 Gald
P Bottle	- 80 Gald
R Bottle	- 500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Breastplate	- 540 Gald
Gauntlet	- 380 Gald

- Equipment Shop MONKEY BIZ

Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald
Steak	- 1,500 Gald
Egg	- 150 Gald
Beast Meat	- 400 Gald

Gourmet Shop GASTRONOMY

Roast	- 600 Gald
Beef	- 1,000 Gald
Steak	- 1,500 Gald
M. Pike	- 30 Gald
White Smelt	- 80 Gald
Eel	- 2,000 Gald
Sea Bream	- 1,800 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

Clothier COLORS

Cloak	- 6 Gald
A Cloak	- 280 Gald
Silver Cloak	- 460 Gald

Hat Shop MAD HATTER

Feather Hat	- 500 Gald
Beret	- 10 Gald
Land Hat	- 340 Gald
Ribbon	- 5 Gald
Blue Ribbon	- 220 Gald
S Ribbon	- 1,400 Gald

Grocer GROCERIES

Vegetables	- 300 Gald
Apple	- 30 Gald
Persimmon	- 85 Gald
Chestnut	- 120 Gald
Silvervine	- 200 Gald
Grape	- 980 Gald

General Store TRADER SCHMOE'S

???? Items - Must use Rune Bottles on them

Long Sword	- 1,800 Gald
M. Sword	- 1,800 Gald
Rapier	- 1,800 Gald
M. Chain	- 2,000 Gald
L. Armor	- 2,000 Gald
Cloak	- 2,000 Gald
Lucky Cap	- 1,500 Gald
Beret	- 1,500 Gald
L. Helm	- 1,500 Gald
A. Charm	- 10,000 Gald
P. Charm	- 25,000 Gald

Weapon Shop SAMURAI

This is only open after you beat Batista.

Crescent Axe	- 1,160 Gald
Quartz Rod	- 100,000 Gald
Breastplate	- 540 Gald
S. Cloak	- 460 Gald
S. Chain	- 500 Gald
Cross Helm	- 650 Gald
L. Shield	- 630 Gald

Item Shop GOODS

This is only open after you beat Batista.

Mandolin	- 1,250 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

Baku Inn - 80 Gald

TERAZZI

There's no inn here, but that's not the only unusual thing about this town! Being your last stop before a tough dungeon, you'd think the game would be more understanding and throw in some easy to find places, but instead you have to travel around in a boat for a while.

Weapon Shop SAMURAI

Bastard Sword	- 800 Gald
Crescent Axe	- 1160 Gald
Halberd	- 1,225 Gald

Quartz Rod - 100,000 Gald

Equipment Shop STILLWATER

Green Gel - 30 Gald
Orange Gel - 100 Gald
Melange Gel - 120 Gald
Life Bottle - 150 Gald
P. Bottle - 80 gald
Spectacles - 5 Gald
H. Bottle - 40 Gald
Bread - 20 Gald
Cheese - 70 Gald

Gourmet Shop GOURMAND

Bread - 20 Gald
Cheese - 70 Gald
Beef - 1,000 Gald
Steak - 1,500 Gald
Vegetables - 300 Gald
Egg - 150 Gald
Beast Meat - 400 Gald
M. Pike - 30 Gald
White Smelt - 80 Gald
Eel - 2,000 Gald
Sea Bream - 1,800 Gald
Tuna - 3,000 Gald
Prawn - 1,200 Gald

Armor Shop VANGUARD

Breastplate - 540 Gald
Plate Armor - 820 Gald
Cloak - 6 Gald
A. Cloak - 280 Gald
Silver Cloak - 460 Gald
Cross Helm - 650 Gald
Light Shield - 630 Gald

FROSTHEIM

The first place you get to when you return to Phandaria, it's not exactly the warmest place on the planet, so picking up some Fur Coats would be a wise idea.

General Store SNOWSTORM

Ransuer - 1,200 Gald
Compulsive Bow - 1,850 Gald
Plate Armor - 820 Gald
Magic Mesh - 1,000 Gald
Magic Chain - 1,080 Gald
Magic Helm - 720 Gald
Magic Tiara - 680 Gald
Bracelet - 880 Gald
Fur Cape - 885 Gald
Lemon Gel - 250 Gald
Pine Gel - 500 Gald

Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
Crab Soup	- 4,000 Gald
Herring	- 600 Gald
Smelt	- 300 Gald
Crab	- 3,200 Gald

Daybreak Inn - 200 Gald

CYRIL

Even though it's the hometown of Mary, there's not much you can do here, and you can only visit the shops and Inn during the second half of the game. Going here in the first half of the game and allows you to talk to Mary and find out more of her past.

Equipment Shop GLASS FOREST

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
R. Bottle	- 500 Gald
P. Bottle	- 80 Gald
Winged Boots	- 1,500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald
Apple	- 30 Gald
Blueberry	- 250 Gald
Melon	- 2,200 Gald

Snowstorm Inn - 200 Gald

HEIDELBERG

Being the capital of Phandaria, Heidelberg definitely lives up to expectations, as it proves to be a key town throughout the game, especially as you end the first part of your adventure.

Oberon Corporation HEIDELBERG

Spectacles	- 5 Gald
Oberol C.	- 50 Gald
Oberol EX	- 300 Gald
Energy Bullet	- 320 Gald

Equipment Shop SOUTHERN CROSS

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald

Life Bottle	- 150 Gald
Rune Bottle	- 500 Gald
P. Bottle	- 80 Gald
Winged Boots	- 1,500 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald

Equipment Shop ETERNITY

Mythril Sword	- 1,720 Gald
Mythril Axe	- 2,000 Gald
Mythril Mesh	- 1,000 Gald
Mythril Chain	- 1,080 Gald
Mythril Plate	- 1,100 Gald
Mythril Helmet	- 720 Gald
Mythril Glove	- 655 Gald
Bracelet	- 880 Gald

Heidelberg Inn	- 200 Gald
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LIENEA

The small hometown of Stahn, which you will only need to go to a few times throughout your journey. It's home of Stahn's interesting sister and grandpa.

Equipment Shop LIENEA

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald

The Market

-Fish Shop TIDES

White Smelt	- 80 Gald
Eel	- 2,000 Gald
Tuna	- 3,000 Gald
Prawn	- 1,200 Gald

-Butcher Shop GRADE A

Chicken	- 420 Gald
Beef	- 1,000 Gald

-Fruit Vendor GRADE A

Lemon	- 30 Gald
Apple	- 30 Gald
Strawberry	- 200 Gald

-Bakery FLUFFE

Bread	- 20 Gald
Cheese	- 70 Gald
Fitz Burger	- 180 Gald

-Green Grocer ECHO

Vegetables	- 300 Gald
Wormy Apple	- 2 Gald
Persimmon	- 85 Gald
Chestnut	- 120 Gald
Silvervine	- 200 Gald
Grape	- 980 Gald

Free Inn at Stahn's House

CRESTA

There is not much to do here, although you will find a character here in the 2nd half of the game.

Equipment Shop GARLAND

Green Gel	- 30 Gald
Orange Gel	- 100 Gald
Melange Gel	- 120 Gald
Lemon Gel	- 250 Gald
Pine Gel	- 500 Gald
Life Bottle	- 150 Gald
P. Bottle	- 80 Gald
Bread	- 20 Gald
Cheese	- 70 Gald
Beef	- 1,000 Gald

Arms Shop TRAVELWISE

Mythril Sword	- 1,720 Gald
Mythril Axe	- 2,000 Gald
Mythril Bow	- 2,160 Gald
Mythril Mesh	- 1,000 Gald
Mythril Chain	- 1,080 Gald
Mythril Plate	- 1,180 Gald
Mythril Helm	- 720 Gald
Mythril Tiara	- 680 Gald
Mythril Glove	- 655 Gald
Bracelet	- 880 Gald
Ghenen Inn	- 150 Gald

RADISROL

Formerly the Underwater City, it will be your home base in the Aethersphere in the second half of the game.

Weapon Shop RADISROL

Destroyer	- 30,000 Gald
Strength Halberd	- 90,000 Gald
Energy Bullet	- 320 Gald

Level Learned: The level at which the spell is learned.

In-Game Description: The description the game itself gives the spell.

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--Stahn/Dymlos--

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Spell Name: Eruption
TP Consumption: 16
Level Learned: 8
In-Game Description: "Causes columns of lava to erupt around the enemy."

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Spell Name: Explode
TP Consumption: 60
Level Learned: 40
In-Game Description: "Generates a giant explosion around the enemy."

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Spell Name: Fear Flare
TP Consumption: 60
Level Learned: 25
In-Game Description: "Fires off multiple rounds of fireballs at enemy."

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Spell Name: Fireball
TP Consumption: 5
Level Learned: 1
In-Game Description: "Shoots off a fireball at the enemy."

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Spell Name: Fire Storm
TP Consumption: 30
Level Learned: 18
In-Game Description: "Creates a storm of fire around the enemy."

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Spell Name: Fire Wall
TP Consumption: 23
Level Learned: 12
In-Game Description: "Traps the enemy in a wall of flame."

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Spell Name: Flare Tornado
TP Consumption: 50
Level Learned: 32
In-Game Description: "Shoots off a tornado of lava from the ground."

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--Rutee/Atwight--

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Spell Name: Acid Rain
TP Consumption: 7
Level Learned: 13
In-Game Description: "Showers the enemy with acid rain that lowers their defensive capabilities."

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Spell Name: Antidote
TP Consumption: 8
Level Learned: 11
In-Game Description: "Neutralizes the effects of poisoning from an ally."

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Spell Name: Barrier
TP Consumption: 8
Level Learned: 14
In-Game Description: "Surrounds an ally with a defensive wall of water."

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Spell Name: Blizzard
TP Consumption: 38
Level Learned: 36
In-Game Description: "Creates an intense blizzard around the enemy."

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Spell Name: Cure
TP Consumption: 22
Level Learned: 40
In-Game Description: "Restores the HP of an ally."

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Spell Name: Deep Mist
TP Consumption: 3
Level Learned: 8
In-Game Description: "Creates camouflaging mist that lowers the enemy's hit rate."

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Spell Name: Dispel
TP Consumption: 14

Level Learned: 32

In-Game Description: "Neutralizes all effects of enemy spells."

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Spell Name: First Aid

TP Consumption: 5

Level Learned: Default

In-Game Description: "Restores the HP of an ally."

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Spell Name: Heal

TP Consumption: 10

Level Learned: 20

In-Game Description: "Restores the HP of an ally."

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Spell Name: Ice Needle

TP Consumption: 6

Level Learned: 6

In-Game Description: "Shoots off a stream of ice needles at the enemy."

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Spell Name: Ice Wall

TP Consumption: 22

Level Learned: 17

In-Game Description: "Traps the enemy in a wall of ice."

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Spell Name: Ice Tornado

TP Consumption: 3

Level Learned: 10

In-Game Description: "Envelops the enemy in an ice storm."

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Spell Name: Icicle

TP Consumption: 26

Level Learned: 28

In-Game Description: "Showers the enemy with a rain of icicles."

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Spell Name: Maelstrom

TP Consumption: 70

Level Learned: 50

In-Game Description: "Creates a giant whirlpool beneath the enemy."

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Spell Name: Raise Dead

TP Consumption: 26

Level Learned: 45

In-Game Description: "Revives an ally who is no longer alive."

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Spell Name: Recover

TP Consumption: 18

Level Learned: 18

In-Game Description: "Neutralizes the effects of poisoning, paralysis, and petrification from an ally."

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Spell Name: Sharpness

TP Consumption: 12

Level Learned: 24

In-Game Description: "Raises the attack power of an ally."

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Spell Name: Silence

TP Consumption: 10

Level Learned: 26

In-Game Description: "Temporarily disables the enemy's ability to cast a spell."

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Spell Name: Tidal Wave

TP Consumption: 94

Level Learned: 61

In-Game Description: "Engulfs the enemy in a giant tidal wave."

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--Leon/Chaltier--

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Spell Name: Hammer Blow

TP Consumption: 9

Level Learned: 8

In-Game Description: "Drops a hammer on a enemy's head. Causes the enemy to lose consciousness."

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Spell Name: Spike

TP Consumption: 10

Level Learned: Default

In-Game Description: "Attacks enemies with stone spikes that appear from the ground."

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Spell Name: Stone Blast

TP Consumption: 5

Level Learned: Default

In-Game Description: "Showers the enemy with a blast of pebbles."

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Spell Name: Stone Press

TP Consumption: 43

Level Learned: 28

In-Game Description: "Presses the enemy into a stone wall."

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Spell Name: Stone Wall

TP Consumption: 22

Level Learned: 17

In-Game Description: "Traps the enemy in a stone wall."

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Spell Name: Strong Hammer

TP Consumption: 40

Level Learned: 21

In-Game Description: "Drops a gigantic hammer on a enemy's head. Causes the enemy to lose consciousness."

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--Philia/Clemente--

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Spell Name: Black Hole

TP Consumption: 88

Level Learned: 54

In-Game Description: "Sends a giant black hole down to trap the enemy."

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Spell Name: Cyclone

TP Consumption: 54

Level Learned: 37

In-Game Description: "Surrounds the enemy with a tornado."

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Spell Name: Dissolve

TP Consumption: 80

Level Learned: 48

In-Game Description: "Dissolves an enemy down to the atomic level."

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Spell Name: Explode

TP Consumption: 60
Level Learned: 44
In-Game Description: "Generates a giant explosion around the enemy."

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Spell Name: Fear Flare
TP Consumption: 40
Level Learned: 28
In-Game Description: "Fires off multiple rounds of fireballs at the enemy."

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Spell Name: Fireball
TP Consumption: 5
Level Learned: Default
In-Game Description: "Shoots off a fireball at the enemy."

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Spell Name: Flare Tornado
TP Consumption: 50
Level Learned: 34
In-Game Description: "Shoots a tornado of lava from the ground."

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Spell Name: Holy Lance
TP Consumption: 57
Level Learned: 31
In-Game Description: "Pierces the enemy with countless lances made of light."

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Spell Name: Holy Wrath
TP Consumption: 70
Level Learned: 40
In-Game Description: "Attacks the enemy with holy lightning."

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Spell Name: Ice Tornado
TP Consumption: 14
Level Learned: 14
In-Game Description: "Envelops the enemy in an ice storm."

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Spell Name: Lightning
TP Consumption: 9
Level Learned: Default
In-Game Description: "Creates a small lightning bolt."

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Spell Name: Ray
TP Consumption: 30
Level Learned: 22
In-Game Description: "Showers the enemy with piercing rays of light."

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Spell Name: Stone Blast
TP Consumption: 5
Level Learned: Default
In-Game Description: "Showers the enemy with a blast of pebbles."

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Spell Name: Stone Wall
TP Consumption: 22
Level Learned: 19
In-Game Description: "Traps the enemy in a stone wall."

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Spell Name: Storm
TP Consumption: 12
Level Learned: 13
In-Game Description: "Creates a piercing windstorm around the enemy."

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Spell Name: Thunder Blade
TP Consumption: 33
Level Learned: 25
In-Game Description: "Generates a thunderbolt around the enemy."

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Spell Name: Tidal Wave
TP Consumption: 94
Level Learned: 61
In-Game Description: "Engulfs the enemy in a giant tidal wave."

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Spell Name: Tractor Beam
TP Consumption: 20
Level Learned: 17
In-Game Description: "Lifts enemies off the ground and drops them down on the ground."

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Spell Name: Wind Arrow
TP Consumption: 6
Level Learned: Default
In-Game Description: "Attacks the enemy with arrows created by strong air pressure."

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Spell Name: Air Slash
TP Consumption: 40
Level Learned: 22
In-Game Description: "Savagely lacerates enemies with air."

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Spell Name: Arrow Stream
TP Consumption: 18
Level Learned: 12
In-Game Description: "Repeatedly fires off arrows made from wind."

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Spell Name: Cyclone
TP Consumption: 54
Level Learned: 40
In-Game Description: "Surrounds the enemy with a tornado."

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Spell Name: Divine Wind
TP Consumption: 76
Level Learned: 45
In-Game Description: "Sends a huge gale of wind to attack the enemy."

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Spell Name: Storm
TP Consumption: 12
Level Learned: 9
In-Game Description: "Creates a piercing windstorm around the enemy."

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Spell Name: Whirlwind
TP Consumption: 25
Level Learned: 16
In-Game Description: "Creates a whirlwind around the enemy."

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Spell Name: Wind Arrow
TP Consumption: 6
Level Learned: 7
In-Game Description: "Attacks the enemy with arrows created by strong air pressure."

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Now, SKILLS.

HOW TO READ THE SKILLS APPENDIX:

Skill Name: The name of the skill.

TP Consumption: The amount of TP used to use this skill.

Level Learned: The level at which the skill is learned.

In-Game Description: The description the game itself gives the skill.

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--Bruiser--

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Skill Name: 1-2 Combo
TP Consumption: 5
Level Learned: Default
In-Game Description: "A 2 part attack consisting of a body blow followed by an upper cut."

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Skill Name: Ballistic
TP Consumption: 42
Level Learned: 50
In-Game Description: "An attack that sends an explosive blast of psychic energy to the enemy."

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Skill Name: Hip Attack
TP Consumption: 12
Level Learned: 34
In-Game Description: "A hip attack that starts from a jump."

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Skill Name: Hurricane
TP Consumption: 10
Level Learned: 27
In-Game Description: "A hurricane-like combo attack."

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Skill Name: Volt Thrust
TP Consumption: 3
Level Learned: Default
In-Game Description: "A powerful electro shock punch."

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--Chelsea--

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Skill Name: Arrow Storm
TP Consumption: 10
Level Learned: 31
In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Force Arrow
TP Consumption: 40
Level Learned: 45
In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Power
TP Consumption: 4
Level Learned: Default
In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Shock Arrow
TP Consumption: 8
Level Learned: 16
In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Speed
TP Consumption: 10
Level Learned: 7
In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Speed Arrow
TP Consumption: 14
Level Learned: Default
In-Game Description: Unknown at this time... may be found in future version.

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--Garr--

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Skill Name: Arrow Storm

TP Consumption: 10

Level Learned: 33

In-Game Description: "An archery skill that showers enemies with arrows."

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Skill Name: Mirage

TP Consumption: 14

Level Learned: 26

In-Game Description: "A surprise attack based on confusing the enemy with an after image of the user."

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Skill Name: Power

TP Consumption: 5

Level Learned: Default

In-Game Description: "This archery skill delivers a single powerful shot."

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Skill Name: Speed

TP Consumption: 7

Level Learned: 14

In-Game Description: "Enables multiple arrows to be shot rapidly. Its effectiveness depends on the user's level."

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Skill Name: Void Sword

TP Consumption: 34

Level Learned: 42

In-Game Description: "A sword attack that tears enemies apart with the force of vacuum."

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Skill Name: Vortex

TP Consumption: 10

Level Learned: 20

In-Game Description: "Drags enemies into a vortex created by the user's spinning body."

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Skill Name: Wind Blade

TP Consumption: 3

Level Learned: 11

In-Game Description: "A projectile attack created by air pressure from a sword thrust."

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--Karyl--

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Skill Name: Lullabye

TP Consumption: 12

Level Learned: N/A

In-Game Description: "A sweet lullabye that puts the enemy to sleep."

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Skill Name: March

TP Consumption: 6

Level Learned: N/A

In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Rumba

TP Consumption: 9

Level Learned: N/A

In-Game Description: Unknown at this time... may be found in future version.

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Skill Name: Samba

TP Consumption: 7

Level Learned: N/A

In-Game Description: "Damages the enemy with a deadly sonic blast of notes."

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Skill Name: Symphony

TP Consumption: 5

Level Learned: N/A

In-Game Description: "Temporarily improves the hit rate of allies."

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Skill Name: Waltz

TP Consumption: 18

Level Learned: N/A

In-Game Description: Unknown at this time... may be found in future version.

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--Mary--

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Skill Name: Beast Blade

TP Consumption: 3

Level Learned: Default

In-Game Description: "A 2 part attack that delivers a body blow and then a sword attack."

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Skill Name: Double Blade

TP Consumption: 5

Level Learned: 10

In-Game Description: "Slashes a target twice at high speed."

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Skill Name: Fierce Missile

TP Consumption: 10

Level Learned: 12

In-Game Description: "A more powerful version of Missile Sword. Causes the enemy to lose consciousness."

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Skill Name: Force

TP Consumption: 16

Level Learned: 22

In-Game Description: "Blows away the enemy by projecting psychic energy."

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Skill Name: Mirage

TP Consumption: 14

Level Learned: 28

In-Game Description: "A surprise attack based on confusing the enemy with an after image of the user."

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Skill Name: Power Missile

TP Consumption: 3

Level Learned: Default

In-Game Description: "An attack that is similar, but more powerful than the Missile Sword."

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Skill Name: Ultima Missile

TP Consumption: 16

Level Learned: 34

In-Game Description: Unknown at this time.. may be found in future version.

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Skill Name: ZAP!

TP Consumption: 36

Level Learned: 41

In-Game Description: Unknown at this time.. may be found in future version.

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--Rutee--

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Skill Name: Bloody Rose

TP Consumption: 32

Level Learned: 42

In-Game Description: "Creates a rose-like bloom of blood with lightning quick cuts."

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Skill Name: Escape

TP Consumption: 10

Level Learned: 18

In-Game Description: "Enables escape from the enemies by setting up a smoke screen."

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Skill Name: Search Gald

TP Consumption: 2

Level Learned: 5

In-Game Description: "Searches the nearby area for Gald."

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Skill Name: Snipe Air

TP Consumption: 3

Level Learned: 9

In-Game Description: "A piercing attack delivered from mid-air."

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Skill Name: Snipe Roar

TP Consumption: 12

Level Learned: 26

In-Game Description: "A high speed, low-to-high thrust attack."

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Skill Name: Thievery

TP Consumption: 7

Level Learned: 11

In-Game Description: "Steals items from the enemy."

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--Stahn--

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Skill Name: Assassin

TP Consumption: 45

Level Learned: N/A

In-Game Description: "Uses various normal attacks as a combo attack."

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Skill Name: Dragon Blade

TP Consumption: 10

Level Learned: 31

In-Game Description: "An attack that repeatedly slashes the enemy.."

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Skill Name: Dragon Toss

TP Consumption: 10

Level Learned: N/A

In-Game Description: "Throws down enemies after they are tossed into the air with multiple kicks."

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Skill Name: Fiery Wave

TP Consumption: 12

Level Learned: N/A

In-Game Description: "Creates a short range wave of flame."

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Skill Name: Flame Vortex

TP Consumption: 30

Level Learned: N/A

In-Game Description: "Creates a vortex of fire that surrounds the user."

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Skill Name: Force

TP Consumption: 16

Level Learned: 24

In-Game Description: "Blows away the enemy by projecting psychic energy."

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Skill Name: Kick Attack

TP Consumption: 4

Level Learned: 5

In-Game Description: "A 3 part attack consisting of 2 kicks and a weapon attack."

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Skill Name: Light Spear

TP Consumption: 20

Level Learned: 40

In-Game Description: "Fires off repeated bursts of piercing, spear-like light."

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Skill Name: Missile Sword

TP Consumption: 2

Level Learned: Default

In-Game Description: "A projectile created by air pressure from a sword swing."

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Skill Name: Spin Flare

TP Consumption: 8

Level Learned: N/A

In-Game Description: "Fires off a burst of flame at a target after a spin jump."

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Skill Name: Spin Slash

TP Consumption: 6

Level Learned: 9

In-Game Description: "A spin attack that starts with a small jump."

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Skill Name: Throw Sword

TP Consumption: 10

Level Learned: 12

In-Game Description: "Throws the user's sword at a target."

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Skill Name: Tiger Blade

TP Consumption: 8

Level Learned: 13

In-Game Description: "A 2 part attack that cuts high and low."

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Skill Name: Vortex

TP Consumption: 10

Level Learned: 17

In-Game Description: "Drags enemies into a vortex created by the user's spinning body."

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--=Leon=--

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Skill Name: Dragon Blade

TP Consumption: 10

Level Learned: 19

In-Game Description: "An attack that repeatedly slashes the enemy."

* * * * *

Skill Name: Flying Dragon

TP Consumption: 12

Level Learned: 27

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Skill Name: Kick Attack

TP Consumption: 4

Level Learned: Default

In-Game Description: "A 3 part attack consisting of 2 kicks and a weapon attack."

* * * * *

Skill Name: Missile Sword

TP Consumption: 2

Level Learned: Default

In-Game Description: "A projectile created by air pressure from a sword swing."

* * * * *

Skill Name: Tiger Blade

TP Consumption: 8

Level Learned: 12

In-Game Description: "A 2 part attack that cuts high and low."

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--=Philia=--

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Skill Name: Bomb Rain

TP Consumption: 12

Level Learned: 32

In-Game Description: "An attack that drops Philia's explosives down on the enemy like rain."

* * * * *

Skill Name: Cloak

TP Consumption: 33

Level Learned: 25

In-Game Description: "Enables movement while avoiding enemies."

HOW TO READ THE ENEMY STATS

Name of Monster: The monster's name !!!!BOSSES ARE CAPITALIZED!!!!

Found: What places these enemies are found.

HP: The HP the monster has.

TP: The TP the monster has.

Spells: The spells, if any, the monster uses.

Skills: The skills, if any, the monster uses.

Type: Is the monster ground-based or airborne?

EXP: The experience points the monster gives you after its defeat.

Gald: The amount of gald the monster gives you after its defeat.

Lens: The amount of Lens the monster gives you after its defeat.

Description: A description of the enemy.

* * * * *
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* * * * *

Name of Monster: Aerial Knight

Found: Dycroft

HP: 3100

TP: 128

Weakness: None

Spells: Fireball, Ray, Holy Lance

Skills: None

Type: Air-Based

EXP: 570

Gald: 421

Lens: 6

Drops: Lemon Hel

Steal: Oberol G

Description: Being in the final dungeon, he can be a little tricky to defeat. He possesses the mighty Holy Lance spell, which does a significant amount of damage to one person. I usually got stuck in a side attack against these guys, meaning they usually got off some powerful attacks, but do try to hit them as quickly as possible. They are also flying, which adds to the annoyance.

* * * * *

Name of Monster: Aile

Found: Helraios

HP: 2050

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Air-Based

EXP: 342

Gald: 291

Lens: 9

Drops: Nothing

Steal: Estima Seed

Description: The Aile is a flying based enemy you will meet from time to time in Helraios. While not being terribly difficult, they have an ability to fly around a lot, which could make for some annoying battles if you let them fly around too much. Therefore, have Stahn ground it by using his Slash Attack, then finishing it off with Dragon Blade while it's on the ground.

* * * * *

Name of Monster: Arachnid

Found: Cloudius

HP: 2200

TP: 0

Weakness: None

Spells: None

Skills: Poison Attack

Type: Ground-Based

EXP: 375

Gald: 310

Lens: 14

Drops: Nothing

Steal: Nothing

Description: The Arachnid is a spider that walks around and attacks with its venom, which has a fifty percent chance of being successful. The main way to counter this is to attack him with Dragon Blade and other ground based attacks before he has a chance to hit you, or be prepared to have an Antidote spell or P Bottle ready.

* * * * *

Name of Monster: Archer

Found: Heidelberg Castle

HP: 900

TP: 0

Weakness: None

Spells: None

Skills: Bow-Attacks

Type: Ground-Based

EXP: 137

Gald: 110

Lens: 3

Drops: Nothing

Steal: Comopside Bow

Description: Usually found in the back row, the Archer will simply fire away at you using its bow and arrow. Since short range attacks for him are out of question, simply run up to it and attack it, and it will have no way to attack you. However, it will get in some hits against you, since it will usually be found behind different enemies, so have a magic user use a magic attack on him if you want. It's not like his attacks are that bad, anyways.

* * * * *

Name of Monster: Assassin

Found: Moreau Castle

HP: 880

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 90

Gald: 81

Lens: 11

Drops: Nothing

Steal: Short Sword

Description: The Assassin is not a terribly difficult enemy to defeat, as I just had Stahn take them out with some special skills right away. They just walk around and attack you, as they have no special skills or spells whatsoever.

* * * * *

Name of Monster: Baldios
Found: Coliseum, 2nd world.
HP: 8000
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 3000
Gald: 1052
Lens: 25
Drops: Nothing
Steal: Nothing

Description: You only meet this enemy in the Coliseum, so don't be prepared to meet him a lot. He doesn't have that much in terms of attacks, but his one attack does some pretty decent damage. You shouldn't have much problem taking him out, even if it is only a one on one battle, because Stahn's skills can easily overpower this guy's attacks.

* * * * *

Name of Monster: Balrog
Found: Belcrant
HP: 2500
TP: 124
Weakness: Fire
Spells: Demon's Lance
Skills: Swoop Attack
Type: Air-Based
EXP: 467
Gald: 62
Lens: 39
Drops: Nothing
Steal: Demon Seal

Description: One of the more annoying enemies in the game due to the fact they are flying around, usually behind other enemies, and cast Demon Lance over and over. Getting to them is the tough part, try to do Spin Attack on them before they charge up Demon's Lance, but it's not that easy to do.

* * * * *

Name of Monster: Barbarian
Found: Aboard the Draconis in the beginning of the game.
HP: 75
TP: 0
Weakness: None
Spells: None
Skills: Axe-Throw
Type: Ground-Based
EXP: 1
Gald: 4
Lens: 1
Drops: Nothing
Steal: Green Gel

Description: The Barbarian is one of the two first enemies you meet in the game aboard the Draconis as you are attempting to escape with Dymlos in your hands. They are slow to attack and their attacks are easily blocked. Block the axe-

throw they use rarely.

* * * * *

Name of Monster: Baruk
Found: Cloudius
HP: 15000
TP: 0
Weakness: None
Spells: Swarmer, Earthcrawler
Skills: Sword Slash
Type: Ground-Based
EXP: 3500
Gald: 1244
Lens: 10
Drops: Nothing
Steal: Dark Bottle
Description: Coming soon.

* * * * *

Name of Monster: Basilisk
Found: Hidden Temple
HP: 3148
TP: 0
Weakness: None
Spells: Stone Laser
Skills: None
Type: Ground-Based
EXP: 276
Gald: 93
Lens: 32
Drops: Nothing
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: Bat Eye
Found: Straylize Temple Kalviola
HP: 494
TP: 60
Weakness: None
Spells: Sleep/Poison
Skills: None
Type: Airborne
EXP: 34
Gald: 30
Lens: 3
Drops: Green Gel
Steal: Orange Gel

Description: The Bat Eye is an easy enemy to combat that accompanies the human enemies in battles in Kalviola's Straylize Temple. They lack any skills, although they can poison and put to sleep any enemies that it manages to get those spells off on. They are airborne as well, so use upward thrusts and flying attacks, or spells, to get them out of the air, and hack them until they die when they are crippled on the ground.

* * * * *

Name of Monster: Batista (1)
Found: Pirate Ship
HP: 4500
TP: 0
Weakness: None
Spells: None
Skills: Claw Fist, Claw Thrasher
Type: Ground-Based
EXP: 500
Gald: 120
Lens: 15
Drops: Nothing
Steal: Bellebane
Description: Coming soon.

* * * * *

Name of Monster: Batista (2)
Found: Moreau Castle
HP: 6000
TP: 0
Weakness: None
Spells: None
Skills: Claw Fist, Claw Thrasher
Type: Ground-Based
EXP: 1250
Gald: 100
Lens: 24
Drops: Spectacles
Steal: Spectacles
Description: Coming soon.

* * * * *

Name of Monster: Beast Bear
Found: The areas surrounding Master Alba's house.
HP: 100
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 2
Gald: 4
Lens: 1
Drops: Green Gel
Steal: Green Gel
Description: The Beast Bear is a large brown bear that stands on its hind legs. He doesn't have the use of special attacks or spells, but he does have pretty powerful attacks in his swipes and bearhugs. Get up close and block his attacks, then get in swipes and arrows when you can. He's a sitting target for arrow attacks from Garr and Chelsea as he is slow moving, but he takes a decent clip of damage before dying.

* * * * *

Name of Monster: Berserker
Found: Pirate Ships
HP: 640
TP: 0

Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 48
Gald: 85
Lens: 5
Description: Coming soon.

* * * * *

Name of Monster: Bishop
Found: Heidelberg Castle
HP: 1380
TP: 164
Weakness: None
Spells: Whirlwind, Heal
Skills: None
Type: Ground-Based
EXP: 187
Gald: 240
Lens: 7
Drops: Orange Gel
Steal: Green Gel
Description: Coming soon.

* * * * *

Name of Monster: Black Dragon
Found: Tower of Druaga
HP: 5308
TP: 0
Weakness: Ice
Spells: None
Skills: None
Type: Ground-Based
EXP: 2455
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Black Knight (1)
Found: Abandoned Factory
HP: 1610
TP: 0
Weakness: None
Spells: None
Skills: Dragon Blade
Type: Ground-Based
EXP: 248
Gald: 215
Lens: 10
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Black Knight (2)
Found: Tower of Druaga
HP: 3728
TP: 0
Weakness: Ice
Spells: None
Skills: None
Type: Ground-Based
EXP: 741
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Black Slime
Found: Tower of Druaga
HP: 3228
TP: 500
Weakness: Ice
Spells: Confusion
Skills: None
Type: Ground-Based
EXP: 726
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Blood Slime
Found: Heidelberg Castle
HP: 1280
TP: 100
Weakness: Ice
Spells: Stone Blast, Confusion
Skills: None
Type: Ground-Based
EXP: 175
Gald: 224
Lens: 14
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Blood Wolf
Found: Abandoned Factory
HP: 1480
TP: 64
Weakness: None
Spells: None
Skills: Thunder Blade

Type: Ground-Based

EXP: 251

Gald: 30

Lens: 11

Drops: Nothing

Steal: Nothing

Description: One of the most annoying enemies in the game. The Blood Wolf does Thunder Blade, which does a lot of damage to all the characters in the path of the skill. There is no real way to prevent this, as they will usually get it off before you have a chance to attack them, due to the fact they often times either come in packs of four, or come hiding behind other enemies, who you will need to get through before getting to the Blood Wolves.

* * * * *

Name of Monster: Blue Knight

Found: Tower of Druaga

HP: 3400

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 616

Gald: 0

Lens: 0

Drops: Nothing

Steal: Nothing

Description: Coming soon.

* * * * *

Name of Monster: Blue Roper (1)

Found: Tower of Druaga

HP: 1636

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 267

Gald: 292

Lens: 8

Drops: Nothing

Steal: Orange Gel

Description: Coming soon.

* * * * *

Name of Monster: Blue Roper (2)

Found: Abandoned Factory

HP: 1636

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 900

Gald: 0

Lens: 0

Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Blue Slime
Found: Tower of Druaga
HP: 3868
TP: 700
Weakness: Fire
Spells: Ice Needle, Icicle, Confusion
Skills: Axe-Throw
Type: Ground-Based
EXP: 976
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Bone Knight
Found: Trash Mountain
HP: 2900
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 562
Gald: 0
Lens: 46
Drops: Nothing
Steal: Green Gel
Description: Coming soon.

* * * * *

Name of Monster: Caveman
Found: Moreau Caves
HP: 536
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 35
Gald: 80
Lens: 5
Drops: Nothing
Steal: Club
Description: Coming soon.

* * * * *

Name of Monster: Cave Shark
Found: Abandoned Factory
HP: 1580

TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 237
Gald: 237
Lens: 6
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Chunbird
Found: Path to Straylize Temple
HP: 185
TP: 0
Weakness: None.
Spells: None.
Skills: Swoop.
Type: Airborne
EXP: 9
Gald: 17
Lens: 2

Description: The Chunbird, an enhanced version of the Piyo Bird found near Janos, has the same abilities, he's just a bit stronger, a bit faster, and a bit smarter as well. Watch out for their swoop ability, and use upward thrusts to knock them out of their domain in the air to the ground, and continue to bash and slash them until they are dead. They give good amounts of gald for their size, so fight them as often as possible.

* * * * *

Name of Monster: Clay Demon
Found: Heidelberg Castle
HP: 1400
TP: 200
Weakness: None
Spells: Spike
Skills: Stone Blast
Type: Ground-Based
EXP: 175
Gald: 38
Lens: 26
Drops: Nothing
Steal: Nothin
Description: Coming soon.

* * * * *

Name of Monster: Clay Golem
Found: Aethersphere, Coliseum
HP: 1400
TP: 200
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 187

Gald: 0
Lens: 32
Drops: Nothing
Steal: Nothing

Description: Not a terribly tough enemy. They have a lot of hit points, so Assassin works well against them, as I racked up a huge amount of 30 hit combos using Assassin on these guys, as they just won't stay down. It works especially well when combined with a Dragon Knight, as they have even more hit points.

* * * * *

Name of Monster: Combat Bunny

Found: Frozen River

HP: 1200

TP: 0

Weakness: Fire

Spells: None

Skills: None

Type: Ground-Based

EXP: 112

Gald: 86

Lens: 16

Drops: Nothing

Steal: Nothing

Description: As you may expect, fire works well against them. Really well. They often come with a few other minor enemies but can easily be taken out using Stahn's skills and fire magic. Of note here is the fact they come back later in the game and are much tougher and give you a lot more experience, gald, and Lens.

* * * * *

Name of Monster: Cotton Dust

Found: Mikheil, Cloudius

HP: 1805

TP: 500

Weakness: None

Spells: Stone Press

Skills: Tractor Beam

Type: Air-Based

EXP: 350

Gald: 344

Lens: 6

Drops: Nothing

Steal: Orange Gel

Description: Since they are flying enemies, I always used Stahn's Spin Attack to get to them quickly. However, they will almost always start up the fight by powering up one of their two spells, Stone Press and Tractor Beam. While neither one of them does that much significant damage, it would be best to avoid them as much as possible.

* * * * *

Name of Monster: Crow

Found: Frozen River

HP: 1100

TP: 0

Weakness: Fire

Spells: None

Skills: None

Type: Air-Based
EXP: 126
Gald: 115
Lens: 8
Drops: Chicken
Steal: Egg
Description: Coming soon.

* * * * *

Name of Monster: Cuttlefish
Found: Underwater City
HP: 298
TP: 0
Weakness: None
Spells: None
Skills: Airfall
Type: Ground-Based/Airborne
EXP: 20
Gald: 98
Lens: 5

Description: The Cuttlefish is an odd crustacean-looking enemy that can be both airborne and ground-based. He often starts battles on the ground, and takes to the air when you least expect it. Most of the time you don't notice that he's even taken to the air, but he actually makes himself a target for a powerful air attack when he does go airborne. Be careful not to get hit with his Airfall, however, for when he goes over a character's head while in the air, he can fall on top of them and do nice damage to them!

* * * * *

Name of Monster: DALIS
Found: Heidelberg Castle
HP: 7500
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 1300
Gald: 320
Lens: 12
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Dark Knight
Found: Abandoned Factory
HP: 1572
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 231
Gald: 207
Lens: 10
Drops: Nothing

Steal: Oberol G
Description: Coming soon.

* * * * *

Name of Monster: Dark Mage
Found: Ignasea, Josaia, Rodeon, Deimos
HP: 1750
TP: 198
Weakness: None
Spells: Air Slash, Flare Tornado
Skills: Missile
Type: Ground-Based
EXP: 292
Gald: 0
Lens: 82
Drops: Nothing
Steal: Green Gel
Description: Coming soon.

* * * * *

Name of Monster: Desert Fly
Found: Areas surrounding Cherik and Kalviola
HP: 434
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Airborne
EXP: 25
Gald: 40
Lens: 8
Description: The Desert Fly is the most abundant enemy on the Calvalese continent. They often come in groups and swarm high on both sides of the battle screen, making themselves hard targets to hit. To hit them effectively, use regular attacks that swoop you into the air, swordfirst. Or, use spells or skills that get you airborne so you can hit them in their own element.

* * * * *

Name of Monster: DG Slime
Found: Tower of Druaga
HP: 4188
TP: 800
Weakness: None
Spells: Wind Arrow, Air Slash, Confusion
Skills: None
Type: Ground-Based
EXP: 1101
Gald: 0
Lens: 0
Drops: Nothing
Steal: Green Gel
Description: Coming soon.

* * * * *

Name of Monster: Diamond Dust
Found: Frozen River

HP: 999
TP: 64
Weakness: Fire
Spells: Ice Tornado
Skills: None
Type: Air-Based
EXP: 143
Gald: 0
Lens: 22
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Discus
Found: Mikheil, Helraios
HP: 2070
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 347
Gald: 30
Lens: 25
Drops: Nothing
Steal: Pine Gel
Description: Coming soon.

* * * * *

Name of Monster: Dragonfly
Found: Planet's Overworld when Aethersphere has formed
HP: 2500
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 390
Gald: 294
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Dragon Knight
Found: Hidden Temple, Aethersphere
HP: 2854
TP: 0
Weakness: Fire
Spells: None
Skills: Fire Breath
Type: Ground-Based
EXP: 336
Gald: 305
Lens: 8

Drops: Nothing

Steal: Miracle Gel

Description: Standing close to these fire breathing enemies is probably not a good idea, as they will light you up with a wall of flame if you give them a second to work with. They have a lot of hit points, so using your awesome Assassin skill on them will mean a lot of combo points for you if they don't counterattack along the way.

* * * * *

Name of Monster: Dragon Newt

Found: Terazzi Castle

HP: 968

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 136

Gald: 0

Lens: 25

Drops: Nothing

Steal: Lemon Gel

Description: Coming soon.

* * * * *

Name of Monster: Dragon Tooth

Found: Dycroft

HP: 3120

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 476

Gald: 0

Lens: 52

Drops: Nothing

Steal: Nothing

Description: Coming soon.

* * * * *

Name of Monster: Drillfish

Found: Aquaveil Map

HP: 774

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 63

Gald: 72

Lens: 6

Drops: Nothing

Steal: Squid

Description: Coming soon.

* * * * *

Name of Monster: DRUAGA
Found: Tower of Druaga
HP: 25000
TP: 9999
Weakness: None
Spells: Ice Needle, Arrow Stream, Stone Blast, Fireball, Meteor Swarm, Black Hole
Skills: Slam
Type: Ground-Based
EXP: 38250
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Druid (1)
Found: Belcrant
HP: 2150
TP: 300
Weakness: Ice
Spells: Fireball, Flare Tornado, Fear Flare
Skills: None
Type: Ground-Based
EXP: 462
Gald: 0
Lens: 46
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Druid (2)
Found: Tower of Druaga
HP: 3048
TP: 620
Weakness: Lightning
Spells: Lightning, Holy Wrath
Skills: None
Type: Ground-Based
EXP: 963
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Druid Ghost
Found: Tower of Druaga
HP: 2820
TP: 620
Weakness: None
Spells: Thunder Blade, Holy Wrath
Skills: None

Type: Ground-Based
EXP: 792
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: DY Slime
Found: Tower of Druaga
HP: 4608
TP: 900
Weakness: None
Spells: Stone Blast, Demon's Lance, Confusion
Skills: None
Type: Ground-Based
EXP: 1226
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Earthworm
Found: Trash Mountain, Cloudius
HP: 2835
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 525
Gald: 193
Lens: 22
Drops: Nothing
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: Evil Eye
Found: Cloudius
HP: 854
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 348
Gald: 160
Lens: 18
Drops: Nothing
Steal: Green Gel
Description: Coming soon.

* * * * *

Name of Monster: Evilstar
Found: Abandoned Factory, Coliseum
HP: 1550
TP: 80
Weakness: None
Spells: Icicle
Skills: None
Type: Ground-Based
EXP: 295
Gald: 195
Lens: 16
Drops: Nothing
Steal: Lemon Gel
Description: Coming soon.

* * * * *

Name of Monster: Evil Sword
Found: Belcrant
HP: 2492
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 425
Gald: 0
Lens: 43
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: FALSE ISHTAR
Found: Tower of Druaga
HP: 15,000
TP: 850
Weakness: None
Spells: Demon's Lance
Skills: Energy Drain
Type: Ground-Based
EXP: 2400
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Fenril
Found: Frozen River
HP: 1180
TP: 48
Weakness: Fire
Spells: Ice Needle
Skills: None
Type: Ground-Based

EXP: 145
Gald: 65
Lens: 16
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Flame
Found: Swordian R&D Lab
HP: 2088
TP: 0
Weakness: Ice
Spells: None
Skills: Fire attacks.
Type: Ground-Based
EXP: 552
Gald: 0
Lens: 46
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Frost Bunny
Found: The areas surrounding Master Alba's house.
HP: 81
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 2
Gald: 3
Lens: 1
Description: These snowbound enemies hop around the screen doing random damage to you, their enemy. Although they don't have any skills or spells, they can take a load of damage, and they block attacks often. Make sure to block them, then counterattack to get some damage in edgewise.

* * * * *

Name of Monster: Gargoil
Found: Unknown
HP: 352
TP: 30
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 20
Gald: 0
Lens: 12
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: G. Bee

Found: World Map area, around Janos, Harmentz, Path to Straylize Temple

HP: 90

TP: 0

Weakness: Earth

Spells: None

Skills: Stinger Blast

Type: Airborne

EXP: 6

Gald: 8

Lens: 4

Description: The G. Bee enemy has one real attack, the stinger blast. These airborne enemies, while flying around, will pause and fire their stinger at you, doing nice damage. While the attack can be blocked easily, it happens fast, and it happens often. Also, they often come in groups, so be weary to knock them all out of the air first, then hack away at them from there!

* * * * *

Name of Monster: G. Leach

Found: Aquaveil World Map

HP: 803

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 65

Gald: 58

Lens: 11

Drops: Nothing

Steal: Orange Gel

Description: Coming soon.

* * * * *

Name of Monster: G. Slug

Found: Snow Temple

HP: 95

TP: 0

Weakness: None

Spells: None

Skills: Poison Shot

Type: Ground-Based

EXP: 5

Gald: 6

Lens: 2

Description: The G. Slug, while having the look of being small and helpless, is actually quite a formidable opponent when you first meet them in the Snow Temple early in the game. They often come in numbers, and they can take a lot of damage too. To keep you at bay, they will often shoot purple globs at you, the Poison Shot, to keep you at a distance. Use special attacks to stun them in groups, then procede to hack away.

* * * * *

Name of Monster: Gas Cloud

Found: Mikheil, Swordian R&D Lab

HP: 1980

TP: 0
Weakness: None
Spells: None
Skills: Poisonous Gas
Type: Ground-Based
EXP: 376
Gald: 370
Lens: 5
Drops: Nothing
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: Ghoul
Found: Heidelberg Castle
HP: 1340
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 180
Gald: 18
Lens: 27
Drops: Nothing
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: Green Roper (1)
Found: Underwater City
HP: 360
TP: 0
Weakness: None
Spells: None
Skills: Grab
Type: Ground-Based
EXP: 25
Gald: 19
Lens: 2

Description: The Green Roper is an enemy that you should keep your distance from, like his friend the Starfish in the Underwater City. If you get too close, they can use their various tentacles to grab you and squeeze many HPs out of the target, doing pretty massive damage for their small size. Don't underestimate these enemies. Also, don't get caught up fighting other enemies on the screen and accidentally back into or run into these enemies, as they'll take advantage and grab you!

* * * * *

Name of Monster: Green Roper (2)
Found: Tower of Druaga
HP: 4048
TP: 0
Weakness: None
Spells: Confusion
Skills: None
Type: Ground-Based

EXP: 875
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Green Slime
Found: Tower of Druaga
HP: 2908
TP: 400
Weakness: None
Spells: Confusion
Skills: None
Type: Ground-Based
EXP: 601
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Gremlin
Found: Heidelberg Castle
HP: 1233
TP: 88
Weakness: None
Spells: Spike, Hammer Blow
Skills: None
Type: Ground-Based
EXP: 168
Gald: 23
Lens: 22
Drops: Nothing
Steal: Lemon Gel
Description: Coming soon.

* * * * *

Name of Monster: Grizzly
Found: Overworld Map on world after Aetherspere spreads.
HP: 2525
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 495
Gald: 440
Lens: 5
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Healer
Found: Ignasea, Josaia, Rodeon
HP: 1800
TP: 128
Weakness: None
Spells: Heal, Icicle
Skills: None
Type: Air-Based
EXP: 286
Gald: 0
Lens: 56
Drops: Oberol C
Steal: Oberol EX
Description: Coming soon.

* * * * *

Name of Monster: Healer Knight
Found: Belcrant
HP: 2300
TP: 240
Weakness: None
Spells: Silence, Ice Needle, Heal
Skills: None
Type: Air-Based
EXP: 442
Gald: 0
Lens: 45
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Hellmaster
Found: Dycroft
HP: 3164
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 598
Gald: 120
Lens: 50
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: High Priest
Found: Temples
HP: 1146
TP: 60
Weakness: None
Spells: Ice Wall
Skills: None
Type: Ground-Based
EXP: 162

Gald: 116
Lens: 12
Drops: Nothing
Steal: Orange Gel
Description: Coming soon.

* * * * *

Name of Monster: Holy Knight
Found: Heidelberg Castle
HP: 1420
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 193
Gald: 245
Lens: 10
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Hornet
Found: Areas surrounding Cherik and Kalviola, Fitzgald
HP: 350
TP: 0
Weakness: None
Spells: None
Skills: Stinger-Shot
Type: Airborne
EXP: 24
Gald: 68
Lens: 3
Description: Hornets are fast flying enemies that fly high in the air and are hard to hit from the ground. Then often come to battle by themselves with other types of enemies, hardly ever with others of their own kind. These red enemies are small but pack a powerful punch and can take a bunch of damage as well, so just make sure not to take them too lightly!

* * * * *

Name of Monster: HUGO
Found: Belcrant
HP: 20,000
TP: 999
Weakness: None
Spells: Holy Wrath, Demon's Lance
Skills: Snipe Air, Snipe Roar
Type: Ground-Based
EXP: 4400
Gald: 3200
Lens: 25
Drops: Nothing
Steal: M. Symbol
Description: Coming soon.

* * * * *

Name of Monster: Hyper Knight
Found: Tower of Druaga
HP: 4368
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 991
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: ICE GOLEM
Found: Heidelberg Castle, Coliseum
HP: 6000
TP: 400
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 1750
Gald: 0
Lens: 42
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: ILENE
Found: Helraios
HP: 13,000
TP: 800
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 3500
Gald: 1980
Lens: 60
Drops: Nothing
Steal: Mind Ring
Description: Coming soon.

* * * * *

Name of Monster: Imp
Found: Moreau Castle
HP: 1005
TP: 64
Weakness: None
Spells: Fireball
Skills: None
Type: Ground-Based

EXP: 112
Gald: 75
Lens: 17
Drops: Nothing
Steal: Orange Gel
Description: Coming soon.

* * * * *

Name of Monster: Imp Snail
Found: Terazzi Castle, Hidden Temple
HP: 1200
TP: 100
Weakness: None
Spells: Stone Blast, Demon's Lance, Confusion
Skills: None
Type: Ground-Based
EXP: 500
Gald: 84
Lens: 5
Drops: Nothing
Steal: Orange Gel
Description: Coming soon.

* * * * *

Name of Monster: Impulse
Found: Aethersphere Map
HP: 1654
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Air-Based
EXP: 325
Gald: 0
Lens: 38
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Khang
Found: Coliseum
HP: 2935
TP: 272
Weakness: None
Spells: 1-2 Combo, Volt Thrust, Upper Cut
Skills: None
Type: Ground-Based
EXP: 150
Gald: 320
Lens: 0
Drops: Green Gel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Killamari
Found: Ignasea, Josaia, Rodeon, Cloudius
HP: 1400
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Air-Based
EXP: 288
Gald: 294
Lens: 10
Drops: Nothing
Steal: Squid
Description: Coming soon.

* * * * *

Name of Monster: Killer Bee
Found: Moreau Castle
HP: 890
TP: 0
Weakness: None
Spells: None
Skills: Poisonous Attack
Type: Air-Based
EXP: 96
Gald: 97
Lens: 2
Drops: Nothing
Steal: P Bottle
Description: Coming soon.

* * * * *

Name of Monster: Killer Owl
Found: Dark Overworld, Coliseum
HP: 2499
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 340
Gald: 420
Lens: 8
Drops: Chicken Egg
Steal: Chicken Egg
Description: Coming soon.

* * * * *

Name of Monster: KRAAKEN
Found: Aboard the Ship.
HP: 10,000
TP: 200
Weakness: None
Spells: Tidal Wave
Skills: None
Type: Ground-Based
EXP: 625

Gald: 420
Lens: 6
Drops: Nothing
Steal: Aquamarine
Description: Coming soon.

* * * * *

Name of Monster: KRONOS
Found: Dycroft
HP: 10,000
TP: 200
Weakness: None
Spells: Holy Wrath, Explode, Demon's Lance
Skills: None
Type: Ground-Based
EXP: 5600
Gald: 0
Lens: 99
Drops: Miracle Gel
Steal: Elixir
Description: Coming soon.

* * * * *

Name of Monster: Krystal
Found: Straylize Temple
HP: 100
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: ???
Gald: ???
Lens: ???
Description: The Krystal (with a K) is an enemy that doesn't move nor attack. Found only in the Straylize Temple (there are five of them), they are guarded by one Lizard Man each, and let the Lizard Man attack for them. They can't take a lot of damage, and must be destroyed (all five of them) to open the force field over the Tower of Knowledge door in Straylize Temple.

* * * * *

Name of Monster: Kubitoom
Found: Ignasea, Josaia, Rodeon, Cloudius
HP: 1872
TP: 0
Weakness: None
Spells: Stone Gas
Skills: None
Type: Air-Based
EXP: 217
Gald: 3
Lens: 32
Drops: Nothing
Steal: Oberol C
Description: Coming soon.

* * * * *

Name of Monster: Lens Golem
Found: Swordian R&D Labratory
HP: 5000
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 1000
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: LEON (1)
Found: Harmentz
HP: 9999
TP: 999
Weakness: None
Spells: None
Skills: Kick Attack, Missile Blow
Type: Ground-Based
EXP: 230
Gald: 60
Lens: 10
Drops: Nothing
Steal: Elixir
Description: Coming soon.

* * * * *

Name of Monster: LEON (2)
Found: Abandoned Factory
HP: 12000
TP: 9999
Weakness: None
Spells: Stone Press, Demon's Lance
Skills: Missile Blow, Kick Attack, Strong Hammer
Type: Ground-Based
EXP: 2875
Gald: 655
Lens: 45
Drops: Nothing
Steal: Elixir
Description: Coming soon.

* * * * *

Name of Monster: LEON (3)
Found: Dycroft
HP: 16000
TP: 9909
Weakness: None
Spells: Stone Press, Demon's Lance
Skills: Missile Blow, Kick Attack, Demon Attack, Living Dead
Type: Ground-Based

EXP: 4000
Gald: 1520
Lens: 5
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Lizard
Found: Areas surrounding Cherik and Kalviola, Fitzgald
HP: 450
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 31
Gald: 110
Lens: 2
Description: The Lizard is a strong enemy that can take a whole lot of damage, and dish a bunch of damage as well, but also, it can give a lot in reward as far as Experience, Gald, and Lens go. They often come in pairs to battle with other enemies as backup. They can both corner and surround you in groups and go at you with their physical attacks, as they lack any use of skills or spells. Make sure to take them one at a time and do away with them quick before they corner you and gangup on you.

* * * * *

Name of Monster: Lizard Man (1)
Found: Straylize Temple
HP: 360
TP: 0
Weakness: None
Spells: None
Skills: Fire Breath
Type: Ground-Based
EXP: 18
Gald: 82
Lens: 5
Description: The Lizard Man is the guard of the Krystal in Straylize Temple. They back a powerful punch both in their regular physical attacks as well as their constant use of the Fire Breath skill, which does damage to multiple targets multiple times if it hits head on. To combat this, use special skills and spells to wipe him out quick before he has the opportunity to do massive damage to the party!

* * * * *

Name of Monster: Lizard Man (2)
Found: Tower of Druaga
HP: 4688
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 1116
Gald: 85

Lens: 824
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: LYDON
Found: Heidelberg Castle
HP: 13000
TP: 999
Weakness: None
Spells: Air Slash, Arrow Stream
Skills: None
Type: Ground-Based
EXP: 3750
Gald: 640
Lens: 145
Drops: Nothing
Steal: A. Charm
Description: Coming soon.

* * * * *

Name of Monster: Mage
Found: Tower of Druaga
HP: 2410
TP: 420
Weakness: None
Spells: Air Slash, Cyclone
Skills: None
Type: Ground-Based
EXP: 588
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Mage Ghost
Found: Tower of Druaga
HP: 2508
TP: 500
Weakness: None
Spells: Air Slash, Cyclone
Skills: None
Type: Ground-Based
EXP: 665
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Mandragora
Found: Aquaveil Map

HP: 820
TP: 80
Weakness: None
Spells: Spike
Skills: None
Type: Ground-Based
EXP: 61
Gald: 36
Lens: 3
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Mandrake
Found: Fitzgald
HP: 507
TP: 96
Weakness: None
Spells: Poison/Sleep
Skills: Secret Grab
Type: Ground-Based
EXP: 41
Gald: 1
Lens: 15

Description: These humanoid creatures are spellcasters. They have two spells that they can use, similar to the Bat Eye creatures, they can poison characters and additionally put them to sleep. Their Secret Grab skill is when their robes part and weird, tentacle-like contraptions come out of the gap, hitting their target in the process. Use spells from afar to safely combat these enemies.

* * * * *

Name of Monster: Mechscorpion
Found: Mikheil
HP: 2001
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 368
Gald: 247
Lens: 15
Drops: Nothing
Steal: Oberol EX
Description: Coming soon.

* * * * *

Name of Monster: Mirror Knight
Found: Tower of Druaga
HP: 4048
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 866

Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Monk Soldier
Found: Straylize Temple Kalviola
HP: 664
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: ???
Gald: ???
Lens: ???

Description: The Monk Soldiers accompany the spell casting Priestesses in your fights with them in the Straylize Temple in Kalviola. They have no skills or spells, but they can take a beating and still come at you with physical attacks, as they have a nice amount of hit points. Physical attacks work best on them, so attack them and then back off and block. Repeat this process a few times to defeat them.

* * * * *

Name of Monster: Monk Warrior
Found: Terazzi Castle
HP: 990
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 101
Gald: 102
Lens: 2
Drops: Nothing
Steal: Green Gel
Description: Coming soon.

* * * * *

Name of Monster: Neuroids
Found: Ignasea, Josaia, Rodeon, Cloudius, Mikheil
HP: 1900
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 240
Gald: 0
Lens: 37
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Nightingale
Found: Dycroft
HP: 3000
TP: 240
Weakness: None
Spells: Ice Needle, Silence, Nurse
Skills: None
Type: Air-Based
EXP: 587
Gald: 0
Lens: 50
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Ogre
Found: Harmentz, Straylize Forest
HP: 3500
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 620
Gald: 250
Lens: 21
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Orc Jelly
Found: Snow Temple
HP: 130
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 10
Gald: 8
Lens: 3
Description: The Orc Jelly is a simple fighter with not too much skill. He globs around the ground and his best chance of hitting his target is to simply run into it head on. You don't have to worry much about any special skills or spells with this guy. Just take him out quick so you don't accidentally run into him in the course of battle.

* * * * *

Name of Monster: Orcrot
Found: Path to Straylize Temple
HP: 290
TP: 0
Weakness:

Weakness: Water
Spells: None.
Skills: Chaos Apple
Type: Ground-Based
EXP: 12
Gald: 18
Lens: 1

Description: This large tree-like enemy is actually a very easy enemy to hit because of his massive size. To hit him twice (a 2-hit combo), run up to him and do a flying attack so that your sword flies in the air with you behind it. His huge size will allow you to not only hit him once, but actually hit him twice, doing good damage in the process. Do this attack once, then slash at him once and he should die in no time at all. Easy. Watch out for his Chaos Apple attack, though. That can be a menace indeed!

* * * * *

Name of Monster: Orgus
Found: Moreau Cave
HP: 880
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 78
Gald: 64
Lens: 12
Drops: Mackerel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: ORGUS QUEEN
Found: Cave to Moreau
HP: 2800
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 762
Gald: 162
Lens: 10
Drops: Ruby
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Orse
Found: Cloudius
HP: 4688
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 368

Gald: 375
Lens: 32
Drops: Nothing
Steal: Stone
Description: Coming soon.

* * * * *

Name of Monster: Owl
Found: World Map area, around Janos, Harmentz and other surrounding areas.
HP: 180
TP: 0
Weakness: Lightning
Spells: None
Skills: Swoop Attack
Type: Airborne
EXP: 6
Gald: 52
Lens: 5
Description: The Owls are enemies that can take extreme damage and still not die. They are basically airborne enemies that swoop in on you with their Swoop Attack every so often. To get them good, pierce your swords upwards at them, then beat them senseless when they're on the ground. Repeat if necessary. And remember to block with regularity!

* * * * *

Name of Monster: Paghoul
Found: Helraios
HP: 2000
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 352
Gald: 226
Lens: 12
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Petit Demon
Found: Aboard the Draconis in the beginning of the game.
HP: 50
TP: 0
Weakness: None
Spells: Fireball
Skills: None
Type: Airborne
EXP: 1
Gald: 1
Lens: 1
Description: These enemies appear on the Draconis in pairs with the Barbarian enemies often on the Draconis in the beginning of the game. The first airborne creature you discover, you'll want to use an upward thrust to knock them to the ground before hacking them to death. Beware of their primitive fireball attack!

* * * * *

Name of Monster: Phyloxin
Found: Ignasea, Josaia, Rodeon, Cloudius
HP: 1601
TP: 192
Weakness: None
Spells: None
Skills: Thunder Blade
Type: Ground-Based
EXP: 233
Gald: 0
Lens: 50
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Pirate
Found: Pirate Ships
HP: 590
TP: 0
Weakness: None
Spells:
Skills:
Type: Ground-Based
EXP:
Gald:
Lens:
Description:

* * * * *

Name of Monster: Piyo Bird
Found: The areas surrounding Master Alba's house.
HP: 64
TP: 0
Weakness: None
Spells: None
Skills: Orb Shoot
Type: Airborne
EXP: 2
Gald: 2
Lens: 1
Description: These tiny white birds of the snow often are paired with Frost Bunnies. Although they are weak, they fly high and can only be attacked in their regular state with an upper sword attack, getting that sword high in the air. They have a special attack where they light up like a green orb and shoot at their enemy. This can't be blocked, so avoid it the best you can.

* * * * *

Name of Monster: Placenta
Found: Ignasea, Josaia, Rodeon, Mikheil
HP: 1932
TP: 0
Weakness: None
Spells: None
Skills: None

Type: Air-Based
EXP: 155
Gald: 12
Lens: 37
Drops: Green Gel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Poison Snake
Found: Fitzgald
HP: 558
TP: 0
Weakness: None
Spells: None
Skills: Poison
Type: Ground-Based
EXP: 40
Gald: 82
Lens: 1

Description: The Poison Snake is a great nuisance that roams the fields of Fitzgald. You get too close to these guys, they will shoot at you and poison the target character instantly. It almost never fails, so you'll be using a lot of Antidote spells and Panacea Bottles in battles with them if you are hasty in your attacks. Use long range skills and spells on these enemies, and block often to avoid the poisonous qualities of their attacks.

* * * * *

Name of Monster: Power Stone
Found: Moreau Castle
HP: 999
TP: 100
Weakness: None
Spells: Lightning
Skills: None
Type: Ground-Based
EXP: 105
Gald: 0
Lens: 43
Drops: Orange Gel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Priestess
Found: Straylize Temple Kalviola
HP: 494
TP: 60
Weakness: None
Spells: Acid Rain, First Aid, Wind Arrow, et cetera [Rutee-like spells]
Skills: None
Type: Ground-Based
EXP: ???
Gald: ???
Lens: ???

Description: The Priestess is a powerful spellcaster that you encounter in the Kalviola Straylize Temple. Protecting her are Bat Eyes and Monk Soldiers. They

always stay in the back to avoid getting hit, and are always chanting spells. Simply hit them to break the chant so that they can't cast the spell. If they do get any spells off, they are pretty powerful, so be careful. They can also heal themselves and others in the enemy party by using First Aid, so also keep an eye on that. They don't have a high defense or many HP, however, so you'll want to take them out quickly, even if they are far from reach in the back row.

* * * * *

Name of Monster: Puropulse
Found: Aethersphere
HP: 1780
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Air-Based
EXP: 260
Gald: 0
Lens: 39
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Quox
Found: Tower of Druaga
HP: 2188
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 2118
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Ray
Found: Swordian R&D Lab, Trash Mountain
HP: 2500
TP: 192
Weakness: None
Spells: Ray
Skills: None
Type: Air-Based
EXP: 517
Gald: 250
Lens: 20
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Red Knight
Found: Tower of Druaga
HP: 5108
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 1240
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Red Roper (1)
Found: Swordian R&D Lab
HP: 2836
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 444
Gald: 420
Lens: 3
Drops: Orange Gel
Steal: Pine Gel
Description: Coming soon.

* * * * *

Name of Monster: Red Roper (2)
Found: Tower of Druaga
HP: 4368
TP: 700
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 1000
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Red Slime
Found: Tower of Druaga
HP: 3548
TP: 600
Weakness: None
Spells: Fireball, Fire Storm, Confusion
Skills: None
Type: Ground-Based
EXP: 851

Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: REMBRANDT
Found: Mikheil
HP: 15,000
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 3500
Gald: 2312
Lens: 56
Drops: Nothing
Steal: SW280280
Description: Coming soon.

* * * * *

Name of Monster: Rock Baboon
Found: Path to Straylize Temple
HP: 126
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 10
Gald: 10
Lens: 3

Description: The Rock Baboon is a strong, rock creature that can take a lot of damage and dish a lot of damage to his enemies as well. Lacking any real use of spells or skills, the Rock Baboon relies on his hands to do the damage to his enemies, putting extreme force behind his physical attacks. They usually fight alone with other types of enemies, although two or three have been seen together from time to time. Concentrate on them first in battle, they have the potential to do the most damage.

* * * * *

Name of Monster: Rota
Found: Mikheil
HP: 2100
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 280
Gald: 384
Lens: 3
Drops: Green Gel
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: S. Giant
Found: Frozen River
HP: 1200
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 147
Gald: 157
Lens: 12
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Savage
Found: Moreau Castle
HP: 972
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 102
Gald: 124
Lens: 10
Drops: Nothing
Steal: Lemon Gel
Description: Coming soon.

* * * * *

Name of Monster: Scorpion
Found: Areas surrounding Cherik and Kalviola
HP: 462
TP: 0
Weakness: None
Spells: None
Skills: Sting
Type: Ground-Based
EXP: 20
Gald: 95
Lens: 2

Description: The Scorpion is a slow-moving, almost immobile enemy. He has use of his stinger on his tail to attack, plus an array of physical attacks to damage and immobilize his enemy. Use his lack of speed to your advantage, to close in, attack, and then block and back away. He has a lot of hit points and can take a lot of damage, so it takes patience more than anything to take him out.

* * * * *

Name of Monster: Sea Slug
Found: Underwater City
HP: 280

TP: 0
Weakness: None
Spells: None
Skills: Poison Shot
Type: Ground-Based
EXP: 20
Gald: 98
Lens: 5

Description: The Sea Slug is your generic, and basically easy enemy down in the Underwater City. They have no use of real spells or skills, although they can shoot poison globs at the enemy from a short distance, although they don't technically poison the character that it hits, they just do a nice deal of damage is all! They often come in large numbers so to take them out, use skills or spells that will hit multiples of them when they are in groups, which they often are on either side of the battle screen.

* * * * *

Name of Monster: Shadow
Found: Dycroft
HP: 4500
TP: 500
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 0
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Shroom
Found: Path to Straylize Temple
HP: 265
TP: 0
Weakness: Water
Spells: None
Skills: Spore
Type: Ground-Based
EXP: 13
Gald: 10
Lens: 2

Description: The Shroom is an interesting monster indeed, for with its Shroom ability, it can create a clone of itself in a matter of a few seconds. However, because Shrooms are slow-moving enemies, they are easy targets and rarely get the chance to unleash a spore. Beware of their numbers, however, for if you take them too lightly, their numbers can increase due to the Spores before you know it.

* * * * *

Name of Monster: Silver Dragon
Found: Tower of Druaga
HP: 4888
TP: 0
Weakness: None

Spells: None
Skills: None
Type: Ground-Based
EXP: 2300
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Skeleton
Found: Heidelberg Castle
HP: 1480
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 180
Gald: 0
Lens: 30
Drops: Nothing
Steal: Long Sword
Description: Coming soon.

* * * * *

Name of Monster: Slime
Found: Moreau Cave
HP: 700
TP: 200
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 96
Gald: 65
Lens: 15
Drops: Green Gel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Smog
Found: Swordian R&D Lab, Trash Mountain
HP: 2811
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 421
Gald: 84
Lens: 12
Drops: Lemon Gel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Snake

Found: World Map area, around Janos, Harmentz and other surrounding areas.

HP: 210

TP: 0

Weakness: None

Spells: None

Skills: None

Type: Ground-Based

EXP: 8

Gald: 8

Lens: 8

Description: The Snake is a generally weak enemy that can just take a lot of damage, which makes him more annoying than anything else. The Snake doesn't move very fast and lacks the use of any special skills, making him an easy target indeed. Slash and hack away at them but be weary to not run into them!

* * * * *

Name of Monster: SOLDIER/Soldier (Boss and Regular are the same)

Found: First boss in game, in Snow Temple.

HP: 200

TP: 0

Weakness: None

Spells: None

Skills: Double Slash

Type: Ground-Based

EXP: 9

Gald: 20

Lens: 3

Description: The Soldiers are the first boss enemies in the game. They are fast moving and powerful, and use the powerful skill Double Slash with regularity. To combat this, use your special skills, especially Stahn's Kick Attack, to knock them out permanently, and keep your distance and/or block when it looks as if they are going to use their Double Slash, which does do significant damage.

* * * * *

Name of Monster: Sorcerer

Found: Tower of Druaga

HP: 2728

TP: 520

Weakness: None

Spells: Fire Wall, Explode

Skills: None

Type: Ground-Based

EXP: 838

Gald: 0

Lens: 0

Drops: Nothing

Steal: Nothing

Description: Coming soon.

* * * * *

Name of Monster: Sorceress

Found: Moreau Castle
HP: 880
TP: 80
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 280
Gald: 384
Lens: 3
Drops: Green Gel
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: Sprite
Found: Snow Temple, Underwater City
HP: 85
TP: 0
Weakness: None
Spells: None
Skills: Air Shot
Type: Airborne
EXP: 5
Gald: 3
Lens: 1

Description: The Sprite is simply a glowing orb of light green that shoots around the screen in Air Shots, at its enemy. To get them out of the air, use an air attack or an upward slash to knock them down and stun them, then hack at them to destroy them fully before they are able to regain strength and take to the air once more.

* * * * *

Name of Monster: Starfish
Found: Underwater City
HP: 324
TP: 64
Weakness: None
Spells: Poison/Paralyze
Skills: None
Type: Ground-Based
EXP: 20
Gald: 15
Lens: 2

Description: The Starfish is a surprisingly strong enemy, despite it's cute appearance and small size. He has the power to use certain magic against his enemies, as his TP is generally high. He has spells that can poison a character and paralyze him as well, so keep your distance from the Starfish and combo them to death, or use long range skills and spells to deal with them from a safe place. Don't take these guys lightly in the Underwater City, they are the most difficult enemies down there.

* * * * *

Name of Monster: Stray Monk
Found: Heidelberg
HP: 1300
TP: 0

Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 158
Gald: 182
Lens: 10
Drops: Green Gel
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Thelm
Found: Helraios
HP: 2100
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 350
Gald: 326
Lens: 98
Drops: Green Gel
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: TIBERIUS
Found: Terazzi Castle
HP: 10000
TP: 0
Weakness: None
Spells: None
Skills: Death Sword
Type: Ground-Based
EXP: 1770
Gald: 648
Lens: 0
Drops: Nothing
Steal: Sheeden
Description: Coming soon.

* * * * *

Name of Monster: Tortoise
Found: Aquaveil
HP: 650
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 60
Gald: 80
Lens: 8
Drops: Nothing
Steal: Orange Gel

Description: Coming soon.

* * * * *

Name of Monster: Trent
Found: Aethersphere
HP: 2310
TP: 248
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 320
Gald: 280
Lens: 14
Drops: Wormy Apple
Steal: Apple
Description: Coming soon.

* * * * *

Name of Monster: Tzin
Found: Aquaveil
HP: 920
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 62
Gald: 154
Lens: 9
Drops: Prawn
Steal: Crab
Description: Coming soon.

* * * * *

Name of Monster: ULTRA KRONOS
Found: Dycroft
HP: 30000
TP: 9999
Weakness: None
Spells: Holy Wrath, Cyclone, Explode, Black Hole, Maelstrom, Divine Power
Skills: None
Type: Ground-Based
EXP: -
Gald: -
Lens: -
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Viper
Found: Dark Overworld
HP: 2514
TP: 0
Weakness: None

Spells: None
Skills: None
Type: Ground-Based
EXP: 387
Gald: 177
Lens: 5
Drops: Melange Gel
Steal: P. Bottle
Description: Coming soon.

* * * * *

Name of Monster: Vorpall Bunny
Found: Dark Overworld
HP: 2490
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 470
Gald: 330
Lens: 10
Drops: Beast Meat
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Vulture
Found: Fitzgald
HP: 553
TP: 0
Weakness: Earth
Spells: None
Skills: None
Type: Airborne
EXP: 38
Gald: 91
Lens: 4
Description: The Vulture is an airborne enemy, that, like the Owl, doesn't do much but fly around and maybe swoop a little bit here and there. They fly high in the air however, so airborne thrusts are prime to get them down on the ground, crippled, where you can hack the crap out of them and quickly do away with them in battle.

* * * * *

Name of Monster: W. Ghost
Found: Tower of Druaga
HP: 3148
TP: 720
Weakness: None
Spells: Wind Arrow, Maelstrom
Skills: None
Type: Ground-Based
EXP: 926
Gald: 0
Lens: 0
Drops: Nothing

Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Warfish
Found: Terazzi Castle
HP: 985
TP: 128
Weakness: None
Spells: Ice Wall, Acid Rain
Skills: None
Type: Ground-Based
EXP: 122
Gald: 181
Lens: 6
Drops: Cod
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Warrior
Found: Ignasea, Josaia, Rodeon, Deimos
HP: 1868
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Ground-Based
EXP: 301
Gald: 0
Lens: 22
Drops: Nothing
Steal: Fine Saber
Description: Coming soon.

* * * * *

Name of Monster: War Vulture
Found: Pirate Ships
HP: 244
TP: 120
Weakness: Lightning
Spells: None
Skills: None
Type: Airborne
EXP: 29
Gald: 88
Lens: 3
Description: Coming soon.

* * * * *

Name of Monster: Whyte
Found: Swordian R&D Lab, Trash Mountain
HP: 2749
TP: 278
Weakness: None
Spells: Blizzard

Skills: None
Type: Air-Based
EXP: 512
Gald: 0
Lens: 44
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Will O Wisp (1)
Found: Tower of Druaga
HP: 4000
TP: 500
Weakness: None
Spells: Thunder Blade
Skills: None
Type: Ground-Based
EXP: 1030
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Will O Wisp (2)
Found: Tower of Druaga
HP: 4000
TP: 500
Weakness: None
Spells: Fear Flare
Skills: None
Type: Ground-Based
EXP: 1024
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Winged Eye
Found: Moreau Cave
HP: 790
TP: 0
Weakness: None
Spells: None
Skills: None
Type: Air-Based
EXP: 77
Gald: 95
Lens: 10
Drops: Nothing
Steal: Mackerel
Description: Coming soon.

* * * * *

Name of Monster: Wisp
Found: Hidden Temple
HP: 1020
TP: 100
Weakness: None
Spells: Lightning, Thunder Blade
Skills: None
Type: Air-Based
EXP: 32
Gald: 19
Lens: 26
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Wizard (1)
Found: Dycroft
HP: 2890
TP: 240
Weakness: None
Spells: Explode, Fireball, Flare Tornado
Skills: None
Type: Ground-Based
EXP: 596
Gald: 0
Lens: 51
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Wizard (2)
Found: Tower of Druaga
HP: 3368
TP: 720
Weakness: None
Spells: Fireball, Explode
Skills: None
Type: Ground-Based
EXP: 1088
Gald: 0
Lens: 0
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Wolf
Found: World Map area, outside Straylize Temple and Armeida
HP: 240
TP: 0
Weakness: None
Spells: None
Skills: None

Type: Ground-Based

EXP: 6

Gald: 12

Lens: 0

Description: The Wolf is a fast creature that can do pretty good damage dishing only physical attacks, as he lacks any real skills and spells for use at his disposal. Attack him and then block his counter-attack. Repeat this and throw in some special skills and spells if you'd like to make quick work out of this enemy. They often come in packs, as well, so be weary of that!

* * * * *

Name of Monster: Worm

Found: Areas surrounding Cherik and Kalviola

HP: 420

TP: 0

Weakness: None

Spells: None

Skills: Poison/Dig

Type: Ground-Based

EXP: 32

Gald: 27

Lens: 5

Description: The Worm is a small enemy, but they are pains in the ass, to say the least. They come in groups of three or four with other enemies and tear up the battlefield, regardless of their size. They have two skills in which they can use. They can dig into the ground and disappear, appearing at a completely random place otherwise on the battle screen. Also, they can use poison skills, which will poison their target if it hits unblocked. Take these guys seriously, they are harder than they appear.

* * * * *

Name of Monster: WYVERN

Found: Coliseum

HP: 20000

TP: 300

Weakness: None

Spells: None

Skills: None

Type: Air-Based

EXP: 1200

Gald: 1250

Lens: 30

Drops: Nothing

Steal: Oberol C

Description: Coming soon.

* * * * *

Name of Monster: Yeti

Found: Frozen River

HP: 1290

TP: 0

Weakness: Fire

Spells: None

Skills: None

Type: Ground-Based

EXP: 158

Gald: 127

Lens: 11
Drops: Beast Meat
Steal: Nothing
Description: Coming soon.

* * * * *

Name of Monster: Zombie
Found: Trash Mountain
HP: 2810
TP: 0
Weakness: Fire
Spells: None
Skills: None
Type: Ground-Based
EXP: 540
Gald: 0
Lens: 48
Drops: Nothing
Steal: Nothing
Description: Coming soon.

* * * * *

The QUICK REFERENCE Monster Chart

Key:

Monster Name: The monster's name
HP: The HP the monster has
TP: The TP the monster has
EXP: The EX the monster gives after defeat
Gald: The Gald the monster gives after defeat
Lens: The Lens the monster gives after defeat

It's that simple! This is for the people who are too lazy or are in a rush to read the in-depth strategy and stats above for each monster I've managed to collect! So this chart is for you!

Monster Name	HP	TP	EXP	Gald	Lens
Aile	2050	0	342	291	9
Alra	2104	300	372	180	23
Arachnid	2200	0	375	310	14
Archer	900	0	137	110	13
Assassin	880	0	90	80	11
Baldios	8000	0	3000	1052	25
Balrog	2500	124	467	32	39
Baneshroom	2070	0	350	258	5
Barbarian	75	0	1	4	1

Baruk	15000	0	3500	1244	10	
Basilisk	1570	0	276	93	32	
Basilisk King	3148	0	475	489	12	
Bat Eye	489	0	34	30	3	
Batista (1)	4500	500	120	15	15	
Batista (2)	6000	0	1250	100	24	
Beast Bear	100	0	2	4	1	
Berserker	640	0	48	88	5	
Bishop	1380	164	187	240	7	
Black Dragon	5308	0	2455	0	0	
Black Knight (1)	1610	0	248	215	10	
Black Knight (2)	3728	0	741	0	0	
Black Slime	3228	500	726	0	0	
Blood Slime	1280	100	175	224	14	
Blood Wolf	1480	64	251	30	11	
Blue Knight	3400	0	616	0	0	
Blue Roper (1)	1636	0	267	292	8	
Blue Roper (2)	4668	800	900	0	0	
Bone Knight	2900	0	562	0	46	
Basilisk	1570	0	276	93	32	
Caveman	536	0	35	80	5	
Cave Shark	1580	0	237	237	6	
Chunbird	185	0	9	17	2	
Clay Demon	1400	200	175	38	26	
Clay Golem	3500	0	187	0	32	
Combat Bunny	1200	0	112	86	16	
Cotton Dust	1805	500	350	344	6	
Crow	1100	0	126	115	8	
Cuttlefish	298	0	20	98	5	
Dalis	7500	0	1300	320	12	

Dark Knight	1572	0	231	207	10	
Dark Mage	1750	198	292	0	82	
Desert Fly	434	0	25	40	8	
DG Slime	4188	800	1101	0	0	
Diamond Dust	999	64	143	0	22	
Discus	2070	0	347	30	25	
Dragon Fly	2500	0	390	294	0	
Dragon Knight	2854	0	336	305	8	
Dragon Newt	968	0	136	0	25	
Dragontooth	3120	0	476	0	52	
Drillfish	774	0	63	72	6	
Druaga	25000	9999	38250	0	0	
Druid (1)	2150	300	462	0	46	
Druid (2)	3048	620	963	0	0	
Druid Ghost	2828	620	792	0	0	
DY Slime	4608	900	1226	0	0	
Earthworm	2835	0	525	193	22	
Evil Eye	854	0	358	160	18	
Evilstar	1550	80	295	195	16	
Evil Sword	2492	0	425	0	43	
False Ishtar	15000	850	2400	0	0	
Fenril	1180	48	145	65	16	
Flame	2088	0	552	0	46	
Frost Bunny	81	0	2	3	1	
Gargoil	352	30	20	0	12	
G. Bee	90	0	6	8	4	
G. Leach	803	0	65	58	11	
G. Slug	95	0	5	6	2	
Gas Cloud	1980	0	376	370	5	
Ghoul	1340	0	180	18	27	

Green Roper (1)	360	0	25	19	2	

Green Roper (2)	4048	0	875	0	0	

Green Slime	2908	400	601	0	0	

Gremlin	1233	88	168	23	22	

Grizzly	2525	0	495	440	5	

Healer	1800	128	286	0	56	

Healer Knight	2300	240	442	0	45	

Hellmaster	3164	0	598	120	50	

High Priest	1146	60	162	116	12	

Holy Knight	1420	0	193	245	10	

Hugo	20000	999	4400	3200	25	

Hornet	350	0	24	68	3	

Hyper Knight	4368	0	991	0	0	

Ice Golem	6000	400	1750	0	42	

Ilene	13000	800	3500	1980	60	

Imp	1005	64	112	75	17	

Imp Snail	1200	100	500	84	5	

Impulse	1654	0	325	0	0	

Khang	2935	272	150	320	0	

Killamari	1400	0	288	294	10	

Killer Bee	890	0	96	97	2	

Killer Owl	2499	0	340	420	8	

Kraken	10000	200	625	420	26	

Kronos	25000	999	5600	0	99	

Krystal	100	0	15	0	80	

Kubitoom	1872	0	217	2	32	

Lens Golem	5000	0	1000	0	100	

Leon (1)	9999	999	230	60	10	

Leon (2)	12000	9999	2875	655	45	

Leon (3)	16000	9999	4000	1520	5	

Lizard	450	0	31	110	2	
Lizard Man (1)	360	0	18	82	5	
Lizard Man (2)	4868	0	1116	824	0	
Lydon	13000	999	3750	640	145	
Mage	2410	420	588	0	0	
Mage Ghost	2508	500	665	0	0	
Mandragora	820	800	3500	1980	60	
Mandrake	507	96	41	1	15	
Mech Scorpion	2001	0	368	247	15	
Mirror Knight	4048	0	866	0	0	
Monk Soldier	664	0	60	120	5	
Monk Warrior	990	0	101	102	2	
Neuroids	1900	0	240	0	37	
Nightingale	3000	240	587	0	50	
Ogre	3500	0	620	250	21	
Orc Jelly	130	0	10	8	3	
Orcrot	290	0	12	18	1	
Orgus	880	0	76	64	12	
Orgus Queen	2800	0	762	162	10	
Orse	2180	0	358	375	32	
Owl	180	0	6	52	5	
Paghoul	2000	0	352	226	12	
Petit Demon	50	0	1	1	1	
Phyloxin	1601	192	233	0	50	
Pirate	590	0	48	170	0	
Piyo Bird	64	0	2	2	1	
Placenta	1932	0	155	12	37	
Poison Snake	558	0	40	82	1	
Power Stone	999	100	105	0	43	
Priestess	494	60	36	50	5	

Puropulse	1780	0	260	0	39	
Quox	4568	0	2188	0	0	
Ray	2500	192	517	250	20	
Red Knight	5108	0	1240	0	0	
Red Roper (1)	2836	0	444	420	3	
Red Roper (2)	4368	700	1000	0	0	
Red Slime	3548	600	851	0	0	
Rembrandt	15000	0	3500	2312	56	
Rock Baboon	126	0	10	10	3	
Rota	2100	0	280	384	3	
S. Giant	1200	0	147	152	12	
Savage	972	0	102	124	10	
Scorpion	462	0	20	95	2	
Sea Slug	280	0	20	98	5	
Shadow	4500	500	0	0	0	
Shroom	265	0	13	10	2	
Silver Dragon	4888	0	2300	0	0	
Skeleton	1480	0	180	0	30	
Slime	700	200	96	65	15	
Smog	2811	0	421	84	12	
Snake	210	0	8	8	8	
Soldier	200	0	9	20	3	
Sorcerer	2728	520	838	0	0	
Sorceress	880	80	105	202	7	
Specter	999	400	196	0	26	
Sporeshroom	1841	420	183	230	7	
Sprite	85	0	5	3	1	
Starfish	324	64	20	15	2	
Stray Monk	1300	0	158	182	10	
Thelm	2100	0	350	326	98	

Name of Weapon: The weapon's name.
Cost: How much the weapon costs.
Who Can Use: Which character(s) can use this weapon?
Slash Attack: The attack power if used in a slash.
Thrust power: The attack power if used in a thrust.
Defense: The defense the weapon adds to your defense.
Hit: The hit ratio plus/minus of the weapon.
Evade: The evade ratio plus/minus of the weapon.
Attribute: The elemental attribution of the weapon, if any.
In-Game Description: The description the game gives the weapon.

* * * * *
* * * * *
* * * * *

Name of Weapon: Arc Wind
Cost: 24,890
Who Can Use: Stahn, Mary, Garr
Slash Attack: 250
Thrust power: 310
Defense: 0
Hit: 10
Evade: 0
Attribute: Wind
In-Game Description: "A spear named after a great wind."

* * * * *

Name of Weapon: Atwight (Swordian of Water)
Cost: None.
Who Can Use: Rutee
Slash Attack: Variable
Thrust power: Variable
Defense: Variable
Hit: Variable
Evade: Variable
Attribute: Water
In-Game Description: "A sentient sword. Excels at piercing the foe."

* * * * *

Name of Weapon: Auto Bow
Cost:
Who Can Use: Garr
Attack: 10
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A short bow constructed from a single piece of wood."

* * * * *

Name of Weapon: Bahamut Tear
Cost: 248,750 Gald
Who Can Use: Stahn, Mary
Slash Attack: 570
Thrust power: 570
Defense: 0

Hit: 10
Evade: 0
Attribute: None
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Bastard Sword
Cost: 800 Gald
Who Can Use: Stahn, Mary, Leon
Slash Attack: 80
Thrust power: 80
Defense: 0
Hit: 3
Evade: 0
Attribute: None
In-Game Description: "A sword that is larger than a typical long sword."

* * * * *

Name of Weapon: Battle Axe
Cost: 600 Gald
Who Can Use: Mary
Slash Attack: 70
Thrust power: 25
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "An axe made for battle."

* * * * *

Name of Weapon: Bear Claw
Cost: 12,000 Gald
Who Can Use: Bruiser
Slash Attack: 320
Thrust power: 320
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A knuckle weapon variant. It's shaped like a bear's claw."

* * * * *

Name of Weapon: Berserker Bow
Cost: 240,000 Gald
Who Can Use: Garr, Chelsea
Slash Attack: 450
Thrust power: 450
Defense: 0
Hit: 95
Evade: 0
Attribute: Fire
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: BC Rod

Cost:

Who Can Use: Philia

Slash Attack: 1

Thrust power: 1

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Burning Sword

Cost: 248,750 Gald

Who Can Use: Stahn, Mary, Garr

Slash Attack: 390

Thrust power: 390

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Chaltier (Swordian of Earth)

Cost: None

Who Can Use: Leon

Slash Attack: Variable

Thrust power: Variable

Defense: Variable

Hit: Variable

Evade: Variable

Attribute: Earth

In-Game Description: "A sentient curved sword. Its curved cutting edge is extremely sharp."

* * * * *

Name of Weapon: Clemente (Swordian of Lightning)

Cost: None.

Who Can Use: Philia

Slash Attack: Variable

Thrust power: Variable

Defense: Variable

Hit: Variable

Evade: Variable

Attribute: Lightning

In-Game Description: "A sentient large sword. It's light and lacks attack power despite its large size."

* * * * *

Name of Weapon: Club

Cost:

Who Can Use: All

Slash Attack: 24

Thrust power: 24

Defense: 0

Hit: 10

Evade: 0

Attribute: None.

In-Game Description: "A stick weapon with a metal striking surface at one end of a handle."

* * * * *

Name of Weapon: Composite Bow

Cost: 1,850 Gald

Who Can Use: Garr, Chelsea

Slash Attack: 120

Thrust power: 120

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: "A bow made from composite materials."

* * * * *

Name of Weapon: Crescent Axe

Cost: 1,160 Gald

Who Can Use: Stahn, Mary

Slash Attack: 135

Thrust power: 100

Defense: 0

Hit: 10

Evade: 0

Attribute: Holy

In-Game Description: "An axe with a crescent shaped blade."

* * * * *

Name of Weapon: Crossbow

Cost: 3,520 Gald

Who Can Use: Garr, Chelsea

Slash Attack: 200

Thrust power: 200

Defense: 0

Hit: 10

Evade: 0

Attribute: Holy

In-Game Description: "A bow with excellent construction."

* * * * *

Name of Weapon: Bahamut Tear

Cost: 248,750 Gald

Who Can Use: Stahn, Mary

Slash Attack: 570

Thrust power: 570

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Destroyer

Cost: 30,000 Gald
Who Can Use: Stahn, Mary, Garr
Slash Attack: 340
Thrust power: 305
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A special sword with awesome destructive powers."

* * * * *

Name of Weapon: Doom Blade
Cost: 325,000 Gald
Who Can Use: Stahn, Mary, Garr
Slash Attack: 520
Thrust power: 520
Defense: 0
Hit: 10
Evade: 0
Attribute: Darkness
In-Game Description: "A sword of doom. Its blade has been sharpened by calamities."

* * * * *

Name of Weapon: Dragon Sword
Cost: 31,000 Gald
Who Can Use: Stahn, Mary, Garr
Slash Attack: 400
Thrust power: 620
Defense: 0
Hit: 30
Evade: 0
Attribute: None
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Duel Sword
Cost: 65,550 Gald
Who Can Use: Stahn, Mary, Garr
Slash Attack: 425
Thrust power: 425
Defense: 0
Hit: 10
Evade: 0
Attribute: Earth
In-Game Description: "A sword bestowed upon a heroic warrior of an ancient kingdom."

* * * * *

Name of Weapon: Dymlos (Swordian of Fire)
Cost: None.
Who Can Use: Stahn
Slash Attack: Variable
Thrust power: Variable
Defense: Variable
Hit: Variable

Evade: Variable

Attribute: Fire

In-Game Description: "A sentient sword. This sword has balanced abilities."

* * * * *

Name of Weapon: Elven Bow

Cost: 31,500 Gald

Who Can Use: Garr, Chelsea

Slash Attack: 240

Thrust power: 240

Defense: 0

Hit: 200

Evade: 0

Attribute: None

In-Game Description: "A legendary bow from a tribe of archers."

* * * * *

Name of Weapon: Excaliber

Cost: 248,750 Gald

Who Can Use: Stahn, Mary

Slash Attack: 820

Thrust power: 820

Defense: 0

Hit: 50

Evade: 10

Attribute: None

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Fenface

Cost: 2,945 Gald

Who Can Use: Stahn, Mary, Garr

Slash Attack: 240

Thrust power: `90

Defense: 0

Hit: 15

Evade: 0

Attribute: None

In-Game Description: "An extremely sharp rounded sword. A green crest is embedded on its blue steel blade."

* * * * *

Name of Weapon: Fine Saber

Cost: 480 Gald

Who Can Use: Mary, Stahn, Leon, Rutee

Slash Attack: 40

Thrust power: 20

Defense: 0

Hit: 0

Evade: 0

Attribute: None

In-Game Description: "A sword with a semi-circular blade."

* * * * *

Name of Weapon: Flare Claw

Cost: 15,000 Gald
Who Can Use: Bruiser
Slash Attack: 440
Thrust power: 440
Defense: 0
Hit: 10
Evade: 0

Attribute: Fire

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Flare Sword

Cost: 32,580 Gald
Who Can Use: Stahn, Mary, Garr, Rutee
Slash Attack: 350
Thrust power: 390
Defense: 0
Hit: 20
Evade: 0

Attribute: Fire

In-Game Description: "A twin sword imbued with fire and Lens technology."

* * * * *

Name of Weapon: Gale Staff

Cost: 10,000 Gald
Who Can Use: Philia
Slash Attack: 200
Thrust power: 200
Defense: 0
Hit: 10
Evade: 0

Attribute: Wind

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: GC Rod

Cost:
Who Can Use: Philia
Slash Attack: 1
Thrust power: 1
Defense: 0
Hit: 10
Evade: 0

Attribute: None

In-Game Description: "Green Crystal Rod. A holy item from the Legend of Ishtar."

* * * * *

Name of Weapon: Gem Rod

Cost: 240 Gald
Who Can Use:
Attack: 18
Defense: 0
Hit: 10
Evade: 0

Attribute: None.

In-Game Description: "A rod topped with a cheap jewel."

* * * * *

Name of Weapon: Golden Frypan
Cost: 50,000 Gald
Who Can Use: Mary
Slash Attack: 400
Thrust power: 400
Defense: 0
Hit: 100
Evade: 0
Attribute: None
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Guitar
Cost: 24,000 Gald
Who Can Use: Karyl
Slash Attack: 270
Thrust power: 270
Defense: 0
Hit: 0
Evade: 0
Attribute: None
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Halberd
Cost: 5 Gald
Who Can Use: Stahn, Mary
Slash Attack: 145
Thrust power: 150
Defense: 0
Hit: 5
Evade: 0
Attribute: None
In-Game Description: "An excellent weapon that is a cross between a spear and an axe."

* * * * *

Name of Weapon: Hand Axe
Cost: 160 Gald
Who Can Use: Mary
Slash Attack: 30
Thrust Attack: 17
Defense: 0
Hit: 5
Evade: 0
Attribute: None.
In-Game Description: "A small axe. Fits the hand well."

* * * * *

Name of Weapon: Hunter's Bow
Cost: 2,160 Gald
Who Can Use: Garr, Chelsea
Slash Attack: 160

Thrust power: 160
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A hunter's bow."

* * * * *

Name of Weapon: Igtenos
Cost:
Who Can Use: Stahn, Rutee, Leon, Philia, Garr
Slash Attack: Varies
Thrust power: Varies
Defense: 0
Hit: 0
Evade: 0
Attribute: Wind
In-Game Description: "A sentient long sword. It's noy very effective for strike attacks."

* * * * *

Name of Weapon: Iron Knuckle
Cost: 3,120 Gald
Who Can Use: Bruiser
Slash Attack: 250
Thrust power: 250
Defense: 0
Hit: 100
Evade: 0
Attribute: None
In-Game Description: "A metal weapon equipped on the knuckles."

* * * * *

Name of Weapon: Knight's Saber
Cost:
Who Can Use: Stahn, Mary, Rutee, Leon
Slash Attack: 35
Thrust power: 18
Defense: 0
Hit: 10
Evade: 0
Attribute: Fire
In-Game Description: "A knight's sword with elaborate ornamentation."

* * * * *

Name of Weapon: Knuckle
Cost: 1,500 Gald
Who Can Use: Bruiser
Slash Attack: 200
Thrust power: 200
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A metal weapon equipped on the knuckles."

* * * * *

Name of Weapon: Laser Blade
Cost: 200,010 Gald
Who Can Use: Stahn, Mary, Garr, Rutee
Slash Attack: 440
Thrust power: 440
Defense: 0
Hit: 100
Evade: 0
Attribute: Holy
In-Game Description: "A sword with a laser blade created with ancient technology."

* * * * *

Name of Weapon: Long Sword
Cost: 40 Gald
Who Can Use: Stahn
Slash Attack: 15
Thrust power: 15
Defense: 0
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "Its tempered-steel blade is about 3 feet in length."

* * * * *

Name of Weapon: Lucky Blade
Cost: 12,000 Gald
Who Can Use: Stahn, Mary, Leon, Garr, Rutee
Slash Attack: 440
Thrust power: 440
Defense: 0
Hit: 30
Evade: 0
Attribute: None
In-Game Description: "A strange sword that improves the luck of its owner."

* * * * *

Name of Weapon: Lute
Cost: 2,560 Gald
Who Can Use: Karyl
Slash Attack: 190
Thrust power: 190
Defense: 0
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A string instrument that's a little larger than a mandolin."

* * * * *

Name of Weapon: Mandolin
Cost: 1,250 Gald
Who Can Use: Karyl
Slash Attack: 100

Thrust power: 100
Defense: 0
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A string instrument with 8 paired strings."

* * * * *

Name of Weapon: Mythril Sword
Cost: 1,720 Gald
Who Can Use: Stahn, Mary, Leon, Garr
Slash Attack: 185
Thrust power: 185
Defense: 0
Hit: 5
Evade: 0
Attribute: None
In-Game Description: "A sword made from a mythril alloy."

* * * * *

Name of Weapon: Plain Rod
Cost: 5 Gald
Who Can Use:
Attack: 5
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A rod made from oak."

* * * * *

Name of Weapon: Quartz Rod
Cost: 10,000 Gald
Who Can Use: Philia
Slash Attack: 5
Thrust power: 5
Defense: 0
Hit: 10
Evade: 0
Attribute: None
In-Game Description: "A rod topped with a yellow jewel."

* * * * *

Name of Weapon: Ranseur
Cost:
Who Can Use: Stahn, Mary, Garr
Slash Attack: 155
Thrust power: 190
Defense: 0
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A type of pole weapon."

* * * * *

Name of Weapon: Rapier

Cost:

Who Can Use: Stahn, Mary

Slash Attack: 9

Thrust power: 13

Defense: 0

Hit: 20

Evade: 0

Attribute: None

In-Game Description: "A pole weapon made specifically for piercing the enemy."

* * * * *

Name of Weapon: RC Rod

Cost:

Who Can Use: Philia

Slash Attack: 1

Thrust power: 1

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: "Red Crystal Rod. A holy item from the Legend of Ishtar."

* * * * *

Name of Weapon: Rue Staff

Cost:

Who Can Use: Philia

Attack: 18

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: "A staff adorned with special engravings."

* * * * *

Name of Weapon: Saber

Cost: 120 Gald

Who Can Use: Stahn, Mary

Slash Attack: 25

Thrust power: 16

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A sword made for slashing."

* * * * *

Name of Weapon: Shamisen

Cost: 36,530 Gald

Who Can Use: Karyl

Slash Attack: 470

Thrust power: 470

Defense: 0

Hit: 0

Evade: 0

Attribute: None

In-Game Description: "A 3 string musical instrument."

* * * * *

Name of Weapon: Sheeden

Cost:

Who Can Use: Stahn, Mary, Garr

Slash Attack: 210

Thrust power: 150

Defense: 0

Hit: 100

Evade: 0

Attribute: Earth

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Short Sword

Cost: 20 Gald

Who Can Use: Stahn

Slash Attack: 8

Thrust power: 8

Defense: 0

Hit: 30

Evade: 0

Attribute: None

In-Game Description: "A short sword made from steal. Excellent for self defense."

* * * * *

Name of Weapon: Silver Mace

Cost:

Who Can Use: Stahn, Mary, Philia

Slash Attack: 60

Thrust power: 60

Defense: 0

Hit: 10

Evade: 0

Attribute: Light

In-Game Description: "A mace with elaborate silver work."

* * * * *

Name of Weapon: Slayer Sword

Cost: 10,000 Gald

Who Can Use: Stahn, Mary, Garr

Slash Attack: 300

Thrust power: 300

Defense: 0

Hit: 100

Evade: 0

Attribute: Earth

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Soul Steel

Cost: 140,000 Gald

Who Can Use: Garr, Chelsea

Slash Attack: 360

Thrust power: 360

Defense: 0

Hit: 60

Evade: 0

Attribute: None

In-Game Description: "A powerful bow said to be capable of piercing the soul of the enemy."

* * * * *

Name of Weapon: St. Halberd

Cost: 90,000 Gald

Who Can Use: Stahn, Mary

Slash Attack: 330

Thrust power: 330

Defense: 0

Hit: 10

Evade: 0

Attribute: Holy

In-Game Description: "A halberd blessed by the goddess of war."

* * * * *

Name of Weapon: Star Mace

Cost: 16,000 Gald

Who Can Use: Stahn, Mary, Philia

Slash Attack: 660

Thrust power: 660

Defense: 0

Hit: 10

Evade: 0

Attribute: Holy

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Strike Axe

Cost: 15,000 Gald

Who Can Use: Stahn, Mary, Philia

Slash Attack: 250

Thrust power: 200

Defense: 0

Hit: 10

Evade: 0

Attribute: None

In-Game Description: "A Lens-modified axe with a lightning design motif."

* * * * *

Name of Weapon: Strong Halberd

Cost: 8,100 Gald

Who Can Use: Stahn, Mary

Slash Attack: 230

Thrust power: 230

Defense: 0

Hit: 6

Evade: 0

Attribute: None

In-Game Description: "A halberd crafted with a special metal."

* * * * *

Name of Weapon: Thunder Scepter
Cost: 100,000 Gald
Who Can Use: Philia
Slash Attack: 280
Thrust power: 280
Defense: 0
Hit: 10
Evade: 0
Attribute: Thunder
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Weapon: Veldan
Cost: 350 Gald
Who Can Use: Stahn, Rutee, Mary, Leon
Slash Attack: 20
Thrust power: 42
Defense: 0
Hit: 20
Evade: 0
Attribute: None
In-Game Description: "A rapier variant."

* * * * *

Name of Weapon: Winged Spear
Cost: 3,080 Gald
Who Can Use: Stahn, Mary, Garr
Slash Attack: 170
Thrust power: 210
Defense: 0
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A spear with a bird's wing design motif."

* * * * *

The QUICK REFERENCE Weapons Chart

This is a list of the weapons in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just need to find one thing with out an in-depth description of each weapon, which can be found above!

Key:

Weapon Name: The Weapon's Name
Slash: The strength of the weapon's slash attack
Thrust: The strength of the weapon's thrust attack
Hit: The hit the weapon adds
Evade: The evade the weapon adds
Attribute: The weapon's elemental attribute
Cost: How much the weapon costs (in gald)

Weapon Name	Slash	Thrust	Hit	Evade	Attribute	Cost
Arc Wind	250	310	10	0	Wind	24,890
Atwight	Vari.	Vari.	Vari.	Vari.	Water	None
Auto Bow	[attack] = 10	10	0		None	
Bahamut Tear	570	570	10	0	None	248,750
BastardSword	80	80	3	0	None	800
Battle Axe	70	25	10	0	None	600
Bear Claw	320	320	10	0	None	12,000
BerserkerBow	450	450	95	0	Fire	240,000
BC Rod	1	1	10	0	None	
BurningSword	390	390	10	0	Fire	
Chaltier	Vari.	Vari.	Vari.	Vari.	Earth	None
Clemente	Vari.	Vari.	Vari.	Vari.	Lightning	None
Club	24	24	10	0	None	
CompositeBow	120	120	10	0	None	1,850
Crescent Axe	135	100	0	0	Holy	1,160
Crossbow	200	200	10	0	Holy	3,520
Destroyer	340	305	10	0	None	30,000
Doom Blade	520	520	10	0	Darkness	325,000
Dragon Sword	400	620	30	0	Earth	31,000
Duel Sword	425	425	10	0	Earth	65,550
Dymlos	Vari.	Vari.	Vari.	Vari.	Fire	None
Elven Bow	240	240	200	0	Earth	31,500
Excaliber	820	820	50	10	Holy	
Fenface	240	190	15	0	Water	2,945
Fine Saber	40	20	0	0	None	480
Flare Claw	440	440	0	0	Fire	15,000
Flare Sword	350	390	20	0	Fire	32,580
Gale Staff	200	200	10	0	Wind	10,000
GC Rod	1	1	10	0	None	

Gem Rod	[attack] = 18	10	0	None	240	

GoldenFrypan	400	400	100	0	None	50,000

Guitar	270	270	0	0	None	24,000

Halberd	145	150	5	0	None	5

Hand Axe	30	17	5	0	None	160

Hunter's Bow	160	160	10	0	None	2,160

Igtenos	Vari.	Vari.			Wind	

Iron Knuckle	250	250	10	0	None	3,120

Knight'sSaber	35	18	10	0	Fire	

Knuckle	200	200	10	0	None	1,500

Laser Blade	440	440	100	0	Holy	200,010

Long Sword	15	15	0	0	None	40

Lucky Blade	100	100	30	0	None	12,000

Lute	190	190	0	0	None	2,560

Mandolin	100	100	0	0	None	1,250

MythrilSword	185	185	5	0	None	1,720

Plain Rod	[attack] = 5	10	0	None	5	

Quartz Rod	110	110	10	0	None	10,000

Ranseur	155	190	0	0	None	

Rapier	9	13	20	0	None	

RC Rod	1	1	10	0	None	

Rue Staff	[attack] = 18	10	0	None		

S Halberd	230	230	6	0	None	8,100

Saber	25	16	0	0	None	120

Shamisen	470	470	0	0	None	36,530

Sheeden	210	150	100	0	Earth	

Short Sword	8	8	30	0	None	20

Silver Mace	60	60	10	0	Light	

Slayer Sword	300	300	30	0	Earth	10,000

Soul Steel	360	360	60	0	None	140,000

Attribute: None.

In-Game Description: "An upper body armor consisting of metal plates."

* * * * *

Name of Armor: Chain Mail

Cost:

Who Can Use: Stahn, Garr, Rutee, Mary, Leon

Attack: 0

Defense: 16

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "An upper body armor made from linked tiny metal rings."

* * * * *

Name of Armor: Cloak

Cost: 6 Gald

Who Can Use: Stahn, Garr

Attack: 0

Defense: 4

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A cloak made from cloth."

* * * * *

Name of Armor: Golden Armor

Cost:

Who Can Use: Stahn

Attack: 0

Defense: 200

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Armor: Holy Cloak

Cost: 28,000 Gald

Who Can Use: Rutee, Philia, Chelsea

Attack: 0

Defense: 124

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A cloak decorated with a special woven pattern."

* * * * *

Name of Armor: Leather Armor

Cost: 30 Gald

Who Can Use: Stahn, Garr

Attack: 0

Defense: 8

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "An upper body armor made of leather."

* * * * *

Name of Armor: Mythril Chain

Cost: 1,080 Gald

Who Can Use: Rutee, Karyl

Attack: 0

Defense: 72

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A light armor made with the magical Mythril metal."

* * * * *

Name of Armor: Mythril Mesh

Cost: 1,080 Gald

Who Can Use: Rutee, Philia, Chelsea

Attack: 0

Defense: 65

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A cloak made with the magical Mythril metal."

* * * * *

Name of Armor: Plate Armor

Cost: 820 Gald

Who Can Use: Men

Attack: 0

Defense: 64

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "An all body armor made from metal plates."

* * * * *

Name of Armor: Rare Plate

Cost: 20,000 Gald

Who Can Use: Men

Attack: 0

Defense: 140

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A superb armor made from a renowned artisan."

* * * * *

Name of Armor: Reflex

Cost: 10,000 Gald

Who Can Use: Men

Attack: 0

Defense: 100

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A strong armor that provides good protection."

* * * * *

Name of Armor: Ring Mail

Cost: 300 Gald

Who Can Use: Stahn, Rutee, Leon

Attack: 0

Defense: 32

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "An upper body armor made from linked metal rings attached to leather."

* * * * *

Name of Armor: Rubber Suit

Cost: 15,000 Gald

Who Can Use: Women, Karyl

Attack: 0

Defense: 90

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "An armor made from excellent projectile repelling materials."

* * * * *

Name of Armor: Silver Chain

Cost:

Who Can Use: Rutee

Attack: 0

Defense: 45

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "An upper body armor made of silver mail."

* * * * *

Name of Armor: Silver Cloak

Cost:

Who Can Use: Philia

Attack: 0

Defense: 42

Hit: 0

Evade: 25

Attribute: None.

In-Game Description: "A cloak made from silver thread."

* * * * *

Name of Armor: Silver Plate

Cost: 12,800

Who Can Use: Men

Attack: 0

Defense: 120

Hit: 0
Evade: 0
Attribute: None.
In-Game Description: "A plate armor made from silver."

* * * * *

Name of Armor: Splint Mail
Cost:
Who Can Use: Stahn, Mary, Leon
Attack: 0
Defense: 40
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: "A chain mail reinforced with a metal breastplate."

* * * * *

Name of Armor: Stray Robe
Cost:
Who Can Use: Women
Attack: 0
Defense: 10
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: "Clothing issues to Straylize's priests."

* * * * *

Name of Armor: Terra
Cost: 200,000 Gald
Who Can Use: Men
Attack: 0
Defense: 164
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

The QUICK REFERENCE Armor Chart

This is a list of the armor in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just need to find one thing with out an in-depth description of each piece of armor, which can be found above!

Key:

Armor Name: The Armor's Name
Defense: The defense the armor provides
Evade: The evade the armor adds
Cost: How much the armor costs (in gald)

| Armor Name | Defense | Evade | Cost |

Below the comprehensive descriptions of each shield is a chart for quick reference, to make things even easier!

* * * * *
* * * * *
* * * * *

Name of Shield: Ankh Shield
Cost: 17,500 Gald
Who Can Use: Stahn, Mary, Leon
Attack: 0
Defense: 8
Hit: 0
Evade: 25
Attribute: None
In-Game Description: "A shield with the mysterious Ankh symbol."

* * * * *

Name of Shield: Beam Shield
Cost: 150,000 Gald
Who Can Use: Stahn, Mary, Leon
Attack: 0
Defense: 15
Hit: 0
Evade: 30
Attribute: None
In-Game Description: "An energy shield that has no actual physical form."

* * * * *

Name of Shield: Blue Shield
Cost: 200,000 Gald
Who Can Use: Stahn, Mary, Leon
Attack: 0
Defense: 25
Hit: 0
Evade: 30
Attribute: None
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Shield: Fine Shield
Cost: 7,900 Gald
Who Can Use: Stahn, Mary, Leon
Attack: 0
Defense: 3
Hit: 0
Evade: 22
Attribute: None
In-Game Description: "A shield with refined qualities. It's easier to handle."

* * * * *

Name of Shield: Kite Shield
Cost: 350 Gald
Who Can Use: Stahn, Mary, Leon
Attack: 0

Defense: 3

Hit: 0

Evade: 15

Attribute: None

In-Game Description: "An improved version of the Round Shield. Its shape is easier to handle."

* * * * *

Name of Shield: Light Shield

Cost: 630 Gald

Who Can Use: Stahn, Mary, Leon

Attack: 0

Defense: 4

Hit: 0

Evade: 18

Attribute: None

In-Game Description: "A metal shield made for a swordsman."

* * * * *

Name of Shield: Rare Shield

Cost: 24,250 Gald

Who Can Use: Stahn, Mary, Leon

Attack: 0

Defense: 12

Hit: 0

Evade: 30

Attribute: None

In-Game Description: "An shield produced by a famous artisan."

* * * * *

Name of Shield: Red Shield

Cost: 100,000 Gald

Who Can Use: Stahn, Mary, Leon

Attack: 0

Defense: 15

Hit: 0

Evade: 30

Attribute: None

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Shield: Round Shield

Cost: 85 Gald

Who Can Use: Stahn, Mary, Leon

Attack: 0

Defense: 2

Hit: 0

Evade: 10

Attribute: None

In-Game Description: "A round-shaped metal shield."

* * * * *

Name of Shield: Star Shield

Cost: 15,000 Gald

Who Can Use: Stahn, Mary, Leon

Attack: 0
Defense: 20
Hit: 0
Evade: 30
Attribute: None
In-Game Description: "A round shaped metal shield."

* * * * *

Name of Shield: Wood Shield
Cost: 25 Gald
Who Can Use: Stahn
Attack: 0
Defense: 1
Hit: 0
Evade: 5
Attribute: None
In-Game Description: "A shield made from wood."

* * * * *

The QUICK REFERENCE Shield Chart

This is a list of the shields in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just need to find one thing with out an in-depth description of each shield, which can be found above!

Key:

Shield Name: The Shield's Name
Defense: The defense the shield provides
Evade: The evade the shield adds
Cost: How much the shield costs (in gald)

Shield Name	Defense	Evade	Cost
Ankh Shield	8	25	17,500
Beam Shield	15	30	150,000
Blue Shield	25	30	200,000
Fine Shield	5	22	7,900
Kite Shield	3	15	350
Light Shield	4	18	630
Rare Shield	12	30	24,250
Red Shield	15	30	100,000
Round Shield	2	10	85
Star Shield	20	30	15,000
Wood Shield	1	5	25

* * * * *

Name of Helmet: Blue Ribbon
Cost: 220 Gald
Who Can Use: The Girls
Attack: 0
Defense: 12
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A blue ribbon."

* * * * *

Name of Helmet: Cross Helm
Cost: 650 Gald
Who Can Use: Stahn, Mary, Leon, Garr, Bruiser
Attack: 0
Defense: 24
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "An improved variant of the Ahmet Helm."

* * * * *

Name of Helmet: Feather Hat
Cost: 500 Gald
Who Can Use: Rutee, Philia, Karyl, Chelsea
Attack: 0
Defense: 14
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A stylish hat with a feather motif."

* * * * *

Name of Helmet: Fine Hat
Cost: 1,300 Gald
Who Can Use: Rutee, Philia, Karyl, Chelsea
Attack: 0
Defense: 25
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A high-quality hat."

* * * * *

Name of Helmet: Iron Helmet
Cost: 180 Gald
Who Can Use:
Attack: 0
Defense: 8
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A helm made from iron. The lower half of the face is unprotected."

* * * * *

Name of Helmet: Land Hat
Cost: 340 Gald
Who Can Use: Women
Attack: 0
Defense: 10
Hit: 0
Evade: 5
Attribute: None
In-Game Description: "A hat variant."

* * * * *

Name of Helmet: Leather Helmet
Cost: 20 Gald
Who Can Use: All
Attack: 0
Defense: 4
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A helm made from leather. Covers the head area only."

* * * * *

Name of Helmet: Lucky Cap
Cost: Gald
Who Can Use: Rutee, Philia, Karyl, Chelsea
Attack: 0
Defense: 10
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A strange hat with a glowing halo. LUC increases for the wearer"

* * * * *

Name of Helmet: Magical Ribbon
Cost: 100,000 Gald
Who Can Use: Mary, Rutee, Philia, Chelsea
Attack: 0
Defense: 40
Hit: 0
Evade: 0
Attribute: None
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Helmet: Mythril Helmet
Cost: 720 Gald
Who Can Use: Stahn, Mary, Leon, Garr, Bruiser
Attack: 0
Defense: 28
Hit: 0
Evade: 0
Attribute: None

In-Game Description: "A mythrill helmet that covers both the head and face."

* * * * *

Name of Helmet: Mythrill Tiara

Cost: 680 Gald

Who Can Use: Rutee, Philia, Chelsea

Attack: 0

Defense: 20

Hit: 0

Evade: 5

Attribute: None

In-Game Description: "A tiara that increases the EVA of the user."

* * * * *

Name of Helmet: Rare Helmet

Cost: 14,000 Gald

Who Can Use: Stahn, Mary, Leon, Garr, Bruiser

Attack: 0

Defense: 36

Hit: 0

Evade: 0

Attribute: None

In-Game Description: "A helm produced by a famous artisan."

* * * * *

Name of Helmet: Ribbon

Cost: 5 Gald

Who Can Use: The girls

Attack: 0

Defense: 1

Hit: 0

Evade: 0

Attribute: None

In-Game Description: "A red ribbon."

* * * * *

Name of Helmet: Star Cap

Cost: 90,000 Gald

Who Can Use: Rutee, Philia, Karyl, Chelsea

Attack: 0

Defense: 38

Hit: 0

Evade: 0

Attribute: None

In-Game Description: "A cute hat with star-shaped decorations."

* * * * *

Name of Helmet: Star Helm

Cost: 40,000 Gald

Who Can Use: Stahn, Mary, Leon, Garr, Bruiser

Attack: 0

Defense: 48

Hit: 0

Evade: 0

Attribute: None

In-Game Description: "A light and strong helm made from an unknown metal."

* * * * *

Name of Helmet: Striped Ribbon
Cost: 1,400 Gald
Who Can Use: Mary, Rutee, Philia, Chelsea
Attack: 0
Defense: 18
Hit: 0
Evade: 0
Attribute: None
In-Game Description: "A striped ribbon."

* * * * *

Name of Helmet: Thinking Cap
Cost: Gald
Who Can Use: Rutee, Philia, Chelsea, Karyl
Attack: 0
Defense: 25
Hit: 0
Evade: 20
Attribute: None
In-Game Description: "A strange cap that supposedly makes the wearer smarter."

* * * * *

The QUICK REFERENCE Helmet Chart

This is a list of the helmets in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just need to find one thing with out an in-depth description of each helmet, which can be found above!

Key:

Helmet Name: The Helmet's Name
Defense: The defense the helmet provides
Evade: The evade the helmet adds
Cost: How much the helmet costs (in gald)

Helmet Name	Defense	Evade	Cost
Ahmet Helmet	16	0	480
Ankh Hat	5	5	120
Beret	2	0	10
Blue Ribbon	12	0	220
Cross Helm	24	0	650
Feather Hat	14	0	500
Fine Hat	25	0	1,300
Iron Helmet	8	0	180

Attribute: None.

In-Game Description: "An arm bracelet made from Mythril metal."

* * * * *

Name of Gauntlet: Cutie Mitten

Cost: 25,250 Gald

Who Can Use: Mary, Rutee, Philia, Chelsea

Attack: 0

Defense: 20

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Gauntlet: Gauntlet

Cost: 380 Gald

Who Can Use: Stahn, Leon, Mary

Attack: 0

Defense: 8

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A glove made from steel."

* * * * *

Name of Gauntlet: Hyper Gauntlet

Cost: Gald

Who Can Use: All

Attack: 0

Defense: 26

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Gauntlet: Iron Glove

Cost: 250 Gald

Who Can Use: Stahn, Leon, Mary

Attack: 0

Defense: 5

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A glove made from iron."

* * * * *

Name of Gauntlet: Leather Glove

Cost: 12 Gald

Who Can Use: All

Attack: 0

Defense: 1

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A glove made from leather."

* * * * *

Name of Gauntlet: Mythril Glove

Cost: 655 Gald

Who Can Use: Stahn, Mary, Leon, Garr, Bruiser

Attack: 0

Defense: 16

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A glove made from Mythril metal."

* * * * *

Name of Gauntlet: Rare Gauntlet

Cost: 18,000 Gald

Who Can Use: Stahn, Mary, Leon, Garr, Bruiser

Attack: 0

Defense: 18

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A gauntlet made by a famous artisan."

* * * * *

Name of Gauntlet: Star Glove

Cost: 30,000 Gald

Who Can Use: Stahn, Mary, Leon, Garr, Bruiser

Attack: 0

Defense: 24

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A light and strong glove made with an unknown metal."

* * * * *

The QUICK REFERENCE Gauntlet Chart

This is a list of the gauntlets in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just need to find one thing with out an in-depth description of each gauntlet, which can be found above!

Key:

Gauntlet Name: The Gauntlet's Name

Defense: The defense the gauntlet provides

Evade: The evasion rate the gauntlet provides

Cost: How much the gauntlet costs (in gald)

Gauntlet Name	Defense	Evade	Cost
Bracelet	12	0	880

Name of Accessory: Amethyst
Cost: 10,000
Who Can Use: All
Attack: 0
Defense: 15
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: "A jewel of peace."

* * * * *

Name of Accessory: Aqua Cape
Cost: 800
Who Can Use: All
Attack: 0
Defense: 8
Hit: 0
Evade: 0
Attribute: Decreases wind and water attacks by 30 percent.
In-Game Description: "A cape that helps reduce damage of water and wind attacks."

* * * * *

Name of Accessory: Aquamarine
Cost: 10,000
Who Can Use: All
Attack: 0
Defense: 10
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Black Onyx
Cost: 10,600
Who Can Use: All
Attack: 0
Defense: 10
Hit: 0
Evade: 0
Attribute: Increases max HP by 30 percent.
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Blue Talisman
Cost: 2,100
Who Can Use: All
Attack: 0
Defense: 10
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: "A protective charm. Increases defensive abilities by 10%."

* * * * *

Name of Accessory: Cape

Cost: 5

Who Can Use: All

Attack: 0

Defense: 1

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A cape made from cloth. A traveler's necessity."

* * * * *

Name of Accessory: Channeling

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A mysterious ring with special qualities."

* * * * *

Name of Accessory: Combo Command

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Channeling

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A mysterious ring with special qualities."

* * * * *

Name of Accessory: Dark Seal

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Dash Ring

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Demon Seal

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Emerald

Cost: None.

Who Can Use: All

Attack: 0

Defense: 10

Hit: 10

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Emerald Ring

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Faerie Ring

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Fur Cape

Cost: 895 Gald

Who Can Use: All

Attack: 0

Defense: 4

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A warm cape made from beast fur. Useful for cold weather."

* * * * *

Name of Accessory: Garnet

Cost: None.

Who Can Use: All

Attack: 0

Defense: 5

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A jewel of power and victory."

* * * * *

Name of Accessory: Holy Symbol

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Leather Cape

Cost: 50 Gald

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A mysterious ring with special qualities."

* * * * *

Name of Accessory: Mind Ring

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Moon Crystal

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Moonstone

Cost: None.

Who Can Use: All

Attack: 0

Defense: 20

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: M. Symbol

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Poison Charm

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Princess Cape

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: Reduces fire damage by 50 percent.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Protect Ring

Cost: 600

Who Can Use: All

Attack: 0

Defense: 10

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A ring engraved with the image of a war good. Reduces effects of enemy's physical attacks by 10%."

* * * * *

Name of Accessory: Rabbit's Foot

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Resist Ring

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Reverse Doll

Cost:

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A statue that restores consciousness."

* * * * *

Name of Accessory: Ruby

Cost: None.

Who Can Use: All

Attack: 0

Defense: 35

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Sapphire
Cost: None.
Who Can Use: All
Attack: 0
Defense: 20
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Silver Cape
Cost: 1,650
Who Can Use: All
Attack: 0
Defense: 0
Hit: 0
Evade: 0
Attribute: Reduces fire damage by 30 percent.
In-Game Description: "A woman's cape made from silver thread. Reduces effects of fire elemental spells by 30%."

* * * * *

Name of Accessory: S. Ring
Cost: None.
Who Can Use: All
Attack: 0
Defense: 0
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: "A ring that shoots fire by Lens power. Press the square button to shoot."

* * * * *

Name of Accessory: Stone
Cost: 1
Who Can Use: All
Attack: 0
Defense: 0
Hit: 0
Evade: 0
Attribute: None.
In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Talisman
Cost: None.
Who Can Use: All
Attack: 0
Defense: 5
Hit: 0
Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Tech Ring

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: "A ring that gives you full control over battle moves."

* * * * *

Name of Accessory: Thief's Cape

Cost: None.

Who Can Use: All

Attack: 0

Defense: 3

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Topaz

Cost: None.

Who Can Use: All

Attack: 0

Defense: 32

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: Tricycle

Cost: None.

Who Can Use: All

Attack: 0

Defense: 0

Hit: 0

Evade: 0

Attribute: None.

In-Game Description: Unknown at this time.. may be found in future version.

* * * * *

Name of Accessory: W. Symbol

Cost: None.

Who Can Use: All

Attack: 10

Defense: 0

Hit: 0

Evade: 0

Hit: 0
Evade: 0
Attribute: Ice
Add Spell: Blizzard
In-Game Description: "An Aura Disc engraved with the image of snow."

* * * * *

Name of Disc: Blue Dragon
Slash Attack: 245
Thrust Attack: 245
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Blue Dragon
In-Game Description: "An Aura Disc engraved with the image of a blue dragon."

* * * * *

Name of Disc: Demon Arrow
Slash Attack: 165
Thrust Attack: 155
Defense: 0
Hit: 0
Evade: 0
Attribute: Thunder
Add Spell: Demon's Lance
In-Game Description: "An Aura Disc engraved with the image of a demon."

* * * * *

Name of Disc: Destroyer
Slash Attack: 415
Thrust Attack: 415
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Big Bang
In-Game Description: "An Aura Disc engraved with the image of fire."

* * * * *

Name of Disc: Earth
Slash Attack: 132
Thrust Attack: 142
Defense: 0
Hit: 0
Evade: 0
Attribute: Earth
Add Spell: Stone Blast, Stone Wall, Stone Press
In-Game Description: "An Aura Disc engraved with the image of earth."

* * * * *

Name of Disc: Electrify
Slash Attack: 82
Thrust Attack: 96
Defense: 0

Hit: 0
Evade: 0
Attribute: Light
Add Spell: Thunder Blade
In-Game Description: "An Aura Disc engraved with the image of light."

* * * * *

Name of Disc: Flame
Slash Attack: 1
Thrust Attack: 5
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Fireball
In-Game Description: "An Aura Disc engraved with the image of fire."

* * * * *

Name of Disc: Hellfire
Slash Attack: 255
Thrust Attack: 278
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Explode
In-Game Description: "An Aura Disc engraved with the image of fire."

* * * * *

Name of Disc: Light
Slash Attack: 52
Thrust Attack: 60
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Ray
In-Game Description: "An Aura Disc engraved with the image of fire."

* * * * *

Name of Disc: Megalith
Slash Attack: 460
Thrust Attack: 460
Defense: 0
Hit: 0
Evade: 0
Attribute: Earth
Add Spell: Meteor Swarm
In-Game Description: "An Aura Disc engraved with the image of earth."

* * * * *

Name of Disc: Mercy
Slash Attack: 0
Thrust Attack: 0
Defense: 20

Hit: 0
Evade: 0
Attribute: Water
Add Spell: Heal, Recover, Hammer Blow
In-Game Description: "An Aura Disc engraved with the image of a saint."

* * * * *

Name of Disc: Revitalize
Slash Attack: 100
Thrust Attack: 100
Defense: 0
Hit: 0
Evade: 0
Attribute: Water
Add Spell: Tractor Beam
In-Game Description: "An Aura Disc engraved with the image of water."

* * * * *

Name of Disc: Scorched Earth
Slash Attack: 12
Thrust Attack: 12
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Eruption
In-Game Description: "An Aura Disc engraved with the image of fire."

* * * * *

Name of Disc: Sharp Stone
Slash Attack: 6
Thrust Attack: 15
Defense: 0
Hit: 0
Evade: 0
Attribute: Earth
Add Spell: Spike
In-Game Description: "An Aura Disc engraved with the image of earth."

* * * * *

Name of Disc: Shelter
Slash Attack: 32
Thrust Attack: 6
Defense: 8
Hit: 0
Evade: 0
Attribute: Water
Add Spell: Barrier
In-Game Description: "An aura disc engraved with the image of water."

* * * * *

Name of Disc: SP010022
Slash Attack: 6
Thrust Attack: 15
Defense: 0

Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SP025062
Slash Attack: 25
Thrust Attack: 62
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SP075115
Slash Attack: 75
Thrust Attack: 115
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SP100300
Slash Attack: 100
Thrust Attack: 300
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SP240360
Slash Attack: 350
Thrust Attack: 350
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SP300410
Slash Attack: 300
Thrust Attack: 410
Defense: 0

Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: Strengthen
Slash Attack: 120
Thrust Attack: 85
Defense: 5
Hit: 0
Evade: 0
Attribute: Water
Add Spell: First Aid
In-Game Description: "An Aura Disc engraved with the image of water."

* * * * *

Name of Disc: SW020020
Slash Attack: 10
Thrust Attack: 22
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SW060060
Slash Attack: 60
Thrust Attack: 60
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SW100100
Slash Attack: 100
Thrust Attack: 100
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SW130130
Slash Attack: 130
Thrust Attack: 130
Defense: 0

Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SW280280
Slash Attack: 280
Thrust Attack: 280
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SW350350
Slash Attack: 350
Thrust Attack: 350
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: SW400400
Slash Attack: 400
Thrust Attack: 400
Defense: 0
Hit: 0
Evade: 0
Attribute: None
Add Spell: None
In-Game Description: "This Aura Disc increases attack power."

* * * * *

Name of Disc: Swirling Flame
Slash Attack: 42
Thrust Attack: 40
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Fire Storm
In-Game Description: "An aura disc engraved with the image of fire."

* * * * *

Name of Disc: Thunder
Slash Attack: 260
Thrust Attack: 260
Defense: 0

Hit: 0
Evade: 0
Attribute: Thunder
Add Spell: Holy Wrath
In-Game Description: "An Aura Disc engraved with the image of thunder."

* * * * *

Name of Disc: Tornado
Slash Attack: 139
Thrust Attack: 164
Defense: 0
Hit: 0
Evade: 0
Attribute: Wind
Add Spell: Cyclone
In-Game Description: "An Aura Disc engraved with the image of wind."

* * * * *

Name of Disc: Wall of Flame (WOF)
Slash Attack: 10
Thrust Attack: 15
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Fire Wall
In-Game Description: "An Aura Disc engraved with the image of fire."

* * * * *

Name of Disc: Wind Spear
Slash Attack: 74
Thrust Attack: 55
Defense: 0
Hit: 0
Evade: 0
Attribute: Wind
Add Spell: Air Slash
In-Game Description: "An Aura Disc engraved with the image of wind."

* * * * *

Name of Disc: Volcano
Slash Attack: 145
Thrust Attack: 145
Defense: 0
Hit: 0
Evade: 0
Attribute: Fire
Add Spell: Fireball, Fire Storm, Flare Tornado
In-Game Description: "An Aura Disc engraved with the image of a volcano."

* * * * *

The QUICK REFERENCE Disc Chart

This is a list of the discs in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just

need to find one thing with out an in-depth description of each disc, which can be found above!

Key:

Disc Name: The Disc's Name

Attribute: The Disc's elemental attribute

Add Spell: What spell, if any, the disc adds to the user's inventory

Slash: Slash power the disc adds

Thrust: Thrust power the disc adds

Def: Defense power the disc adds

Hit: Hit power the disc adds

Evade: Evade power the disc adds

Disc Name	Attribute	Add Spell	Slash	Thrust	Def	Hit	Evade
?DISC	None	None	0	0	0	0	0
Blessing	Water	Antidote	82	40	5	0	0
Blizzard	Ice	Blizzard	220	160	0	0	0
Blue Dragon	Fire	BlueDragon	245	245	0	0	0
Demon Arrow	Thunder	Demon'sLance	165	155	0	0	0
Destroyer	Fire	Big Bang	415	415	0	0	0
Earth	Earth	Stone Press	132	142	0	0	0
Electrify	Thunder	ThunderBlade	82	96	0	0	0
Flame	Fire	Fireball	1	5	0	0	0
Hellfire	Fire	Explode	255	278	0	0	0
Light	Fire	Ray	52	60	0	0	0
Megalith	Earth	Meteor Swarm	460	460	0	0	0
Revitalize	Water	Tractor Beam	35	46	0	0	0
Scorched Earth	Earth	Eruption	12	12	0	0	0
Sharp Stone	Earth	Spike	6	15	0	0	0
Shelter	Water	Barrier	32	6	5	0	0
SP010022	None	None	6	15	0	0	0
SP025062	None	None	25	62	0	0	0
SP075115	None	None	75	115	0	0	0
SP100300	None	None	100	100	0	0	0
SP300410	None	None	300	410	0	0	0
Strengthen	Water	First Aid	120	85	5	0	0

* * * * *

Name of Valuable: Bronze Key
Found: Deimos.
In-Game Description: "A key made of bronze."

* * * * *

Name of Valuable: Card Key
Found: Found in Helraios.
In-Game Description: "This card allows you to open a certain door."

* * * * *

Name of Valuable: Delis Emblem
Found: Found in Dycroft.
In-Game Description: "This special emblem allows you to go to the Crystal Mirror."

* * * * *

Name of Valuable: Egg
Found: Found after fight with Baruk.
In-Game Description: "This is as large as an ostrich's egg. It would be a shame to eat it."

* * * * *

Name of Valuable: Fish
Found: Give it to Lilith, doesn't matter how you get it.
In-Game Description: "Is it really a fish?"

* * * * *

Name of Valuable: Food Sack L
Found: Lilith gives this to you as you leave Lienea.
In-Game Description: "This sack enables you to collect food. You can store up to 20,000."

* * * * *

Name of Valuable: Food Sack S
Found: Default Item
In-Game Description: "This sack enables you to collect food. You can store up to 200."

* * * * *

Name of Valuable: Food Sack M
Found: Baruk gives you this in Cherik
In-Game Description: "This sack enables you to collect food. You can store up to 2000."

* * * * *

Name of Valuable: Gold Key
Found: Deimos.
In-Game Description: "A key made of gold."

* * * * *

Name of Valuable: Horn
Found: Assistant gives it to you.
In-Game Description: "A strange horn which makes an equally strange noise. It's said that it will summon a gigantic sea creature"

* * * * *

Name of Valuable: ID Card B
Found: Abandoned Factory.
In-Game Description: "The key to unlock a certain door. It's color is blue."

* * * * *

Name of Valuable: ID Card R
Found: Abandoned Factory.
In-Game Description: "The key to unlock a certain door. It's color is red."

* * * * *

Name of Valuable: Iron Key
Found: Deimos.
In-Game Description: "A key made of iron."

* * * * *

Name of Valuable: Lens
Found: Unknown.. may come in future version.
In-Game Description: Unknown.. may come in future version.

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Name of Valuable: Passport
Found: Old man gives it to you in Janos.
In-Game Description: "It allows travel to Seinegald."

* * * * *

Name of Valuable: Pickaxe
Found: In a chest in the Underwater City
In-Game Description: "This tool will enable you to break down boulders. Won't break easily."

* * * * *

Name of Valuable: Valve Handle
Found: Moraeu Castle.
In-Game Description: "Used to open the floodgates."

* * * * *

Name of Valuable: World Map
Found: Hugo gives it to you before your trip to Straylize Temple.
In-Game Description: "A map of the world. Enables you to get a fix on your bearings."

* * * * *

Cost: 1,000 Gald
Food Sack Value: 510
In-Game Description: "What's for dinner? Mmmm, beef."

* * * * *

Name of Food: B. Flakes
Cost: 500 Gald
Food Sack Value: 500
In-Game Description: Unknown... may come in future version.

* * * * *

Name of Food: Blowfish
Cost: 4,000 Gald
Food Sack Value: 1,800
In-Game Description: "A tasty treat for the gambler at heart..."

* * * * *

Name of Food: Bonito
Cost: 300 Gald
Food Sack Value: 120
In-Game Description: "A tasty fish from which bonito flakes are made from."

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Name of Food: Bread
Cost: 20 Gald
Food Sack Value: 10
In-Game Description: "A tasty multi-grain bread bakes to perfection."

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Name of Food: Bream
Cost: 120 Gald
Food Sack Value: 30
In-Game Description: "Not exactly tasty, but cute-looking in a way."

* * * * *

Name of Food: Brie
Cost: 1050 Gald
Food Sack Value: 30
In-Game Description: "A soft and creamy cheese."

* * * * *

Name of Food: Cheese
Cost: 70 Gald
Food Sack Value: 20
In-Game Description: "A nutritious cheeze made from healthy cow's milk."

* * * * *

Name of Food: Chestnut
Cost: 120 Gald
Food Sack Value: 40
In-Game Description: "Chestnuts should be roasted before being eaten."

* * * * *

Name of Food: Chicken

Cost: 420 Gald

Food Sack Value: 200

In-Game Description: "Leaner than other meats, so it's favored by health-conscious eaters."

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Name of Food: Cod

Cost: 350 Gald

Food Sack Value: 260

In-Game Description: "Tasty when pan fried."

* * * * *

Name of Food: Crab

Cost: 3,200 Gald

Food Sack Value: 1,600

In-Game Description: "Where's the melted butter? Mmmmm."

* * * * *

Name of Food: Crab Soup

Cost: 4,000 Gald

Food Sack Value: 1,000

In-Game Description: "Considered a delicacy by some."

* * * * *

Name of Food: Dorian

Cost: 3,000 Gald

Food Sack Value: 1,500

In-Game Description: "A fruit with a sweet, unforgettable fragrance."

* * * * *

Name of Food: Eel

Cost: 2,000 Gald

Food Sack Value: 1,200

In-Game Description: "Excellent when grilled over a mesquite fire."

* * * * *

Name of Food: Egg

Cost: 150 Gald

Food Sack Value: 55

In-Game Description: "A bird egg - useful for many kinds of recipes."

* * * * *

Name of Food: Fitz Burger

Cost: 180 Gald

Food Sack Value: 100

In-Game Description: "A juicy meat patty sandwiched between a sesame-seed bun with special sauce."

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Name of Food: Fitz Fries

Cost: 50 Gald

Food Sack Value: 25

In-Game Description: "French fried potatoes perfectly seasons with salt. Tasty."

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Name of Food: Fitz Shake

Cost: 100 Gald

Food Sack Value: 35

In-Game Description: "A refreshingly cool drink that comes in different flavors."

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Name of Food: Gourmet A

Cost: Gald

Food Sack Value: 5000

In-Game Description: Unknown... may come in future version.

* * * * *

Name of Food: Gourmet B

Cost: Gald

Food Sack Value: 5000

In-Game Description: Unknown... may come in future version.

* * * * *

Name of Food: Gourmet C

Cost: Gald

Food Sack Value: 5000

In-Game Description: Unknown... may come in future version.

* * * * *

Name of Food: Gourmet D

Cost: Gald

Food Sack Value: 5000

In-Game Description: Unknown... may come in future version.

* * * * *

Name of Food: Grape

Cost: 980 Gald

Food Sack Value: 500

In-Game Description: "A large grape. Its juices will stain clothes, so be careful."

* * * * *

Name of Food: Herring

Cost: 600 Gald

Food Sack Value: 300

In-Game Description: "Some people pickle this fish."

* * * * *

Name of Food: Jam

Cost:

Food Sack Value: 30

In-Game Description: "Jam made from fruit. Goes great with toasted bread."

* * * * *

Name of Food: Juicy Beef

Cost: 2,800 Gald

Food Sack Value: 2,000

In-Game Description: "High-grade marbled meat. A cut above the normal fare."

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Name of Food: Lemon

Cost: 30

Food Sack Value: 10

* * * * *

Name of Food: Mackerel

Cost:

Food Sack Value: 15

In-Game Description: "Don't eat this fish raw or else you'll get sick."

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Name of Food: Mackerel Pike

Cost: 30 Gald

Food Sack Value: 10

In-Game Description: "A fatty fish that's excellent when grilled."

* * * * *

Name of Food: Mangosteen

Cost: 1,500 Gald

Food Sack Value: 700

In-Game Description: "A tasty fruit that doesn't stay fresh for a long time."

* * * * *

Name of Food: Melon

Cost: 2,200 Gald

Food Sack Value: 1,350

In-Game Description: "A tasty fruit that's excellent when chilled."

* * * * *

Name of Food: Persimmon

Cost: 85 Gald

Food Sack Value: 30

In-Game Description: "An orange colored fruit that has a sweet and earthy flavor."

* * * * *

Name of Food: Pineapple

Cost: 500 Gald

Food Sack Value: 250

In-Game Description: "A tropical fruit that can make your tongue tingle if overeaten."

* * * * *

Name of Food: Pom Seed
Cost: Gald
Food Sack Value: 1
In-Game Description: "A strange seed."

* * * * *

Name of Food: Prawn
Cost: 1,200 Gald
Food Sack Value: 500
In-Game Description: "A versatile seafood. Can be used for many main dishes."

* * * * *

Name of Food: Prune
Cost: 440
Food Sack Value: 200
In-Game Description: "Packed with fiber, so you know it's good for you."

* * * * *

Name of Food: Roast
Cost: 600 Gald
Food Sack Value: 300
In-Game Description: "Marbled beef with excellent flavor."

* * * * *

Name of Food: Red Snapper
Cost: 480 Gald
Food Sack Value: 170
In-Game Description: "A tasty fish that's excellent when baked in a wood-fired oven."

* * * * *

Name of Food: Sea Bass
Cost: 130 Gald
Food Sack Value: 50
In-Game Description: "A prized catch for sports fishing."

* * * * *

Name of Food: Sea Bream
Cost: 1,800 Gald
Food Sack Value: 820
In-Game Description: "A fish easily caught off the seas of Aquaveil."

* * * * *

Name of Food: Silvervine
Cost: 200 Gald
Food Sack Value: 10
In-Game Description: "Gives off a sweet, attractive odor."

* * * * *

Name of Food: Smelt
Cost: 300 Gald
Food Sack Value: 120
In-Game Description: "A slender fish that's good grilled or fried."

* * * * *

Name of Food: Softy Kream (S. Kream)
Cost: 50 Gald
Food Sack Value: 10
In-Game Description: "A cool and sweet frozen treat. Check the stick to see if you're a winner."

* * * * *

Name of Food: Squid
Cost: 100 Gald
Food Sack Value: 35
In-Game Description: "Also known as Calamari. Tasty when deep fried."

* * * * *

Name of Food: Squid Jerky
Cost: 130 Gald
Food Sack Value: 100
In-Game Description: Unknown... may come in future version.

* * * * *

Name of Food: Steak
Cost: 1,500 Gald
Food Sack Value: 800
In-Game Description: "Lean beef grilled over a mesquite flame. Juicy."

* * * * *

Name of Food: Strawberry
Cost: 200 Gald
Food Sack Value: 70
In-Game Description: "Goes great with milk or whipping cream."

* * * * *

Name of Food: Sweetee
Cost: 220 Gald
Food Sack Value: 80
In-Game Description: "A new breed of fruit that tastes like a grapefruit."

* * * * *

Name of Food: Tender Roast
Cost: 700 Gald
Food Sack Value: 700
In-Game Description: "More tender and tastier than a roast."

* * * * *

Name of Food: Tuna
Cost: 3,000 Gald
Food Sack Value: 1,500
In-Game Description: "Great for eating raw, grilled, stewed, etc."

* * * * *

Name of Food: Vegetables
Cost: 300 Gald
Food Sack Value: 120
In-Game Description: "Fresh vegetables packed with vitamins and minerals."

* * * * *

Name of Food: Wormy Apple
Cost:
Food Sack Value: -100
In-Game Description: "A worm-ridden apple. There are holes all over it."

* * * * *

Name of Food: White Smelt
Cost: 80 Gald
Food Sack Value: 25
In-Game Description: "Tastes great when grilled or deep fried."

* * * * *

Name of Food: Wrasse
Cost: 10 Gald
Food Sack Value: 10
In-Game Description: "Easily caught, but tastes horrible."

* * * * *

The QUICK REFERENCE Food Chart

This is a list of the foods in the game with their most vital stats for quick reference while you play the game. This is for if you're in a rush or you just need to find one thing with out an in-depth description of each food, which can be found above!

Key:

Name of Food: The Food's Name
Cost: The cost of the food (in gald)
Food Sack: How much the food is worth in the food sack.

Name of Food	Cost	Food Sack
Acerola	250	90
Apple		10
Banana	40	12
Barracuda		50
Beast Meat	400	200
Beef	1,000	510
Blowfish	4,000	1,800

Bonito	300	120	

Bread	20	10	

Bream	120	30	

Cheese	70	20	

Chestnut	120	40	

Chicken	420	200	

Cod	350	260	

Crab	3200	1600	

Crab Soup	4000	1000	

Dorian	3,000	1,500	

Eel	2,000	1,200	

Egg	150	55	

Fitz Burger	180	100	

Fitz Fries	50	25	

Fitz Shake	100	35	

Gourmet A	---	5000	

Gourmet B	---	5000	

Gourmet C	---	5000	

Gourmet D	---	5000	

Grape	980	500	

Herring	600	300	

Jam		30	

Juicy Beef	2800	2000	

Lemon	30	10	

Mackerel		15	

Mackerel Pipe	30	10	

Mangosteen	1,500	700	

Melon	2200	1350	

Persimmon	84	30	

Pineapple	500	250	

Function: The function of the item.
Type: Healing, battle, or otherwise?
In-Game Description: The in-game description of the item.

* * * * *
* * * * *
* * * * *

Name of Item: Bellebane
Cost: None
Function: Permanent increase
Type: Other
In-Game Description: "A medicinal herb that increases AGL by 1."

* * * * *

Name of Item: Charm Bottle
Cost: None
Function: Get 30 percent discount in stores.
Type: One Use
In-Game Description: Coming soon.

* * * * *

Name of Item: Combo Counter
Cost: None
Function: In battle, allows amounts of combos to be shown.
Type: Battle
In-Game Description: "Enables the Combo Counter display to be turned ON and OFF in the CUSTOMIZE menu."

* * * * *

Name of Item: Dark Bottle
Cost:
Function: Attracts enemy attacks.
Type: Other
In-Game Description: "This bottle contains evil spirits that attract enemies."

* * * * *

Name of Item: Efreet
Cost:
Function: Fire attack in battle
Type: Battle
In-Game Description: "An ancient weapon that summons the fire spirit."

* * * * *

Name of Item: Elixir
Cost:
Function: Completely restores a character's HP and TP.
Type: Healing
In-Game Description: "A strange medicine that restores HP and TP completely."

* * * * *

Name of Item: Energy Bullet (E. Bullet)
Cost: 320 Gald
Function: Energy attack in battle

Type: Battle

In-Game Description: "A Lens weapon made by Oberon Corp. Spreads an electrical charge across the ground."

* * * * *

Name of Item: Flare Bottle (F. Bottle)

Cost:

Function: Increases attack power 30% temporarily in battle.

Type: Battle

In-Game Description: "A fiery liquor increases attack power temporarily by 30% during battle."

* * * * *

Name of Item: Gnome

Cost:

Function: Earth damage to all enemies.

Type: Battle

In-Game Description: "An ancient weapon that summons the earth spirit."

* * * * *

Name of Item: Green Gel

Cost: 30 Gald

Function: Heals 30% of one character's HP.

Type: Healing

In-Game Description: "A gelatin-based healing medicine. Restores 30% of a character's HP."

* * * * *

Name of Item: Holy Bottle (H. Bottle)

Cost: 40 Gald

Function: Lowers encounter rate temporarily.

Type: Other

In-Game Description: "This bottle contains a holy essence that wards off enemies."

* * * * *

Name of Item: Hourglass

Cost:

Function: Stops enemy movement temporarily in battle.

Type: Battle

In-Game Description: "This item temporarily stops enemy movement during battle."

* * * * *

Name of Item: Lavender

Cost:

Function: Permanently increases STR by 1.

Type: Permanent Increase

In-Game Description: "A medicinal herb that increases STR by 1."

* * * * *

Name of Item: Lemon Gel

Cost: 250 Gald

Function: Heals 60% of one character's HP.

Type: Healing

In-Game Description: "A gelatin-based healing medicine. Restores 60% of a character's HP."

* * * * *

Name of Item: Liqueur Bottle

Cost:

Function: Prevents petrification in battle

Type: Battle

In-Game Description: "Reduces attack power my 20%, but it will protect user from petrification."

* * * * *

Name of Item: Melange Gel

Cost: 120 Gald

Function: Heals 30% of a character's HP and TP.

Type: Healing

In-Game Description: "A gelatin-based healing medicine. Restores 30% of a character's HP and TP."

* * * * *

Name of Item: Miracle Gel

Cost:

Function: Heals 60% of a character's HP and TP.

Type: Healing

In-Game Description: "A gelatin-based healing medicine. Restores 60% of a character's HP and TP."

* * * * *

Name of Item: Neutralizer

Cost: 450

Function: Avoid damage in Trash Mountain

Type: One Use

In-Game Description: "A medicine that temporarily neutralizes enviornmental poisons."

* * * * *

Name of Item: Oberol C

Cost: 50 Gald

Function: Heals 35% of a character's HP.

Type: Healing

In-Game Description: "A liquid medicine of from Oberol Corp. Restores 35% of maximum HP."

* * * * *

Name of Item: Oberol Gold (Oberol G.)

Cost:

Function: Heals all of one character's HP.

Type: Healing

In-Game Description: "A liquid medicine of from Oberol Corp. Restores HP completely."

* * * * *

Name of Item: Oberol EX
Cost: 300 Gald
Function: Heals 65% of a character's HP.
Type: Healing
In-Game Description: "A liquid medicine of from Oberol Corp. Restores 65% of maximum HP."

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Name of Item: Old Cane
Cost: None.
Function: --
Type: --
In-Game Description: "A well-worn cane that bears the mark of time."

* * * * *

Name of Item: Orange Gel
Cost: 100 Gald
Function: Heals 30% of a character's TP.
Type: Healing
In-Game Description: "A gelatin-based healing medicine. Restores 30% of a character's TP."

* * * * *

Name of Item: Panacea Bottle (P. Bottle)
Cost:
Function: Cures poison and petrification.
Type: Healing
In-Game Description: "A general purpose medicine that cures poisoning and petrification."

* * * * *

Name of Item: Pine Gel
Cost: 500 Gald
Function: Heals 60% of one character's TP.
Type: Healing
In-Game Description: "A gelatin-based healing medicine. Restores 60% of a characters's TP."

* * * * *

Name of Item: Red Bellebane
Cost:
Function: Raises agility by 2.
Type: Permanent Increase
In-Game Description: "A medicinal herb that increases AGL by 2."

* * * * *

Name of Item: Red Lavender
Cost: None
Function: Raises strength by 2
Type: One Use
In-Game Description: "A medicinal herb that increases STR by 2."

* * * * *

Name of Item: Red Sage

Cost:

Function: Raises max HP by 10 percent.

Type: Permanent Increase

In-Game Description: "A medicinal herb that increases maximum HP by 10%."

* * * * *

Name of Item: Red Savory

Cost:

Function: Permanently increases TP 10%.

Type: Permanent Increase

In-Game Description: "A medicinal herb that increases maximum TP by 10%."

* * * * *

Name of Item: Rune Bottle (R. Bottle)

Cost: 500 Gald

Function: Allows ??? items to be seen.

Type: Regular

In-Game Description: "The liquid in this bottle will help you identify unknown objects."

* * * * *

Name of Item: Sage

Cost:

Function: Permanently increases HP 5%.

Type: Permanent Increase

In-Game Description: "A medicinal herb that increases maximum HP by 5%."

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Name of Item: Savory

Cost:

Function: Permanently increases TP 5%.

Type: Permanent Increase

In-Game Description: "A medicinal herb that increases maximum TP by 5%."

* * * * *

Name of Item: Spectacles

Cost: 5 Gald

Function: View a monster's stats in battle.

Type: Battle

In-Game Description: "A strange Lens that enables the user to divine the enemy's HP, TP and alignment."

* * * * *

Name of Item: Sylph

Cost:

Function: Wind damage to all enemies.

Type: Battle

In-Game Description: "An ancient weapon that summons the water spirit."

* * * * *

Name of Item: Valkryie

Cost:
Function: Holy damage to all enemies.
Type: Battle
In-Game Description: "An ancient weapon that summons the holy spirit."

* * * * *

Name of Item: Wendiene
Cost:
Function: Water damage to all enemies.
Type: Battle
In-Game Description: "An ancient weapon that summons the water spirit."

* * * * *

Name of Item: Winged Boots
Cost: 1,500
Function: Escape a dungeon
Type: One Use
In-Game Description: "Boots that enable the user to teleport from a labyrinth to above ground."

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-----S E C T I O N XXIV-----

<<<<<<<<T O W E R O F D R U A G A F A Q \ I N F O R M A T I O N>>>>>>>>>>>>

Here is a guide for the special dungeon, Tower of Druaga. To get there, just get all 3 Rods, then go to the temple that you saved Rutee at in the beginning of the game, and go to the center room. Examine the three pedestals and you will gain access to the Tower.

Floor Number: Number of the floor.
Enemies: Enemies to kill.
Treasure Received: Treasure you can get on the floor.

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Floor Number: 1
Enemies: Green Slime
Treasure Received: Winged Boots
Pick up the key, then unlock the door with it.

* * * * *

Floor Number: 2
Enemies: Black Slime, Green Slime
Treasure Received: Dash Ring
Kill the Black Slimes to get the Dash Ring, then use the key to unlock the door.

* * * * *

Floor Number: 3
Enemies: Blue Knight, Green Slime
Treasure Received: Life Bottle

Use the key to unlock the door.

* * * * *

Floor Number: 4

Enemies: Mage

Treasure Received: Poison Charm

Hit circle at the door without having the key to get the Poison Charm, then use the key to unlock the door.

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Floor Number: 5

Enemies: Mage

Treasure Received: White Sword

Kill two mages to get the White Sword.

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Floor Number: 6

Enemies: Black Knight, Sorcerer

Treasure Received: Lantern

Go up the entire right side of the maze, then the entire left side of the maze, to get the Lantern.

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Floor Number: 7

Enemies: Red Slime

Treasure Received: R. Doll

Get the E. Bullet, then discard it to get a R. Doll.

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Floor Number: 8

Enemies: Mage

Treasure Received: Lavender

Get hit with the Mage's laser from both sides to get a Lavender.

* * * * *

Floor Number: 9

Enemies: Mage Ghost, Druid

Treasure Received: Dark Seal

From the top, go down two rows and break every wall to the south.

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Floor Number: 10

Enemies: Red Slime, Knight

Treasure Received: Warrior Symbol

Kill the red slimes without getting hit by the Knight, then kill a Knight.

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Floor Number: 11

Enemies: Mage

Treasure Received: Strengthen Disc

Wait for 10 seconds on the bottom of the maze.

* * * * *

Floor Number: 12

Enemies: Mage Ghost

Treasure Received: Battle Suit

Get the key, stand right next to the stairs, then wait until the Mage Ghost appears over the stairs, at which point you should fight it.

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Floor Number: 13

Enemies: Mage, Red Slime

Treasure Received: Red Shield

Go to door and press circle without having a key, then kill all the enemies.

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Floor Number: 14

Enemies: Mage, Black Slime, Red Slime

Treasure Received: ?JEWEL (Moonstone)

Evade all the enemies for 30 seconds.

* * * * *

Floor Number: 15

Enemies: Quox, Blue Knight

Treasure Received: ?JEWEL (Emerald)

Kill the Blue Knight first.

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Floor Number: 16

Enemies: Mirror Knight

Treasure Received: Hellfire Disc

Kill the Mirror Knight, then bump the wall on the left.

* * * * *

Floor Number: 17

Enemies: Druid, Mage Ghost, Blue Slime

Treasure Received: Reverse Doll

Kill druids and slimes.

* * * * *

Floor Number: 18

Enemies: Mage Ghost, Druid

Treasure Received: Dragon Sword

Walk clockwise around outer wall, smashing all the walls.

* * * * *

Floor Number: 19

Enemies: Quox

Treasure Received: Thinking Cap

Kill the Quox, get the key, open the door, get the chest.

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Floor Number: 20

Enemies: None
Treasure Received: Elixir
Open gate without fighting any enemies.

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Floor Number: 21
Enemies: None
Treasure Received: Resist Ring
Wait 10 seconds without fighting, move, and wait 10 more seconds without fighting.

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Floor Number: 22
Enemies: Quox
Treasure Received: Dark Seal
Lead the Quox to the upper left corner, stand in the very upper left corner, then let Quox trigger a battle with you.

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Floor Number: 23
Enemies: Wizard, Blue Slime
Treasure Received: Thunder Disc
Kill a Wizard, Blue Slime, and another Wizard.

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Floor Number: 24
Enemies: Doesn't matter
Treasure Received: Blessing Disc
Just sit still and let an enemy come to you.

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Floor Number: 25
Enemies: None
Treasure Received: None

* * * * *

Floor Number: 26
Enemies: Druid, Hyper Knight, Quox
Treasure Received: Hyper Gauntlet, Battle Knuckle
If you use Bruiser a lot, kill the Hyper Knight and Quox, then let the Druid shoot you. To get the Hyper Gauntlet, get the key and reach the Druid within 30 seconds.

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Floor Number: 27
Enemies: None
Treasure Received: Ruby
Break 10 walls.

* * * * *

Floor Number: 28
Enemies: Green Roper

Treasure Received: Elven Cape

Open the gate, then wait for a Green Roper to move onto the stairs, then kill the Green Roper.

* * * * *

Floor Number: 29

Enemies: None

Treasure Received: Combo Command

If you got one already, don't bother, otherwise, go to the walls and bump them in the following order: top, right, down, left.

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Floor Number: 30

Enemies: Any 3

Treasure Received: Blue Talisman

Stand still at the beginning and let three enemies fight you.

* * * * *

Floor Number: 31

Enemies: Blue Slime, Blue Knight

Treasure Received: Mind Ring

Kill all the Blue Slimes and Blue Knights.

* * * * *

Floor Number: 32

Enemies: Quox

Treasure Received: Demon's Arrow Disc

Let Quox break 5 walls without fighting you.

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Floor Number: 33

Enemies: None

Treasure Received: Blue Shield

Get Stahn's Max HP in red.

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Floor Number: 34

Enemies: Mirror Knight

Treasure Received: ?JEWEL (Sapphire)

Just kill a Mirror Knight.

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Floor Number: 35

Enemies: Green Roper

Treasure Received: ?JEWEL (Topaz)

Kill both Green Ropers.

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Floor Number: 36

Enemies: Sorcerer

Treasure Received: Princess Cape

Just kill all four Sorcerers without being hit by their beams or fire.

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Floor Number: 37

Enemies: None

Treasure Received: Megalith Disc

Don't break any walls at first. Get the key, open the door, then break a wall.

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Floor Number: 38

Enemies: Will O Wisp

Treasure Received: GC Rod

Kill 2 Will O Wisps in a row.

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Floor Number: 39

Enemies: None

Treasure Received: Silver Cape

Break five walls in the southern half, then two in the northern half.

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Floor Number: 40

Enemies: Lizardmen, Mage, Green Roper

Treasure Received: Demon's Seal

Kill the Lizardmen and Mage, then kill the Green Ropers.

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Floor Number: 41

Enemies: Quox

Treasure Received: Stone

Kill the Quox.

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Floor Number: 42

Enemies: Will O Wisp (red)

Treasure Received: Star Mace

Kill one red Will O Wisp, get the key, then kill another one.

* * * * *

Floor Number: 43

Enemies: DY Slime, DG Slime, Blue Slime, Black Slime, Red Slime, Green Slime

Treasure Received: Mystic Symbol

Kill the enemies in the order I listed them above.

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Floor Number: 44

Enemies: Wizard, Sorcerer, Druid, Mage

Treasure Received: Magical Ribbon

Kill the enemies in the order I listed them above.

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Floor Number: 45

Enemies: Lizardmen, Hyper Knight, Mirror Knight, Black Knight, Blue Knight

Treasure Received: Excaliber

Kill the enemies in the order I listed them above, then a second chest will appear. Say you want to open it, and then open the original chest.

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Floor Number: 46

Enemies: None

Treasure Received: Aqua Cape

Touch all four corners.

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Floor Number: 47

Enemies: Red Roper

Treasure Received: Rabbit's Foot

Kill a Red Roper.

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Floor Number: 48

Enemies: Doesn't matter

Treasure Received: RC Rod

Wait at each corner for ten seconds.

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Floor Number: 49

Enemies: Wizard

Treasure Received: Magical Rouge

Go to the door and try to open it, then kill a Wizard.

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Floor Number: 50

Enemies: None

Treasure Received: Emerald Ring

Go to the north wall, south wall, east wall, and west wall, without fighting any enemies.

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Floor Number: 51

Enemies: None

Treasure Received: Volcano Disc

Head to the south half of the floor and wander around for 35 seconds, then go to the middle to get the chest.

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Floor Number: 52

Enemies: None

Treasure Received: Gold Armor

Smash all the vertical walls before the enemies smash all the horizontal walls.

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Floor Number: 53

Enemies: None

Treasure Received: Mercy Disc

In the lower left corner, go up three rows, right five columns, then walk through the wall you break to the south.

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Floor Number: 54

Enemies: None

Treasure Received: Moon Crystal

Use a healing item on Stahn.

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Floor Number: 55

Enemies: None

Treasure Received: None

* * * * *

Floor Number: 56

Enemies: None

Treasure Received: None

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Floor Number: 57

Enemies: Fake Ishtar, Lizardmen

Treasure Received: Berserker Bow

Go to the door without having key, try to open it, kill the Fake Ishtar, then kill the Lizardmen.

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Floor Number: 58

Enemies: Red Knight

Treasure Received: BC Rod

This is a very odd floor, and I don't know exactly how to beat it, because PSM's method doesn't work. If anyone knows, please let me know.

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Floor Number: 29

Enemies: Hyper Knight, Wizard, Druaga

Treasure Received: None

Kill a Hyper Knight, then a Wizard, then Druaga.

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Floor Number: 60

Enemies: None

Treasure Received: Destroyer Disc

Talk to Ishtar, then go down to the second row from the bottom. Hit circle until he puts down the Green Rod, then go to the second row from the top and hit circle until he puts down the Red Rod, then go talk to Ki, and then go around the middle row hitting circle until he puts down the Blue Rod.

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Have fun. =)

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Item Used: ?SWORD
Item Received: Various Swords

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Item Used: Apple
Item Received: Wormy Apple

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Item Used: Beef
Item Received: Juicy Beef

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Item Used: Bellebane
Item Received: Red Bellebane

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Item Used: Blueberry
Item Received: Jam

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Item Used: Cheese
Item Received: Brie

* * * * *

Item Used: Lavender
Item Received: Red Lavender

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Item Used: Old Cane
Item Received: BC Rod

* * * * *

Item Used: Roast
Item Received: Tender Roast

* * * * *

Item Used: Sage
Item Received: Red Sage

* * * * *

Item Used: Savory
Item Received: Red Savory

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Item Used: Sour Milk
Item Received: Cheese

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Item Used: Wormy Apple
Item Received: Jam

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-----S E C T I O N XXXIX-----

<<<<<O P T I O N A L S I D E Q U E S T F A Q \ I N F O R M A T I O N>>>>>>

Here is a listing of all the secrets and extras in the game that I have found at this time. These are completely optional and just are there to add to the replay value.

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THE SPECIAL EGG

After you fight Baruk, check the Throne to get a Egg. It shows up on your valuables list, but what do you do with it? Simple, take it back to Lilith. After you enter and exit her house eight times, the Egg will be hatched. A baby blue dragon will be hatched, and it will scream for some gourmet food. So, give it all four of the gourmet items you received earlier and you will now have a summon disc that allows you to summon the blue dragon during battle.

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GETTING THE FOUR GOURMET ITEMS

So, you don't have the gourmet items? No sweat! All you need to do is find the four chefs around the world and give them the ingredients, and you will have the dishes! Here are the locations and items you need to bring.

QUEEN'S DELIGHT: Left Tower of Darilsheid Castle
Acerola, Apple, Bananas, Grape, Jam, Lemon, Mangosteen, Melon, Persimmon, Prune, Strawberry, Swetee

BEAST MEAT SUPREME: Mary in Cyril
Beast Meat, Cheese, Bread, Efreet

SEA'S BOUNTY: Sheeden Family House
Bonito, Herring, Jam, M. Pike, Mackerel, Sea Bass, Sea Bream, Smelt, Tuna, Vegetables, W. Apple

SPICY PRAWNS: Baruk's office in Cherik
Crab, Crab Soup, Egg, Prawns

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HIDDEN HOUSES

Once you have the Draconis, you can search out four secret houses that don't really add much to the game, except for the Seed Shop, but they are nice to check out.

HERIOKU: Find the small empty island in between Sheeden and Terazzi. This is home to Herioku and his Rock-Paper-Scissors game which is a lot of fun.

LENS PRO SHOP: West of Phandaria, there is an island which is home to the Lens Pro. He'll sell you all four summon items, which is useful because you don't have much to spend your Lens on.

SECRET HOUSE: East of Lienea, you will see a forest. The house is in the forest. The only thing here is a group of people who will tell you about the secrets found in the game, but I can do that without you needing to go here. =)

SEED SHOP: The most notable secret house is the Seed Shop, located in the northwestern corner of Calvalesse, which allows you to buy seeds needed to plant in Lienea. Check my seed planting guide for more information.

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TAG!

In Cherek, you can encounter two kids who will allow you to play tag with them. For those of you that have not played tag, the object is to run around without being touched by the person who needs to tag you, so avoiding the kid is key here. There are three kids here though (usually two, but a third one can sneak out of nowhere on you.), so be extra careful. If you manage to avoid them for 100 seconds or more, you'll get the Efrete summon spell, otherwise, you'll get a Melange Gel or Miracle Gel for a 20 second or higher effort.

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LARGE FOOD SACK

In the second half of the game, when Lilith is mad at you because you have to leave again, you can get the Food Sack L. As you are about to leave town with Philia, talk with Lilith, who will give you the item.

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TRICYCLE

The tricycle is a useful item that allows you to avoid random battles on the world map completely, but also makes you move very slowly. When you have reached the Aethersphere, go to Armeida and visit the grandmother in the upper right hand corner of the town. She'll give you 500 Lens, because she thinks you are her grandson. Take the Lens to the man in the Darilsheid Lens Shop and he will hook you up with the Tricycle.

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EMERALD RING

When you have the Horn, put Chelsea in your group and head to Neuestadt. Find the cat and speak to it. Feed it Bonito twice and the cat will lead you to the Emerald Ring!

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EXTRA SOUND OPTION

Before fighting Kronos, save your game. After defeating him, go to the starting screen and check Sound Test to find a new option that allows you to hear 200 voices from the game!

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UNCLE BOB

In the second half of the game, before going to Belcrant, go to Armeida, where you will see Uncle Bob stumbling around the entrance. He'll ask you if you want

Lens or Gald. Take either, as if you appear greedy and ask for more, he will be mad at you. Return to Lienea later on in the game and go in Aunt Maggie's house, where Uncle Bob will give you a Warrior's Symbol if you didn't piss him off earlier.

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MINI GAMES IN MOREAU

There are two mini games in Moreau. In the first half of the game, you will play a game where each person can take away a rock between 1 and 3, and the person who takes away the last rock loses. To easily win this, make sure Najasee always has in his hand either 1, 5, 9, 13, 17, 21, 25, or 28 rocks. As long as he has that amount, you are doing fine and will beat him. In the second half of the game, you can play a cool Galaxian type game! The first game nets you an Elixir, while the second gets you an Elixir, Gnome Ring, or Charm Bottle.

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GIANT DISC

Once you get the Golden Seed (check my Seed Planting guide), take it back to Otto, who will give you the Giant Disc in exchange.

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ARENA

There are new enemies in the Arena once you get the Draconis!

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SACRED TEXTS

Here is a listing of all the sacred texts in the game. Remember, you have to have Dymlos equipped to get the skills.

SPIN FLARE

Location: Moreau Caves
Stahn: 20 Dymlos: 22
Answer 1: Fireball
Answer 2: Spin Slash

FIERY WAVE

Location: Heidelberg Maze
Stahn: 25 Dymlos: 23
Answer 1: Fire Wall
Answer 2: Missile Sword

DRAGON TOSS

Location: Lienea
Stahn: 33 Dymlos: 34
Answer 1: Firestorm
Answer 2: Kick Attack

LIGHT SPEAR

Location: Cloudius
Stahn: 38 Dymlos: 38
Answer 1: Flare Tornado
Answer 2: Force

FLAME VORTEX

Location: Swordian Lab
Stahn: 40 Dymlos: 42

