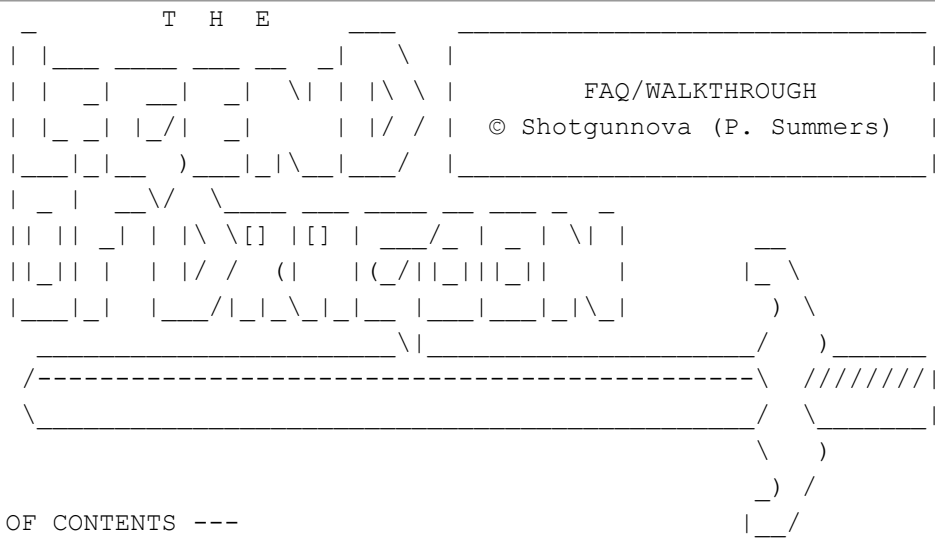


# The Legend of Dragoon FAQ/Walkthrough

by Shotgunnova

Updated on Aug 23, 2016



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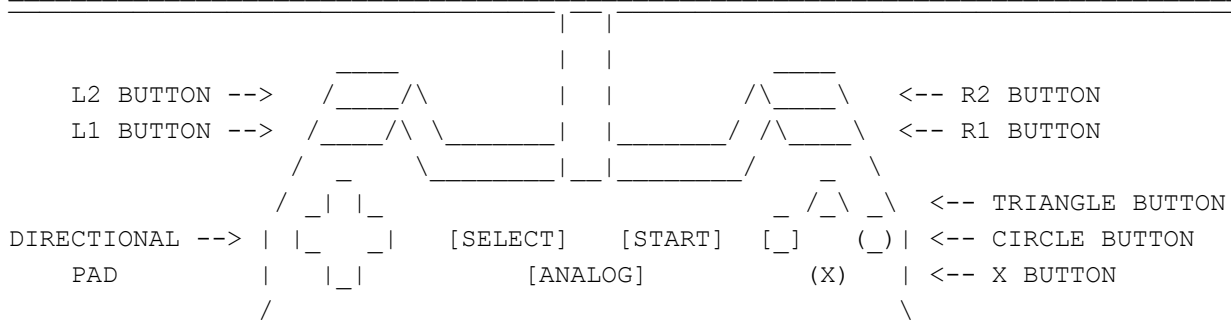
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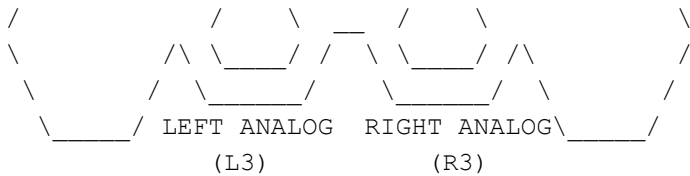
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I. CONTROLS

[CNTR]





NOTE: Omitted buttons are not used.

BUTTON	USES	[F]ield, [O]ther, [W]orld Map, [B]attle, [M]enus
Start	[W]	- Display city/dungeon names when held down
Analog	[O]	- Toggles Analog mode on/off for DualShock controllers
D. Pad	[M]	- Controls menu movement
	[B]	- Select enemy target
Circle	[M]	- Close menu/cancel
	[B]	- Guards against counterattack during additions
Triangle	[M]	- Opens menu
X Button	[M]	- Confirms prompt options / proceed through dialogue box
	[B]	- Initiate character's current addition (if applicable)
	[B]	- Power up thrown attack items
L1 Button	[F]	- Turns off exit/entrance/enemy encounter icons
	[W]	- Rotates map POV
L2 Button	[W]	- Changes map view, from down close to bird's-eye view
L. Analog	[M]	- Controls menu movement
	[B]	- Select enemy target
R1 Button	[W]	- Rotates map POV
R2 Button	[W]	- Changes map view, from bird's-eye view to down close

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## II. TH' BASICS

[THBS]

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---

This section is dedicated to fleshing out some of the essential aspects of the game...a reference tool, pretty much.

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STORY

---



---

[STRY]

[This can be found in the instruction manual verbatim:]

The Legend was born 10,000 years ago...and began with the Divine Tree. Nothing could compare to its mystical powers. It is said that this massive, yet graceful entity gave birth to all living things. One after another, races of plants, animals and unique beings fell from its branches and life spilled forth over the land.

The 105th race born of the Tree was the powerful Dragons. These towering winged destroyers would strike terror into anyone who beheld them. In time, their Dragon Spirit would be revered and worshipped.

The 106th race was the Human race. These peaceful beings lived a quiet agrarian existence in harmony with the world.

The 107th race was the formidable Winglies. These flying conquerors set out to build great floating cities and gain domination over all living things. In time, their aggression enslaved the passive Human race with little resistance.

The spirit of the Divine Tree coursed through all its offspring. The races took their place on earth, filling the desolation with lushness and activity. But the beauty of the tree could not hide an ugly blemish in the land of floating ciites. The Winglies reigned supreme. The humans were enslaved. Divided by hatred, a battle for freedom would ensue. Both thought their very survival depended on victory over the other. According to legend, the Humans enlisted the help of Dragons. Drawing on magical forces, the Humans became Dragoon warriors harnessing the savage power and soul of the Dragons. Dragoons were supernatural warriors who attacked with fierce combat skills and deadly magic. They overpowered the Winglies in a bloody confrontation. The humans prevailed. And they learned to co-exist in peaceful harmony. But beneath the tranquility, lurks a mysterious prophecy. Love. Revenge. Death and destruction. A Black Monster. The emergence of another race. No one knows what its presence will bring. Eternal peace or happiness for all? Or the darkest evil imaginable? The past and the future are about to collide. Behold your destiny...

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CHARACTERS

[CHRC]

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Slight spoilers here, although not much more than what you would learn in the instruction booklet.

DART

----

A swordsman originally from the village of Neet, which was destroyed by The Black Monster. Ever since, he's been on the lookout to get even for the deaths of his parents and the loss of his hometown. His sweetie-pie is Shana, who he's known since they were children.

HP : Average  
AT : Average  
DF : Average  
MAT: Average  
MDF: Average  
SPD: Average  
ELM: Fire  
WEP: Longswords

ROSE

----

Dart's savior at the beginning, teacher later on, and very knowledgeable in the Dragoons and history. She's cloaked in a mysterious aura and does not talk much about herself. But, as she travels with Dart's group, this will all change little by little...

HP : Low  
AT : Average  
DF : Average  
MAT: Average  
MDF: Average-high

SPD: Average  
ELM: Dark  
WEP: Short Swords

#### SHANA

-----

Although she's mild-mannered and kind, she's chased by unknown pursuers, prison wardens, and a motley crew of those with evil intent. She's known Dart since childhood, and wants to kick the relationship up to the next level, although she'll have to break Dart's image of her being the 'li'l sister' in his life.

HP : Low  
AT : Low  
DF : Low  
MAT: High  
MDF: High  
SPD: Average-high  
ELM: Light  
WEP: Bow & Arrow

#### LAVITZ

-----

A knight from Bale, and also King Albert's most trusted subordinate. The allegiance to his country is put above all else, and he would stop those who seek to harm to his lord or innocents. His father and grandfather were also Serdian knights, and he proudly stands among their ranks.

HP : High  
AT : High  
DF : High  
MAT: Average-low  
MDF: Average-low  
SPD: Average-low  
ELM: Wind  
WEP: Spear

#### ALBERT

-----

The kind King of Serdio, and also Lavitz' childhood friend. For the last 20 years, his nemesis Emperor Doel has engaged him in war over who will control the continent, and has tipped the forces in his favor by taking the power of Dragons on his side. Albert wants nothing more than to keep his people safe, which is why he takes up arms.

HP : High  
AT : High  
DF : High  
MAT: Average-low  
MDF: Average-low  
SPD: Average-low  
ELM: Wind  
WEP: Spear

#### HASCHEL

-----

A 60-year-old martial arts master on what seems to be a never-ending quest to find his runaway daughter, Claire. It's been 20 years and it's not made any ground. His often joking personality attracts him many good friends, including Dart.

HP : Average-high  
AT : High  
DF : Average-low  
MAT: Average-low  
MDF: Average-low  
SPD: Average-high  
ELM: Thunder  
WEP: Knuckles

#### MERU

----

A spry girl from the Flower City of Donau, she's like any other portrait of a teenage girl: hyperactive, often cheerful, a little uncouth. She initially joins the party as a tour guide, but still manages to keep a gigantic secret under wraps.

HP : Average-low  
AT : Low  
DF : Low  
MAT: High  
MDF: High  
SPD: High  
ELM: Water  
WEP: Hammer/Mace

#### KONGOL

-----

The last of the powerful race of Gigantos, he serves Emperor Doel and is bent on doing his lord's will. Not much is known about him besides this.

HP : High  
AT : High  
DF : High  
MAT: Low  
MDF: Low  
SPD: Low  
ELM: Earth  
WEP: Axe

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ICONS

[ICNS]

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Here's a rundown on icons that are shown in menus and the like.

#### ~~~ FIELD ~~~

The field is the place where the characters walk in dungeons/towns (the worldmap is not included in this). When walking, certain icons are shown by using the L1/R1 Buttons, and are indicators for a variety of things. In a town setting, there are a few triangular markers that mean different

things.

- Blue -> Entrance leads to a weapon/item shop area
- Green -> Entrance leads to a regular old house
- Yellow -> Entrance leads to an inn/clinic area

The town indicators do not often apply in a dungeon setting, although some times they can be found anyway. A different icon appears here, over Dart's head, and indicates the likelihood of a monster attack. As Dart walks thru the enemy-infested area, it changes colors to reflect the impending fight.

BLUE -----> YELLOW -----> RED  
(Relatively safe) (Enemies are near) (Attack is at hand)

After an attack, or if the party flees battle, the icon resets to blue & starts all over again. When leaving a dungeon area, the icon also resets to blue. The enemy attack indicator does NOT appear on the world map!

~~~ BATTLE ~~~

During battle, a few special icons appear that can only be accessed then. Some circumstances do not allow all these to be used, however.

- ATTACK - Initiates the character's addition on enemy, if applicable.
- GUARD - Heals 10% of max HP and halves ALL damage until next turn. An attack that inflicts a status abnormality during this state will not be able to inflict that effect (instant death does not apply).
- ITEMS - Allows the player to search through his battle-item inventory and select one to be used.
- RUN - The allies try to flee from the fight. Doesn't always work...
- DRAGOON - Allows a character to transform into a Dragoon. Collect SP by doing additions [etc.] to get this ability. As D'LV rises, the maximum 'charges' that can be stored rises also (max: 5).
- SPECIAL - Changes all characters into Dragoons, but can only be used if all have full SP bars (blinking). The character who initiates the Special will have automatically completed D-Additions.

Using the 'Dragoon' option changes the character into a Dragoon for a li'l while. A few options appear at this time. Note that using either option will deplete a 'charge' from the SP gauge, and once transformed, it's not possible to return to normal Human forum until the SP gauge is depleted.

- D-ATTACK - Initiates a dragoon attack (d-addition) on a target with the equipped weapon. Damage dealt depends on number of rotations character does on icon beforehand.
- MAGIC - Uses dragoon magic on enemies, allies, or both. This can be either offensive or defensive, but always uses a set number of MP. Gain SP through additions to learn new magic skills.

And, also like the enemy attack indicator on the field, those triangular markers are reused, appearing over all enemy/ally heads. This tells how good of fighting shape they are in, based on HP lost.

BLUE -----> YELLOW -----> RED  
100%-51% HP 50%-26% 25%-Below

Although not really 'icons' per se, there are a couple of meters to keep an eye on during battle. It could mean victory!

- HP GAUGE - Displays current & max HP. The higher it is, the better. A character cannot fight if at 0 HP.
- MP GAUGE - Displays current & max MP. The higher it is, the more magic skills can be used with the Dragoon command. If at 0 MP, no Dragoon skills can be used.
- SP GAUGE - Displays number of Dragoon 'charges' gained so far via SP. The gauge will change colors depending on how many charges are stored:
  - LV 1 - Blue
  - LV 2 - Green
  - LV 3 - Yellow
  - LV 4 - Orange
  - LV 5 - Red

~~~ MAIN MENU ~~~

When you press Triangle on the field, the main menu pops up.

- Status - Character stat, equipment, and D-magic overview
- Item - Use, Discard, List items, or view Key Items (Loot)
- Armed - Change equipment on all characters
- Addition - Overview of learned Additions; change ally Additions
- Replace - Switch main party lineup (Dart cannot be removed)
- Config - Change miscellaneous options.
  - Vibrate --> On/Off
  - Sound ----> Stereo/Mono
  - Morph ----> Normal/Short
  - Note -----> Off/Half/Stay
- Save - Save the game, only available at world map / savepoints

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ADDITIONS

[ADDT]

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Additions are weapon skills that every player, except Shana & Miranda, can do when choosing the 'Attack' option in-battle. When selected, a square will be shown on the screen while another square spins in towards it. When they've superimposed (or close to it), press the x-button to continue the chain of attacks. Completing the addition earns the most SP and, for every twenty of the additions completed, the SP and/or DMG% may increase.

But, it's not all fun and games. Enemies can 'counterattack' during additions which will stop the completion and deal damage to the user. You'll know when a counterattack is coming because the squares will turn red, and the icon at the screen's right side calls for the O-button to be used. There's not much of a change-up besides pressing the O-button instead of the X-button; this allows the chain to keep going.

For statistical information on Additions, check the appendices.

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STATUS ABNORMALITIES

[STTS]



All status abnormalities can be cured by transforming into Dragoon status, except for "Can't Combat" which should be obvious.

| STATUS        | TYPE | SYMPTOMS   |
|---------------|------|--|
| FEAR          | Mind | Attack & Defense power is halved                   |
| POISON        | Body | Ally loses 10% of max HP per turn                  |
| STUNNED       | Body | Character is incapacitated. Phys. damage removes.  |
| CONFUSED      | Mind | Character attacks enemies/allies indiscriminately  |
| BEWITCHED     | Mind | Character attacks allies only                      |
| DISPIRITED    | Mind | Character cannot gain SP through any means         |
| CAN'T COMBAT  | ---- | Character is KO'd, and cannot fight at all         |
| PETRIFICATION | Body | Character is completely incapacitated but not KO'd |
| COMMAND BLOCK | Body | A command(s) are temporarily unusable in battle    |

As far as 'types' go, Mind types are cured with Mind Purifiers, and Body ones are cured with Body Purifiers. Simple, eh? The only statuses that do not wear off after three turns are Poison, Dispirited, Fear -- these last after battle and must be cured with items or the attendant at a clinic.

## STAT OVERVIEW

[STTV]

|       |   |
|-------|---|
| HP    | Hit Points, which is the sustenance of the characters     |
| MP    | Magic Points, used as 'currency' in Dragoon magic         |
| AT    | Attack power  |
| DF    | Physical defense power                                    |
| LV    | The character's level                                     |
| EXP   | Experience, the total gained and the needed for next LV   |
| MAT   | Magic & item attack power                                 |
| MDF   | Magic & item defense power                                |
| D'LV  | Character's Dragoon Level                                 |
| M-AV  | Magical evasion power                                     |
| P-AV  | Physical evasion power                                    |
| SPEED | Character's agility rating, determining # of battle turns |
| A-HIT | Physical attack evasion rating                            |
| M-HIT | Magical & item attack evasion rating                      |

## III. CHAPTER ONE - SERDIAN WAR [CHP1]

01) Seles

[WK01]

|                  |            |                     |
|------------------|------------|---------------------|
| ITEMS:           | ENEMIES:   | STARDUST            |
| * War Bulletin   | * Burn Out | * Knight of Sandora |
| * Father's Stone |            | 1 (1/50)            |

In the forest outside of town, the red-armored Dart reads a [WAR BULLETIN] before the tusked dragon Feyrbrand attacks. He returns to his village, and finds it smoldering from the some Imperial Sandora soldiers' attack. There is a brief fight between a couple stragglers, which is no problem with one dose of the 'Addition' system. Time the Square button press as the Dart nears the enemy and perform a 'Double Slash' attack. They have pitiful HP, so it's not much of a trial... Apparently someone named 'Shana' has been taken into the soldiers' custody, though.

Afterwards, claim a [BURN OUT] in the chest near the (ironically) burnt-out house and save the game. Check out the southern part of town to find more grim tidings and smoke. An officer rides up, and it's the first...uh, boss you fight. He spits out that the captive's been escorted to the fine place of Hellena Prison. Oh noes!

```

-----
| BOSS: Commander | HP: 20 | ELEMENT: ---- | DROP: Burn Out/2 Healing Potion |
'-----'

```

He's accompanied by two 'Knight of Sandora' enemies, but this isn't much of an upgrade battle-wise. A solitary Double Slash will take out the minions to be sure, and even if you mess up, two attacks'll suffice. The Commander then only takes four full additions, but to Dart's advantage, he's also faster. A few 'Guard' options will help refill our hero's health a bit without costing him anything from the inventory, as well as guarding against physical damage on the next attack. The commander will heal himself a pitiful amount of 4 HP and using a fire-elemental 'Burn Out', but neither should prove to be fatal. If you're forced to, use a Healing Potion; otherwise, save 'em for later. A win nets Dart 26G and 24 EXP.

After defeating them, head towards the graveyard and find the 1st [STARDUST] item on one of the gravestones. This will be important for a sidequest later on, so we're collecting 'em now. There's also a knight named Master Tasman who can teach Dart -- and any new player -- the basics of fighting. Nothin' else here but rubble. Leave town and enter the world map, towards the Forest area. It's called 'Forest' too...no name trickery there...

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## 02) Forest

[WK02]

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| ITEMS:           | ENEMIES:        | STARDUST        |
|------------------|-----------------|-----------------|
| * Healing Potion | * Charm Potion  | * Assassin Cock |
| * Burn Out       | * 20G           | * Goblin        |
|                  | * Trent         | 0 (1/50)        |
|                  | * Berserk Mouse |                 |

There's a merchant right nearby here [SH01]. If you're the type of person who absolutely hates lots of encounters, buy a few Charm Potions to lower the risk of 'em. Also, I highly suggest you ditch Double Slash and start leveling up the 'Volcano' addition. Select it from 'Addition' tab in the status screen.

|         |                                   |
|---------|-----------------------------------|
| /2 \    | 1   Healing Potion   3   Burn Out |
| / / \ \ | 2   Charm Potion   4   20G        |
| / / \ \ |                                   |
| / / ) ) |                                   |

```

____( ( _ _ | | _ _
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| | \| \
| | ENTER
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 /

```

To 'Prairie' (Blocked)

Anyway, near the merchant, look for a crate containing a [HEALING POTION]. In the second screen's cliff-and-log setup, get a [CHARM POTION] before traversing the bluff. This leads to a 3rd screen with lots of foliage and lots of exits...a maze, in essence. There's a [BURN OUT] and [20G] to be had here. To reach the exit, take the path on the right side of the Burn Out's chest, in the NW part of here.

Truck south for a small flashback, and follow the zig-zag path to the world map. I suggest fighting a few monsters to reach LV4, and maybe get Volcano to LV2 (use it correctly twenty times).

03) Hellena Prison

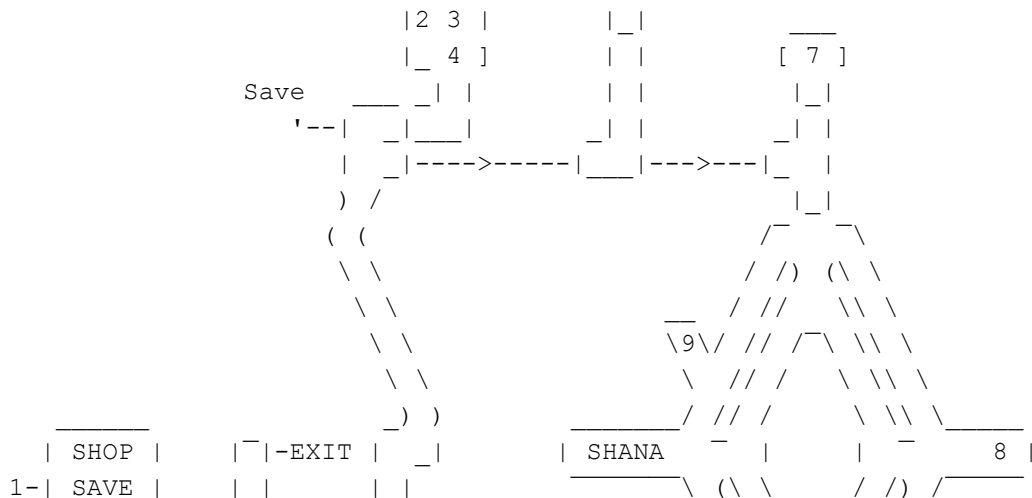
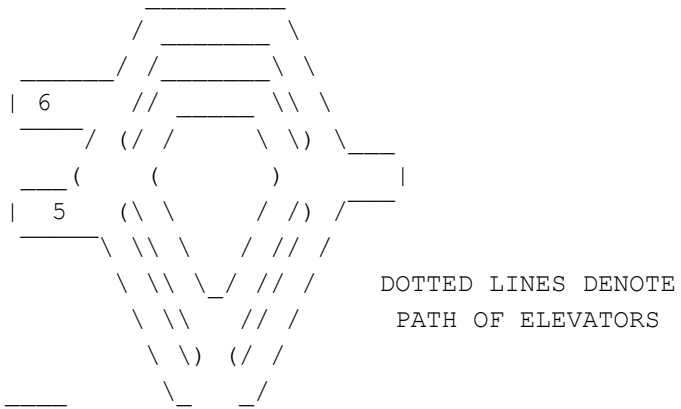
[WK03]

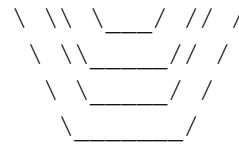
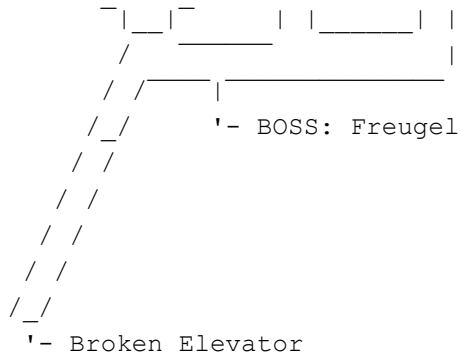
| ITEMS:           | ENEMIES:           | STARDUST         |
|------------------|--------------------|------------------|
| * 50G            | * Angel's Prayer   | * Hellena Warden |
| * Leather Jacket | * 20G              | * Senior Warden  |
| * Spark Net      | * Key/Shana's Cell |                  |

Dart will sneak into the prison when a peddler's wagon cart approaches, and then it's go time! You can talk to the hawker after defeating the enemy he summons to get a menu of his wares [SH02]. You can buy Angel's Prayers and Spark Nets if you need them, but you probably won't. Also, there aren't any random enemy encounters in this place, but you can see wardens walking the floor -- they supply enemies if you need to level up and such. (NOTE: Map is shown straight instead of at an angle, so adjust your thinkin'...)

[LEGEND]

- 1 - Burn Out
- 2 - 50G
- 3 - Angel's Prayer
- 4 - Leather Jacket
- 5 - 20G
- 6 - Spark Net
- 7 - Key to Shana's Cell
- 8 - 20G
- 9 - 20G





NOTE: Layout will not look the same as in the game due to different camera angles.

'- Broken Elevator

To start, go above the save point and find the corridor's [BURN OUT]. Leave the rest area normally to reach the main hallway. There'll be 2 wardens here and three paths to take. All are dead-ends except for the right staircase, which you should take. Two screens later, you'll be on scaffolding near a savepoint and a cargo lift. Inside the doorway nearby there are a few wardens patrolling, but a LV2 Volcano can take 'em out instantly. Steal the [ANGEL'S PRAYER], [50G], and [LEATHER JACKET] from the chests nearby. You can also re-enter this room to find the wardens back, if you like power-leveling (LOL-worthy in this game). Save and take the lift up and enter the new tower.

Inside, there will be a knight skewering some wardens. The name's Lavitz, and he teams up with Dart after the two tag-team some dopey guards (x3). Double back one screen to find the exit (blueish glow) and start from here. Go one screen clockwise (to the right) and enter a celldoor to find a chest and a woman. Use the crates to get the [20G] in there. In the next-door cell, there is a [SPARK NET] item. Return to the entrance (this tower is only 3 screens) and head towards the next lift, after fighting a warden. Save down below, if you want, also.

Take the left exit first to find a tight-security checkpoint. Take the catwalk up to a resting area, and Dart will find a [KEY TO SHANA'S CELL] laying there. Return back to the elevator area and enter the second tower with the new key. Take a left to find some guards in front of a cell; defeat them and Shana'll be rescued at long last! Defeat a couple more guards and the former captive will be able to battle with the men. Shana can learn no Additions, though, but she can do everything else. Give her that Leather Jacket for a few extra defense points. Make sure to get that [20G] in the third screen's cell, too!

Backtrack to the entrance (save when possible) and we'll fight a boss.

```

-----
| BOSS: Fruegel | HP: 90 | ELEMENT: Earth | Knight Shield, HealingPotion x?|
'-----'-----'-----'-----'-----'
```

At first Fruegel appears with two Hellena Wardens who have about 12 HP (the others have about 8-9). Volcano can take these guys out in one go, however. I highly suggest that Shana simply defends during this time, as she'll be a lightning rod of damage (beating up girls = no-no). When the two grunts are dead, two more show up, being Senior Wardens w/ 25 HP. They're a little more tough and have a penchant for counterattacking during additions, so watch your bacon. When they're killed, they throw a magic attack that hits about all allies for 20 damage. Take out the senior wardens before they Power Up and get even better attack and defense. Make sure that Lavitz isn't in bad shape, as his magic defense blows and he'll take ~40 per fiery attack. When the second wave of grunts has ended, Fruegel himself will be the only target. Keep Shana as an item healer while the men attack; not much else to this. Unlike his grunts, he's got no death-counter. 50G + 300 EXP awarded for winning.

Everyone escapes out of the prison automatically, and onto the world map. The previous path back to Seles is now closed, and all that lies now is the realm of Mordor...err, the Prairie.

04) Prairie

[WK04]

| ITEMS:          | ENEMIES:          | STARDUST       |
|-----------------|-------------------|----------------|
| * Ax from Shack | * Angel's Prayer  | * Mantis       |
| * 100G          | * Total Vanishing | * Crescent Bee |
|                 |                   | * Vampire Kiwi |
|                 |                   | * Mole         |

Enter

To Forest / \_\_\_\_\_ |  
 \\_ ( ( \_\_\_\_\_ | Upon entering, Lavitz' leg will get stuck with an  
 \ \ \ \_\_\_\_\_ \\_ | warden, so everyone hides to evade the pursuing  
 \ \ \_\_\_\_\_ ) 1| on the path's right-hand side to find an obscured  
 ( \_\_\_\_\_ / \_\_\_\_\_ | path leading to [100G]. After hiding from the  
 River / \ \_\_\_\_\_ | pursuers down the road, the SW path leads to a  
 \ ( \ \ \_\_\_\_\_ | small farmhouse where a flashback takes place. The goal now  
 Cliff '--| | \ \ \_\_\_\_\_ | now becomes to inform the country's king of the recent  
 \ \_ |2| ) ) \_\_\_\_\_ | goings-on. A [TOTAL VANISHING] is hidden alongside the shed.  
 | | | \_\_\_\_\_ |  
 | | \_\_\_\_\_ | To get out of the prairie, find the cliffside tree near the  
 | \_\_\_\_\_ | farmhouse, then the untraversable river at the NW fork. Get  
 | \_\_\_\_\_ | the [AX FROM SHACK] from the farmhouse, chop down the tree,  
 Axe-' |3| \_\_\_\_\_ | and revisit the river -- the log will brook a passage over.  
 \_\_\_\_\_ | The final screen has an [ANGEL'S PRAYER] by some civilians.

05) Limestone Cave

[WK05]

| ITEMS:           | ENEMIES:          | STARDUST        |
|------------------|-------------------|-----------------|
| * Detonate Rock  | * 20G             | * Evil Spider   |
| * Bastard Sword  | * Total Vanishing | * Slime         |
| * Angel's Prayer | * Body Purifier   | * Ugly Balloon  |
| * Burn Out       | * 100G            | * Orc           |
| * Charm Potion   | * Spark Net       | * Screaming Bat |
| * Poison Guard   | * Body Purifier   |                 |
| * Bandana        | * Healing Potion  |                 |
| * 50G            |                   |                 |

Just inside, pick up a [DETONATE ROCK] and look for a small path  
 ENTER-| | down to a [HEALING POTION], which is easy to miss. Turn SW into a  
 \_| | chamber with a bifurcating path, one being a waterslide. It's  
 |1 16| possible to get [20G] and a [BASTARD SWORD] by navigating this  
 \_| | place. Just make sure to use the d-pad/analog stick to steer Dart  
 \_| | into the branching slides; it's only 2 turns for the best item.  
 | |  
 | | \\_ | In the next stepping stone room, get a [TOTAL VANISHING] and a  
 | | | [BODY PURIFIER], the latter which comes in handy for the caustic  
 | | \_\_\_\_\_ | critters. The dark room beyond has rock fireflies which act as a

| | 12 | free healing/refresh point. An [ANGEL'S PRAYER] and [BURN OUT]'re  
 | | 13 | also located here. Snag a [100G] chest near the NE exit (on tv),  
 | - / while yer at it. In the firefly room, take the southernmost exit  
 | | to continue along...  
 | |

|    |   |    |                 |
|----|---|----|-----------------|
| 15 | 4 | 01 | Detonate Rock   |
|    |   | 02 | 20G             |
|    |   | 03 | Bastard Sword   |
|    |   | 04 | Total Vanishing |
|    |   | 05 | Body Purifier   |
|    |   | 06 | Angel's Prayer  |
|    |   | 07 | Burn Out        |
|    |   | 08 | 100G            |
|    |   | 09 | Charm Potion    |
|    |   | 10 | Spark Net       |
|    |   | 11 | Poison Guard    |
|    |   | 12 | Body Purifier   |
|    |   | 13 | Bandana         |
|    |   | 14 | Healing Potion  |
|    |   | 15 | 50G             |
|    |   | 16 | Healing Potion  |
|    |   |    |                 |

This room has two exits as well. Raid the [CHARM POTION] and route straight ahead, not the one that wraps around the entrance. There will be a weird thing here that flees when you try to chase it. The object is to catch it, which is done by occupying the same space as the creature. It leaves a [POISON GUARD] accessory after being caught, which prevents that status. Don't leave this place without it! A [SPARK NET] can also be found in this area. Return to the area where the Charm Potion was and opt for the other road this time.

It leads to a save point with a couple of crates lying around. One's a [BODY PURIFIER] and the other, a [BANDANA] helm...pretty crappy. Save and enter the final screen to find the giant boss. He'd make a good wall mount...

```

.------.
| BOSS: Uroborus | HP: 270 | ELEMENT: Earth | DROP: Wargod's Amulet |
'------'

```

Probably named after an "ouroboros" symbol, this sucker is easy to analyze. The main thing to remember here is that using Defend not only halves damage but it prevents any statuses from working. In this case, the foe's poisonous spew attack will simply do nothing. Dart should be able to do 30+ with his Volcano attack (at least at Lv. 4) while Lavitz' Spinning Cane won't be too bad either. Have Shana be the item healer...meaning have her defend when she isn't doing anything. Eventually, Uroborus will climb a worm-eaten wall and wait for an attack. Use this time to Defend/heal since it likes to use its attack-all move for about 20dmg. After three turns, it's pattern returns to normal. 50G + 400 EXP awarded upon death.

Leave through the cave nearby, into a small maze. There's a [HEALING POTION] to steal, as well as a [50G] jackpot by the actual exit. On the world map, do a beeline for Indels Castle!

```

| ITEMS:                                | ENEMIES:                                | STARDUST |
|                                         |                                         |          |
| * Portrait of Lavitz * 50G            | There ain't any!                        | 6 (7/50) |
| * 20G                                  * Good Spirits |-----|-----|
| * 20G                                  * 20G                                     |
| * Healing Breeze * Sparkle Arrow      | Lavitz'                                  |
| * 50G                                  * Active Ring | House      Barn |
| * 100G                                 |                                         |
|-----|-----|

```

[LEGEND]

```

1 ~ Portrait of Lavitz
2 ~ 50G                Indels  _____ | WPNS | | BAR 4 | _____
3 ~ 20G                Castle |5  | | _____ | | _____ | ITEMS |
4 ~ Good Spirits       |--|8  9| _____ | | _____ | | _____ |
5 ~ 20G                |10 | _____ | | _____ | | _____ |
6 ~ 20G                |11 | _____ | | _____ | | 1 2 | | _____ |
7 ~ Healing Breeze    | _____ | | _____ | | _____ |
8 ~ Sparkle Arrow      | _____ | | _____ | | _____ | |--> To Sewers
9 ~ 50G                | _____ | | _____ | | _____ | (6)
10 ~ Active Ring      | _____ | | _____ | | _____ | Enter --'
11 ~ 100G

```

As you come into town, enter the first house you see and talk to the girl to have her make a [PORTAIT OF LAVITZ] key item, and a [50G] crate. Make for the castle past the market square when done, and head up every stairwell you find to reach the throne room. King Albert says that the Knights of Basil're holding the line at Hoax in the south, but Sandora's encroaching. When the party disbands for a while, talk to Shana out on the balcony and everyone'll decide to accompany Lavitz to Hoax.

But, it's gettin' late, so return to Lavitz' house north of the city's entry point. When Lavitz asks what him and Dart should do before lunch, pick the fourth option of a home tour. Go upstairs into the library and some dialogue on the roof'll play; once lunch is over, leaving town's possible. There's still some stuff to do, however! Get the [20G] in Lavitz' house, remember...

---

'Kay, first let's round up some Stardust around. There are six here, and their locations are:

- In Lavitz' house's kitchen (post-tour)
- On the street near Lavitz' house, in the well
- In the weapon shop's polearm bin
- At Indels Castle, in the blacksmith's kiln (located on ground floor)
- At Indels Castle, NW corner of the area (by where the musician stands)
- This one's a little tougher. In Indels Castle, use the ladders on the ground floor to reach the basement level. Turn a crank-wheel there to undo a locked door by a boat. Now, at the town bar, buy some [GOOD SPIRITS] for the drunkard in the sewers; he'll clear the way for you to enter further inside, which leads to the boat you saw before -- take it for a ride! When prompted by a doorway, choose to get off the boat and enter inside. Search the floor in the north to find a cobweb'D Stardust! Use the boat to leave again.

As for extra items to find...

- [20G] can be found in the castle's ground floor room, accessible via a

sewer ladder (give Dran the Good Spirits to enter).

- [20G] can be found in the sewer system, in the screen where the path forks
- A [HEALING BREEZE] can be found in the barn next to Lavitz' house, up in the loft. Get on Lavitz' house's roof via the 2nd-floor library room and roof-hop to the barn window. Dart will have to walk across a beam to get the item. If he starts to lose his balance, mash the action button when the (!) icon appears to maintain composure.
- In Indels Castle (ground floor) there is a [SPARKLE ARROW] near the stable area. At the 2nd floor is [50G] and an [ACTIVE RING], the latter accessible from a third-floor ladder. Speaking of which, on the third floor, there is a [100G] container

After outfitting your party, try to leave town and you'll run into Martel. This person's who you'll end up collecting all those piddly Stardust for in exchange for rare items, so make sure you're gettin' 'em! She'll stay in Bale for awhile, at the house near Lavitz' joint. You need 10 for the first prize, so we'll have to wait awhile (note: if you talk to her now, you'll give over all the 'dust you've collected so far).

Leave for Hoax when ready. Remember to buy items in Bale; the destination has no shops.

07) Town of Hoax

[WK07]

| ITEMS:                                 | ENEMIES: | STARDUST |
|--|----------|----------|
| * Angel's Prayer      * Healing Potion | ---      | 2 (9/50) |
| * 20G                                  |          | -----'   |
| '-----'                                |          |          |

This fortified town serves as the frontline for the war against Sandora, and doesn't have much in the way of luxuries. Kaiser, the head of the Eighth Knighthood, is waiting for everyone's arrival, so let's not keep him waiting too long. First, let's loot the town before it gets too hectic.

- Stardust #08 - The house just left of the inn, downstairs (in fireplace)
- [ANGEL'S PRAYER] - in the resting area above Kaiser's station
- [HEALING POTION] - House along southern city wall, under the stairs.
- [20G] ----- on upper wall of town, inside east openable window

When ready, talk to Kaiser in the room under the hotel. Lavitz and Dart'll pull nightwatchman duty. One more item to get:

- Stardust #09 - Near the lantern SW of where Kaiser's standing

Talk to Kaiser when you're ready and he'll accompany Dart to the wall-side position. After relieving the guard, move our protagonist down the stairs to where the enemy's surprisingly surprising attack occurs!

```

-----
| Sandora Soldier | HP: ~40 | ELEMENT: Fire | DROP: Healing Potion |
'-----'

```

These guys are smallfry, but can do some minor damage just the same. Their down-slash attack can do about 30 damage, and their projectile can do a bit over 10. Defend a little to restore some health for the upcoming battle. And they may counterattack now and then, so be on guard. 60G + 50 EXP on defeat.



Move up the stairway to victim #2...

```

-----
| Sandora Elite | HP: ~250 | ELEMENT: Dark | DROP: Healing Breeze |
'-----'

```

He's got a few tricks up his sleeve. Foremost, a green flame skill that'll inflict about 40dmg on both allies. Secondly, a chain-capture throwdown; it does less than 20dmg, normally. When his HP is halved, he makes two copies of himself that are full-fledged attackers; hit the wrong one and the damage is nullified. The copies disappear when a hit's landed on the real Elite, so the opening for further attack lies there. 50G + 200 EXP upon the kill.

Immediately following, it's Giganto-guttin' time!

```

-----
| Kongol       | HP: ~275 | ELEMENT: Earth | DROP: Power Wrist |
'-----'

```

His physical attack is alright, but nothing to write home about. He can, however, get consecutive attacks off on occasion, so don't let your HP go into critical at any time. When he puts his weapon away, he can do a harder-hitting attack on both allies that's sure to give a headache -- it can do about 40damage to each. A weaker clothesline move is also found during this time. Note that after his HP is halved, if you don't complete an Addition properly, he'll rebuff the ally and counter with his head-knocker combo! It can hurt if you're not paying attention. 50G + 300 EXP for winning...

After finishing off Kongol, the tables seem to be reversed. A flying girl w/ black wings will awaken the "Red-Eye Dragoon" within Dart's stone and he'll become a Dragoon as well! The Sandoras leave in fear at this new development, also.

The person who unleashed Dart's power is Rose, the holder of the Dark Dragoon Spirit. News that the 7th Knighthood is under attack reaches the place, and it's off to assist them in the Marshland. Our new friend Rose can give Dart a tutorial on how to use the Dragoon powers he's got, if you need it. Those new to the game should definitely check it out. [NOTE: Dart's Additions now grant SP, which is another incentive to complete them each time.]

On the world map between Hoax & Bale, a path now branches to the Marshland. I switched out Shana for Rose at this point, but I know some people keep Shana around as an offensive item-thrower. Doesn't matter too much at this point...

08) MARSHLAND

[WK08]

| ITEMS:            | ENEMIES:        | STARDUST             |
|-------------------|-----------------|----------------------|
| * Sun Rhapsody    | * Sun Rhapsody  | * Merman   1 (10/50) |
| * Wargod's Amulet | * Spirit Potion | * Myconido           |
| * Healing Potion  | * Lance         | * Sea Dragon         |
| * Spirit Potion   | * Burn Out      | * Crocodile          |
| * Body Purifier   | * Stun Guard    |                      |
| * Magic Sig Stone |                 |                      |
|                   | 2 3 4 _         |                      |
|                   | _ 5 _   16      |                      |

```

|_____ |_____ |_____ |_____ | | |
| 01 | Sun Rhapsody | | | | |
| 02 | Sun Rhapsody | | | | |
| 03 | Wargod's Amulet | | | | |
| 04 | Spirit Potion | | | | |
| 05 | Healing Potion | EXIT | | | |
| 06 | Lance | | | | |
| 07 | Spirit Potion | | | | |
| 08 | Burn Out | | | | |
| 09 | Body Purifier | | | | |
| 10 | Stun Guard | | | | |
| 11 | Magic Sig Stone | | | | |
|_____ |_____ |_____ |_____ |

```

At the beginning, the path splits to the north (7th Basil Fort) and west (the marsh). Make for the fort to find the Imperial Sandora raid still in progress, with Dart smack dab in the middle. Give affirmative answers about fighting the soldiers as they appear; if you choose to retreat, they'll have to be done all over.

```

.------.------.------.------.
| Sandora Soldier | HP: ~40 | ELEMENT: Fire | DROP: --- |
| Sandora Soldier | HP: ~60 | ELEMENT: Water | DROP: --- |
'------'------'------'-----'

```

Soldiers have a weak projectile attack (~10) and a sword slash (~30) used w/ equal favor. They can be taken down in two attacks each, so it's thoughtless battle, mostly. Just watch out for the low-level Spear Frost items they toss that can do about 50 dmg to Dart. 21G + 25 EXP for wins. [Battle is done five times minimum.]

The Commander emerges when his five soldiers are stains on the walkway...

```

.------.------.------.------.
| Commander      | HP:      | ELEMENT: Dark | DROP: Attack Ball |
| Sandora Soldier | HP: ~40  | ELEMENT: Fire | DROP: ---          |
'------'------'------'-----'

```

Smallfry through and through -- Dart and Rose can easily rack up some kills with their Dragoon forms. The Commander's sword slash only does 'bout 20dmg, but in the latter half of the fight, can do ~40dmg and inflict Stunned on a single target (guard to make it ineffectual). Use Astral Drain for cleanup. 27G + 45 EXP for winning.

Get the [SUN RHAPSODY] on the planks before movin' inside the monster-less fort. Bounty inside:

- Stardust #10 (located by the bed)
- [SUN RHAPSODY]
- [SUN RHAPSODY]
- [SPIRIT POTION]
- [HEALING POTION]

Talk to the head of the 7th Knighthood to receive a [WARGOD'S AMULET], then duck behind the fort (using the entrance nearby) to get a [LANCE] for Lavitz. That's all there is to do here, so backtrack to the fork that leads into the marshland...

---

By walking along the warped & knotted tree branch, a small canoe can be used to maneuver in the waters and get the items lodged in the boughs. Items that can be found 'round this neck of the woods are:

- [SPIRIT POTION]
- [BURN OUT]
- [BODY PURIFIER]
- [STUN GUARD]
- [MAGIC SIG STONE]

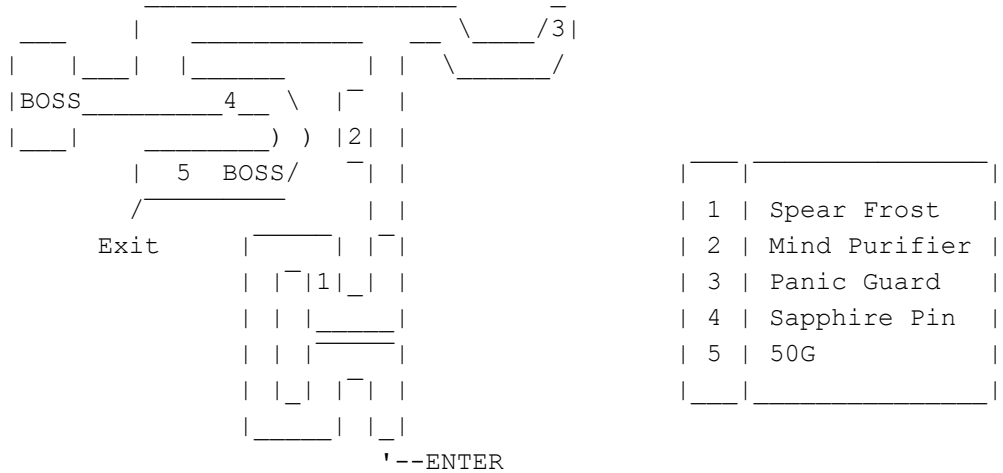
Out of all of these normal items, one special items is found: the Magic Stone of Signet. For better or worse, this item does not deplete -- it can be used once per battle on a single enemy, and blocks them from taking action for 3 turns. It's definitely something you'll want to keep around (some enemies'll flee ASAP and drop \$\$/items), although it'll take up one of your item slots for a long while...

But, that's up to you. Swing the canoe back around to where you found it and use hoof it along dry earth, leading back onto the world map. Next stop on this gravy train is...

09) VOLCANO VILLUDE

[WK09]

| ITEMS:        | ENEMIES:        | STARDUST  |
|---------------|-----------------|-----------|
| * Spear Frost | * Mind Purifier | 0 (10/50) |
| * Panic Guard | * Sapphire Pin  | -----     |
| * 50G         | * Fire Spirit   |           |



As everyone enters this lava-infested locale, a Fire Bird appears from the hot stuff and chases everyone into screen two. Pick up the [SPEAR FROST] and continue into screen three, where a [MIND PURIFIER] awaits. At the fork, go east to a [PANIC GUARD]; west leads to a save point. Heal up there and trek into a lavapool area, where, towards the end, Shana runs off by herself and leaves everyone to follow. Equip a Stun Guard before you go into the adjacent area. THAT AIN'T A STATUE, SON!

|               |          |                |                      |
|---------------|----------|----------------|----------------------|
| Virage (Arm)  | HP: ~50  | ELEMENT: ----- | DROP: Healing Potion |
| Virage (Head) | HP: ~350 | ELEMENT: ----- | DROP: Mind Purifier  |
| Virage (Body) | HP: ~400 | ELEMENT: ----- | DROP: Healing Potion |

The Arm is the weakest body part and killing it eliminates one extra attack (~40-50dmg) from the Virage's repertoire, so take it out first. It will regenerate a few times throughout the battle, but is an easy target just the same. The Head contains the deadliest attacks of all, though, and can slap everyone with 'Stunned' status or deal ~60dmg to a single target. Luckily, it happens to be rather slow -- this allows nonstop wailing. Astral Drain'll help out here, as well as any Dragoon Additions you choose to do...not that they're necessary. One thing to note is that you're unlikely to suffer any counterattacks when fighting any part! When both Body & Head are kaput, so is this battle. 100G + 600 EXP for the victorious.

Now's a good time to heal up and save. Either way, east out of the lavapool area leads to Dabas, a guy hanging from a cliff by his suspenders. He bestows a [SAPPHIRE PIN] for rescuing him, then splits...what a nice guy. Down in the arc-shaped room, the next boss drops in...

```

-----
| Fire Bird      | HP: ~600 | ELEMENT: Fire | DROPS: Red-Eye Stone |
'-----'

```

Powerful additions like Rod Typhoon can still do 60+ to this dork, and Spear Frosts are welcome projectiles for this goon (200%+ = 175dmg!). It's best technique involves diving into all party members for about 40dmg for fire-type dmg. Second-best: summoning four Volcano Balls into battle. Destroy 'em before the boss throws them at an ally for damage -- quite simple really, although it's doubtful you'll destroy all four without an attack-all item. Either way, Fire Bird has crappy defense and is a blunt-weapon magnet. 100G and 800 EXP upon defeat.

In the last screen, collect the [50G] and talk to Dabas to learn he's set up shop for awhile. Nothing special really, although if you like Pellets/Dancing Rays, buy some now 'cause they ain't available in the upcoming town. Also, a boss ahead is wind-elemental so Pellets will be of some use...

Off to destroy a nest, now...

10) NEST OF DRAGON

[WK10]

| ITEMS:           |                 | ENEMIES:         |                   | STARDUST  |
|------------------|-----------------|------------------|-------------------|-----------|
| * Spirit Potion  | * Body Purifier | * Mandrake       |                   | 0 (10/50) |
| * Bravery Amulet | * Mind Purifier | * Lizard Man     |                   |           |
| * Jade Dragon DS | * Chain Mail    | * Run Fast       |                   |           |
|                  |                 | * Tricky Bat     |                   |           |
|                  |                 | * Man Eating Bud |                   |           |
| ----- BOSS ----- |                 |                  |                   |           |
| _ _/_/_/_-SAVE   |                 |                  |                   |           |
| _ _/_            |                 |                  |                   |           |
|                  |                 | B•<   < G        | •  Mushroom       |           |
|                  |                 | _ _ _ H          | 1  Spirit Potion  |           |
| Exit             | _ _ _           | _ _ _            | 2  Body Purifier  |           |
| \                | _ _ _           | A   D            | 3  Bravery Amulet |           |
| Can't            | _ _ _           | E•               | 4  Mind Purifier  |           |
|                  |                 |                  | 5  Chain Mail     |           |



in Greham's arsenal is used when his HP's about half gone -- it involves a rather nasty impaling for ~80dmg. As for Feyrbrand, his attacks typically do in the ~50dmg area, which is rather easy to swallow most of the time. Rod Typhoon can do 50+ to Greham, which shouldn't be too hard to complete as there are, again, no counterattacks this entire time. Use Astral Drain on Feybrand and ciphon over 100 HPs from our dragon foe. His attack powers up if he's the only one left, but by a series of defending to regain HP & full additions, it's not a lot of strife. Unless you've got a stockpile of attack items, don't bother bringing Shana into this fight. 100G + 1200 EXP for the nice wind.

Now that Greham's goin' to meet Servi, Lavitz is recognized as a Dragoon and gains the [JADE DRAGON DS]. Shana gets a bit sicker, however, so it's time to visit Lohan. Before going, make sure to get the [CHAIN MAIL] in the box where you first entered the forest. After climbing up the hole from the boss room, skirt along the side of the river (there's a part to cross on some cobwebs) until you can get it. [NOTE: On your way back, you'll have to cross the brook and backtrack through the maze to leave again.]

After that, get the heck outta this forest via the way you climbed up.

---



---

11) Commercial Town of Lohan

[WK11]

---



---

| ITEMS:                                 | ENEMIES:         | STARDUST  |
|--|------------------|-----------|
| * Water Bottle            * 100G       | There ain't any! | 4 (14/50) |
| * 200G                    * Angel Robe | -----            | -----     |
| -----                                  |                  |           |

Dart takes Shana to Sanator's hospital and learns the poison is closing off her mind. "Dragoni Plant" may help her convalesce, but its existence is up for question. So, time to scour the town for information. On the city street, head south into the next screen, then enter the easternmost house (has a blue door) to find Dabas' shop.

There's nothing for sale here, really, but Dabas reads some notes to recall sighting some north of the dragon's nest in a shrine. A plant blocks the way to the shrine, and needs to be purified...with Spring Water! Try to leave town and merchant will try to sell Dart a [WATER BOTTLE] for an exorbitant price. However, if you continually haggle his price down, he eventually gives it away for free!

Before leaving, let's rob this place blind:

- Stardust #11 - Screen by entrance, jar by Basil soldier
- Stardust #12 - In Dabas' Shop, suit of armor on top floor
- Stardust #13 - Screen before arena, by guinea pig
- Stardust #14 - In screen with inn entrance, enter (left) door by bridge and examine a bookcase to find secret passage. Find the prize by a lower furnace.
- [100G]            - Screen before arena, crate
- [200G]            - Enter green door opposite from Sanator's and get into the lower area of inn; crate.
- [ANGEL ROBE] - Crate in front of Dabas' antique shop

There's nothing else to do right now except return to the Nest of Dragon. Be sure to buy items and new equipment, the latter which should entail a Lance

and/or Cape for Rose. Skidaddle!

---

Okay, now we're back at Feybrand's old stomping ground. Fall back in the hole to get some [LIFE WATER], climb out where Greham was (way simpler this time), and skip across the brook using some stepping stones. The sidepath with the odd plant will be opened after it gets a taste of some pure spring water...

The destination's on the map.

12) Shrine of Shirley

[WK12]

| ITEMS:             | ENEMIES:         | STARDUST  |
|--------------------|------------------|-----------|
| * Silver Dragon DS | * Healing Breeze | 0 (14/50) |
| * Demon Stiletto   | * 20G            | -----'    |
| * 20G              | * 20G            |           |
| * 20G              | * 20G            |           |
| * 20G              | * 20G            |           |
|                    | * Crystal Golem  |           |
|                    | * Gargoyle       |           |
|                    | * Strong Man     |           |
|                    | * Plague Rat     |           |
|                    | -----'           |           |

A couple of things to remember: (1) all treasure chests you find before the boss are EMPTY (2) as such, you don't have to do much exploring and wasting time (3) use the Magic Sig Stone on Crystal Golems to avoid Stunned status and annoying light-element attacks.

| 1234567 |    |                |
|---------|----|----------------|
| 8 9     | X  | Free Healing   |
|         | 01 | 20G            |
|         | 02 | 20G            |
| BOSS    | 03 | 20G            |
|         | 04 | 20G            |
| _SAVE   | 05 | 20G            |
|         | 06 | 20G            |
| A       | 07 | 20G            |
|         | 08 | Healing Breeze |
|         | 09 | Demon Stiletto |
|         |    |                |

Continue on into the third, larger screen. There's a free heal point on the left-wall mural, but if you turn a crank on the left-wall door, it's lost permanently (although you won't be able to 'find' out the statue tip if you don't open it). Either Stair Area way, continue north into an open-aired series of stairways that lead to the forest canopy. Attempt to raid the chest and Dart's sent on a mine cart trap ride back toward the beginning.

However -- and pay attention to this -- the key to proceeding is shown during the mine cart sequence! Memorize the 3 numbers shown at this time (they're randomized) and reenter the stairway area again. At the tri-rotary plate contraption, input the three numbers (in order seen) to unlock a new exit in the wall.

The last puzzle is a staircase that gets all slippery when one tries to ascend. To solve it, turn the gold statue towards the

front, the silver to the left. Save/heal when allowed atop the stair and try to enter the large building nearby to face the boss.

```
-----  
| Drake the Bandit | HP: ~1200 | ELEMENT: Wind | DROP: Bandit's Ring |  
| Bursting Ball   | HP: ~70   | ELEMENT: ----- |-----  
| Wire            | HP: ~150  | ELEMENT: ----- |  
'-----'
```

This battle is annoying, but not really in the first half. Conserve Dragoon forms while you build up SP and wail on Drake normally. He does about 50 w/ his dagger-throwing attack, but when he throws out three Bursting Balls, they will eventually roll toward the ally they're lined up. Death Dimension can OHKO all the minor enemies, however. The last attack up his sleeve is to make a huge wire cobweb that shields him from being attacked until it's been destroyed. If you're using Rod Typhoon, the Wire won't last too long. He'll cure himself about ~360 HP at some point, but if you're using D-Additions to up the ante, it's easily re-erased. When his HP is redlining, Drake starts a hectic wire/bomb frenzy, so you'll have to waste some Spirit Potions to keep up with the attack-all dragoon magic. If you can't, it's precious time and HP wasted dealing with the bombs (which have decent DEF, actually). Other things of note: (1) nothing in this battle can refill MP, so the Sapphire Pin is useless (2) attacking Drake while the Wire is up makes the attacker lose 25 HP (3) Drake does NOT drop Bandit's Shoes, EVER. 100G + 1500 EXP is awarded for winning. [NOTE: Drake does a Bandit's Ring on occasion.]

Afterwards, Shirley, the ghost of a former Dragoon, demands to know what is going on. She says she'll give her Dragoon Spirit to save Shana if they can defeat her in battle.

```
-----  
| Shirley         | HP: ????? | ELEMENT: Light | DROP: Silver Stone |  
'-----'
```

First off, don't attack Shirley -- this isn't an offensive battle. She will ask questions about the characters' lives and they have to answer truthfully in order to proceed. So, it's pretty easy. Choose these options (if you do not, you start over):

- Either "To protect those we love." or "For pride and honor."

[DART'S SECTION]

- To pursue the Black Monster.
- Of course, get revenge!
- Shana.

[LAVITZ' SECTION]

- That's not like you!
- Shana needs me!

The single questions she asks Dart, Rose, and Lavitz thereafter have no real correct answer. 100G + 1500 EXP awarded for winning.

That ends the Shirley saga -- the [SILVER DRAGON DS] is received! Raid the room behind Drake for a massive amount of treasure: [20G], [20G], [20G], a [HEALING BREEZE], [DEMON STILETTO], [20G], [20G], [20G], and...[20G].

Time to leave...and, no, the treasure chests don't magically become full or anything. C'mon Riders of Rohan...err, Lohan!



|                  |                  |           |
|------------------|------------------|-----------|
| ITEMS:           | ENEMIES:         | STARDUST  |
| There ain't any! | There ain't any! | 0 (14/50) |

Return to Sanator's hospital and the dragoon spirit will heal Shana. And, it also appears that Shana is the...White Silver Dragoon! She still cannot use regular additions, however. Seeing such a miracle, Sanator suggests going to enter the town's Hero Competition that's held in the arena. This must be done even if you don't want to. =p

Make for the arena and register at the tourney signup booth. Lavitz tells him to stay away from Dragoon form, so that option won't be eligible in any of the ensuing fights. Anyway, Dart finds an old (...really OLD) acquaintance of his -- Haschel the martial arts expert -- here before the match begins. 'Fore you enter, change your addition to the one with the highest damage%, because SP gains don't matter from here on in, naturally... Equip a Poison Guard for this first round, also. A few notes about the fights:

- No EXP/\$\$ awarded
- Magic Sig Stone doesn't work
- It's possible to save after each victory

Talk with the attendant to get a move-on...

|         |          |                |              |
|---------|----------|----------------|--------------|
| Gorgaga | HP: ~200 | ELEMENT: ----- | DROPS: ----- |
|---------|----------|----------------|--------------|

Cheapskate Gorgaga uses a poisonous attack on Dart before the battle even starts, but the Poison Guard blocks it you 'anticipated' it. Anyway, this axe-wielder deals ~30dmg a hit, and sometimes throws a Pellet (earth-elem) for ~40dmg. Either way, simple going -- a LV 12 Dart can Guard and smooth over the damage done, and it should only take 3 Volcanos to put this one in the history books.

For Round #2, make sure to switch the Poison Guard for

|         |          |               |              |
|---------|----------|---------------|--------------|
| Serfius | HP: ~250 | ELEMENT: Fire | DROPS: ----- |
|---------|----------|---------------|--------------|

This guy does about ~40dmg per sword slash, but when placed in critical HP or thereabouts, starts doing ~60dmg per regular attack and gets a defensive boost. If you're having problems, try throwing some Spear Frosts which will maul this guy like a starved grizzly bear. Red-Eye Stone doesn't do anything damage-reduction-wise.

Round #3! No special setups, really.

|        |          |                |              |
|--------|----------|----------------|--------------|
| Danton | HP: ~250 | ELEMENT: Earth | DROPS: ----- |
|--------|----------|----------------|--------------|

This fatty uses a hammer and is very susceptible to any wind-element items

you can throw at it. His regular attack does a little under 60dmg, while he can be taking that from a fully-levelled Volcano. When his HP is critically low, he does an "All-Out Attack" to make Dart's HP -> 1. Heal immediately after and commence the smackdown as you've been doing. One other thing to note is that he tries to counterattack during additions (you know, making them mess up with the red squares).

Penultimate round...! Equip a Bravery Amulet if you have one.

```

.-----|.-----|.-----|.-----|.
| Atlow      | HP: ~250 | ELEMENT: Dark | DROPS: ----- |
'-----'|-----'|-----'|-----'|

```

Atlow's attacks are pretty crappy (~30dmg); however, he shoots parts of the body instead of simply attacking scattershot. Every five turns he will use his "technique blocker" attack which inflicts Fear on Dart. So, either do the above advice and equip a Bravery Amulet or guard before his 4th turn as the 5th comes without prep time. Said attack does about 75dmg, but nothing else makes this fight out of the ordinary. Any light-element attack items you've got will break Atlow like a watermelon. He tries to mess up Dart's additions every so often, also.

Final fight is with...

```

.-----|.-----|.-----|.-----|.
| Lloyd      | HP: ????? | ELEMENT: ---- | DROPS: ----- |
'-----'|-----'|-----'|-----'|

```

This battle is unwinnable, as Lloyd evades all attacks and any attack items will miss. Keep attempting to land hits and eventually he'll end the entire battle with some great attacks. Don't bother using items or guarding as it only prolongs the inevitable. Instead, listen to his soundbytes of "Missed!" and "Too slow!" which make you want to wring his neck...

Although Dart couldn't pull this one out, runner-up ain't too bad. Lavitz'll make him and Shana "date" for awhile around the arena, and gives them three tickets to play some games with. This part is boring -- see the minigame section if you want to know the details about the games -- so play a random game and tell Lavitz you're ready to scoot.

Try to leave town and a wounded Basil knight tells Lavitz that King Albert's been kidnapped and taken to Hellena. Oh no.....ROAD TRIP TIME! The prison is now accessible from the world map. Oh, and Haschel will join the party! Wow, quite a little crew we've got now.

---

The last boss of this disc will be pretty hard to go through, and Shana will can have better healing magic by then. Using her is optional, naturally, but if you want to prepare, step up and begin around now.

14) Hellena Prison (II)

[WK14]

|                |                  |           |
|----------------|------------------|-----------|
| ITEMS:         | ENEMIES:         | STARDUST  |
| * Burn Out     | * Felt Hat       | 0 (14/50) |
| * Therapy Ring | * Pandemonium    | -----'    |
|                | * Senior Warden  |           |
|                | * Hellena Warden |           |

```

| * Thunderbolt      * Leather Armor   | * Fowl Fighter     |
| * Silver Vest      * Healing Potion  |-----'
| * Sachet           * Healing Potion  |
'-----'

```

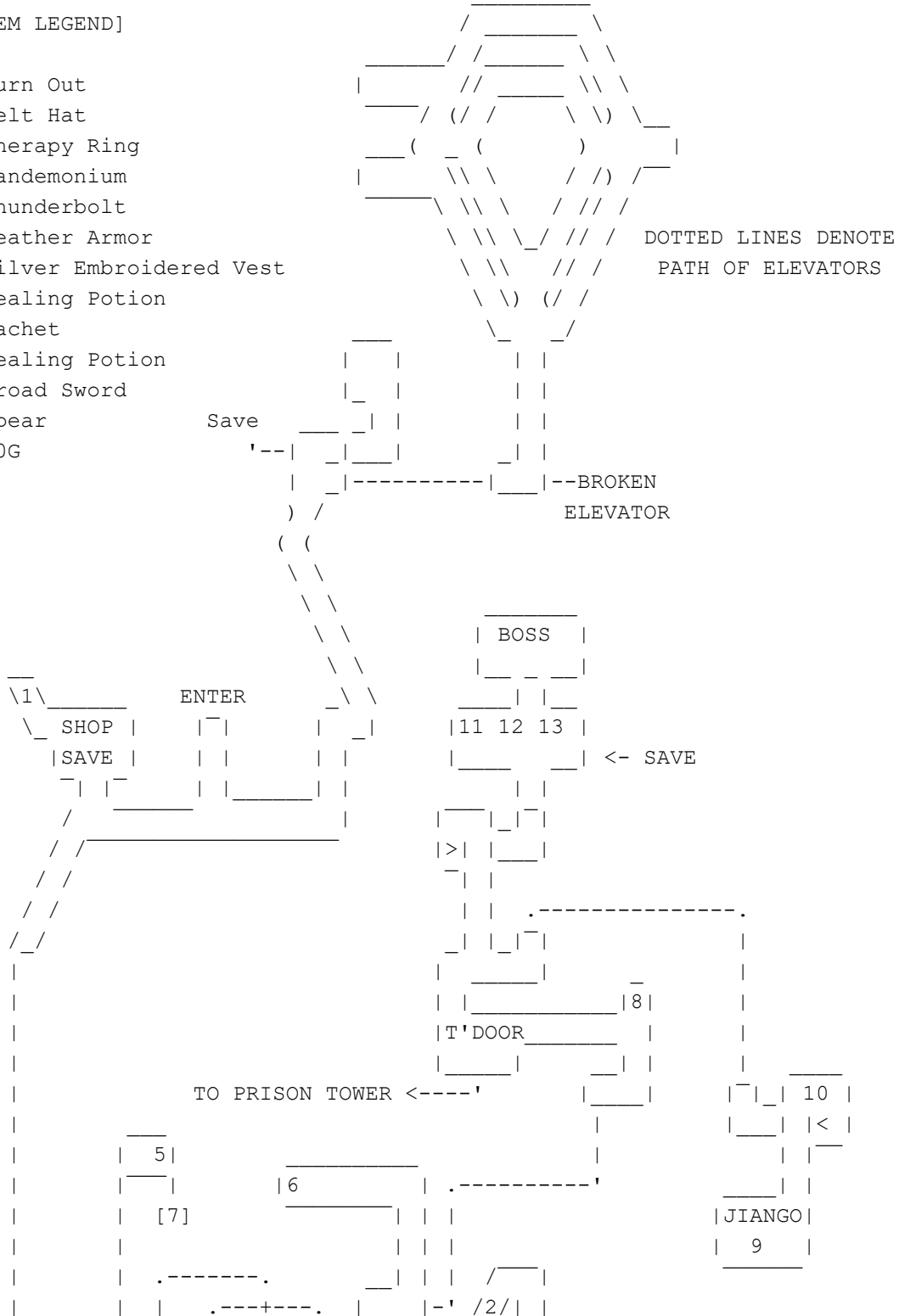
Well, here we are again... Dart and crew infiltrate via the same method as before. Lavitz and Dart cannot be taken out of the party at this point, so pick your third member wisely (I'm going with Rose).

One other thing of note: enemies walking around the field do not reappear. A good tip is to use the Magic Sig Stone on Senior Wardens because they will throw a fire-elemental item when in near-critical status.

In the shop/save room, the adjacent room leads to a [BURN OUT]. Then, in the hallway outside (where the horse is), enter west (south on map) to the lift that was broken previously. It now functions!

[NEW ITEM LEGEND]

- 1 - Burn Out
- 2 - Felt Hat
- 3 - Therapy Ring
- 4 - Pandemonium
- 5 - Thunderbolt
- 6 - Leather Armor
- 7 - Silver Embroidered Vest
- 8 - Healing Potion
- 9 - Sachet
- 10 - Healing Potion
- 11 - Broad Sword
- 12 - Spear
- 13 - 20G





---

After saving His Majesty, Lavitz retires and the Jade Dragon DS finds a new owner in Albert. He'll have all the same skills and d-magics, so it's not a huge step-down or anything. After gathering everyone in Seles, it's decided that the last assault on Doel has to be done immediately. He's located in Kazas, which is near Lohan and accessible now.

---

---

15) Black Castle at Kazas

[WK15]

---

---

| ITEMS:           | ENEMIES:            | STARDUST  |
|------------------|---------------------|-----------|
| * 100G           | * Attack Ball       | 6 (20/50) |
| * Twister Glaive | * 20G               |           |
| * Spark Net      | * Knight of Sandora |           |
|                  | * Hell Hound        |           |

---

---

This is the last area on Disc #1! Loot this place...

- Stardust #15 - Mercenary guild attic; in a big pile of boxes
- Stardust #16 - Room across from mercenary guild; in some barrels
- Stardust #17 - Weapon shop; shelf by the counter
- [100G] - In a house, try to signup to be a mercenary & the guy will give you this after watching a scene.
- [ATTACK BALL] - In attic above mercenary signup guild
- [TWISTER GLAIVE] - In room on right side of street

Note that there's only one Twister Glaive in the game, and since it's wind-elemental, it may be worth keeping around even if outclassed.

Approach the front gate and it's decided another way is needed to infiltrate the Black Castle. Go north along the start of the drawbridge into a crappy-looking slum of a fort. Start working your way down the houses' layers and eventually a kid will stop and ask Dart three questions. Proceed by answering: (1) "I cannot say which." (2) "Take care of home." (3) "To protect something." The kid -- Popo, the New Serdio Party rep -- says that there is a secret path into the Black Castle. Before taking the plunge, get:

- Stardust #18 - In a bunch of pots in weapon shop/clinic/item store
- Stardust #19 - In same clinic area, bunch of pots by leftmost path
- Stardust #20 - In highest room of slum fort; bookcase

In the clinic area, the healer has a secret weapon shop and an item shop will sell two new attack items: Fatal Blizzard & Dark Mist. Check 'em out if you've got the room. When ready, save at the lowest part of the slum fort and follow the top catwalk where Popo went. Accept the challenge when the prompt comes up and follow the long hallway (get the [20G] there) to a small area with Imperial patrols. A [SPARK NET] is within this portion, then the castle proper emerges...

---

---

16) Black Castle at Kazas (II)

[WK16]

---

---

| ITEMS: | ENEMIES: | STARDUST |
|--------|----------|----------|
|--------|----------|----------|

---

---



slip that the purple flame they've made is used to power the castle lifts & elevators. They bestow some [MAGIC OIL] to power the elevators before getting back to work. Use that oil to power the east elevator in that room and make your way down to the garbage dump area. A [RED STONE] can be obtained if Dart can make it across the temporary rock-holding platform; in the dump area far below, a [TRANS LIGHT] and [DARK MIST] are sitting around.

Back in the area before the Magic Oil researchers, take the left elevator to where Mr. Magi is conducting his research. He'll accidentally transform into a dog, however, so steal his [BLUE STONE] in the nearby chest. Backtrack to the elevator room and enter the one two guards were keeping watch over. This enters the real part of the castle.

---

As you enter, go east to find a shopkeeper and a room with a [BEAST FANG] for Haschel. Go east once again, light the elevator, and go up to the 3rd Floor; plow through the mandatory battle with three Knights of Sandora. You have to fight 'em mano e mano for some reason. o\_o Take the elevator just behind the trio to find the Great Commander of Sandora's room. After a talk, he'll bestow the [YELLOW STONE] in the hopes of ending the war. Descend the lift.

Go in an easterly direction, take the stairs upwards, and fight the Sandora Elite. Just use a Magic Sig Stone on it and dismantle! Past there, a mini-lift leads to a [SPINNING GALE]. Use the large, odd-shaped elevator to be carried to another roof with two chests: a [SPIRIT RING] & [SPEAR FROST].

---

When ready to continue, make sure you have the Red, Yellow, and Blue Stones from around the castle. Inspect the map if you can't remember where they are. Travel back to where the three Knights were training and take the large lift up to the fourth floor. This comes to a large statue where you insert the 3 stones into grooves to make a doorway unlock. Save before taking the interior statue lift, because it eventually leads to a boss fight with...

```
.....  
| Kongol          | HP: ~1000 | ELEMENT: Earth | DROPS: Wargod Calling |  
'-----'
```

As a bit of leverage, Kongol now wears a huge suit of armor. His attacks're able to do about 90dmg normally, and his bash-foe-against-wall special can do ~175 to non-wind types. Be careful when attacking, because even though Kongol does not counterattack during an addition, if you fail to complete it, he'll send the ally back flying. It's not too hard for those who've been decently levelled, so just remember that Astral Drain/Rose Storm will be of some use if you get in a bind. Kongol can put up a magic barrier as well... not of too much use, really -- physical attacks are enough to demolish our least favorite Gigantos... 200G + 2000 EXP for winning.

Go back and save, then head past Kongol towards the door. There is a hidden repeat item obscured by the pillar, a [MATERIAL SHIELD]. The final boss is in the adjacent room, so you might want to backtrack all the way to White Flame Researcher and get full HP/MP -- you'll need it for the road ahead!

As for final setups for my three characters, it was like this:

```
DART          ROSE          ALBERT  
----          ----          -----
```

- Heat Blade            - Demon Stiletto      - Twister Glaive
- Armet                - Cape                - Armet
- Chain Mail          - Silver Vest         - Scale Armor
- Iron Kneepiece     - Leather Shoes      - Iron Kneepiece
- Spirit Ring        - Therapy Ring        - Sapphire Pin

You can switch the Sapphire Pin/Therapy Ring around depending on if you want to use Astral Drain or Rose Storm the most, but it's up to you, ultimately. Sun Rhapsodies (MP refills) are available at the 2nd-floor shop (denoted on the map) if you need some extras. Anyway, the heat's on as the final boss of this disc suits up... Be sure to put your additions are up to par!

```

-----
| Emperor Doel   | HP: ~650 | ELEMENT: Thndr | DROPS: ----- |
'-----'

```

This incarnation is pretty timid, doing about the same damage with physical attacks as Kongol (80-95dmg). Don't bother using your best items or dragoon forms here -- save it for the moment after. Anyway, Doel's defense is not a big obstacle here...luckily part two is imminent! Have a few people defend when his HP is in critical while one attacks.

```

-----
| Dragoon Doel  | HP: ~1500 | ELEMENT: Thndr | DROPS: ----- |
'-----'

```

Doel is of the Thunder element which has no weaknesses (shucks!), so we'll have to play it safe to get through. His best attack is an attack-all that can do ~160 to all allies; his other single-hitters usually do single-digit damage. Since it's never known when Doel unleashes his best attack, try to (1) have one person defending at all times; doesn't have to be the same one of course (2) Rose Storm! The reason he got the Therapy Ring (3) don't have everyone transform into a Dragoon at once; layer out the usage. My LV 15 Dart was doing 110 with Volcano + Heat Blade, which helped the thing along a bit; at least it's indicative of how Doel's defense isn't superb, really. Rose Storm can really make or break this battle, so it helps if Albert can pull of Rod Typhoons (+75 SP) and have someone feed Sun Rhapsodies if/when he needs them. Astral Drain can do about 200+ dmg (70 heal for all), and w/ its low SP cost, it's a lifesaver. If Dart has Final Burst -- I'd gotten it right after Kongol's battle -- pump that baby out! Almost 300dmg in one go. When Doel's HP gets halved, he erects a shield that prevents damage, so use this time to heal up; he'll also use Flash Hall (light-elem) attack items that can do ~100 at best, even on Albert (LOL). The forcefield dispels on its own, so continue the slaughter afterwards... 200G + 3000 EXP.

After defeating Doel, everyone learns Lloyd went to the neighboring country of Tiberoa. Haschel plans on leaving to find his daughter, but decides to stay instead, now that he's received the [VIOLET DRAGON DS] and become the Violet Dragoon!

```

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- Stardust #29 - Enter the Moon Tower (leftmost) and look for a purple door that leads to a star fantasia. It's inside there.

In the knights' training room, there's a [MOON SERENADE] and [SUN RHAPSODY] to claim, too. Stock up on Healing Breezes and better equipment 'fore scooting to the Barrens. In Screen #2, at the two-way fork, go left onto the world map. This is the way to the Valley.

21) Valley of Corrupted Gravity

[WK21]

| ITEMS:        | ENEMIES:         | STARDUST  |
|---------------|------------------|-----------|
| * Speed Up    | * Erupting Chick | 0 (29/50) |
| * Meteor Fall | * Dragonfly      | -----     |
| * Knight Helm | * Spider Urchin  |           |
|               | * Roc            |           |
|               | * Killer Bird    |           |

```

EXIT-|_| Show the guards the pass to open the mammoth barricade...
      |_ BOSS |
      |_____|
|SAVE|-----|_| | LEGEND | Even in the first screen, you'll
      |_____| | 1 | Speed Up | get a lesson in moving rocks! They
      | 4_| | 2 | Sachet | act as stepping stones but may fall
      |_____| | 3 | Meteor Fall | or move away while on them. Claim a
      |_____| | 4 | Talisman | [SPEED UP] 'infinite' item and the
|5|BSS|----|----. | 5 | Knight Helm | [SACHET] on the ledge from there;
      |_____| |_____| you'll need to go to the other side
      |_____| |_____| of the rock to return to the main
      |_____| |_____| path, for the latter.
      |_____| |_____|
      |_____| |_____| Screen #2! A [METEOR FALL] can be obtained on a small
      |_____| |_____| branch by taking a rock that floats higher than the
      |_____| |_____| rest; then, instead of jumping off at the peak, waiting
      |_____| |_____| for it to go lower again. At its peak, however, it leads
      |_____| |_____| to the exit.
      |_____| |_____|
      |_____| |_____| Screen #3! The only option is to use the rock lifts to go
      |_____| |_____| up the right side of the screen into the 4th area. Reap a
      |_____| |_____| [TALISMAN], an instadeath-protection accessory, from the
      |_____| |_____| chest and backtrack to Screen #3 again. The second-from-
      |_____| |_____| -highest ledge has a weird white spot on it. This light
      |_____| |_____| pillar will make Dart walk on the underside of a rock, and
      |_____| |_____| access the rest of the floating liftrocks. Continue down
      |_____| |_____| to where an inert rock stands; this leads back up to the
      |_____| |_____| 4th screen where a [KNIGHT HELM] awaits.
      |_____| |_____|
      |_____| |_____| Backtrack to the 3rd screen again and take the other weird
Rock--|_| | | 2| white light pillar by where the inert rock rests. This'll
Fire | | | _ | lead upwards to where the boss is located. You can save
Flies | _ | | | before approaching, though. Equip the Talisman on someone
      |1| ) <-' who's strong, preferably Dart who has no use for MP/SP-
      - / / -increasing accessories at the moment. Give powerful
      | | additions to the rest of the crew -- More & More and Rod
      |_|-ENTER Typhoon for me can do 100+ which is decent enough. C'mon!

```

```

| Virage (head) | HP: ~1500 | ELEMENT: ----- | DROPS: Moon Serenade |
| Virage (arm) x2 | HP: ~350 | ELEMENT: ----- | DROPS: --- |
| Virage (body) | HP: ~900 | ELEMENT: ----- | DROPS: --- |
'-----'-----'-----'-----'

```

The arms are the weakest parts and also the ones that have the instant death crushing ability. They regenerate (as you saw previously), though, so you'll never be out of the clear until Virage's dead. It can use a beam of pulsating light to inflict ~100dmg to everyone. It's most annoying attack, arguably, is the one that inflicts Stunned/Confused on party members. The best course for dealing with this is Mind/Body Purifiers or one of Shana's dragoon abilities, as the 'Special' option for transforming all into Dragoons is not available. The Speed Up item can help Rose get in extra turns, especially if More & More is doing 100+. Other than this, the battle is not too special. Miscellaneous tips:

- Only the left hand of Virage can inflict instant death
- Only the right hand of Virage can do the attack-all beam attack
- Only the head can do the Fear/Stunned/Confused abnormality attack
- I BELIEVE the Material Shield can prevent the instant-death attack

As before, defeating the Head or Body will defeat Virage. 200G + 4500 EXP on defeat.

After an odd display from Shana, talk to all the allies to get information -- the exit opens up after that. Where are we going-o? Why-o, it's to...

## 22) Home of Giganto

[WK22]

```

|-----|-----|-----|
| ITEMS: | ENEMIES: | STARDUST |
| | | |
| * Fake Knight Shield * 20G | * Piggy | 1 (30/50) |
| * Bandit's Ring * Angel's Prayer | * Berserker |-----'
| * Red Dragoon DS | * Crafty Thief |
'-----'-----'-----'

```

This place isn't too hard. Get the [FAKE KNIGHT SHIELD] in a pale-looking crate in the first area, then enter the west three-door place. A [20G] chest is ripe for the picking, but...what's that sparkly thing? Press the switch and all the arrow traps at the 1st screen will stop firing. But, don't leave just yet! One of the doors leads to the much-coveted [BANDIT'S RING]!

Now, in the second screen, enemies will shoot arrows and block the way in further when Dart tries to proceed. When Dart tries to leave, other enemies block his way. Dodge the arrows for awhile until the pests send a gangster to do battle.

```

.-----'-----'-----'-----'
| Gangster | HP: ~300 | ELEMENT: Earth | DROPS: Bandit's Ring |
| Crafty Thief x2 | HP: ~200 | ELEMENT: Dark | DROPS: ----- |
'-----'-----'-----'-----'

```

What a joke of a battle. Use the Magic Sig Stone on the Gangster and wail on him with powerful attacks -- Rod Typhoon can probably OHKO him, actually... Crafty Thieves suck as always, but their DEF is a bit better. Still easy!!! They can flee also, not that it matters much. 30G + 110 EXP for achieving a harrowing victory.

Further in, Haschel will go off on his own, meaning he can't be in the party at the moment. Use the rock fireflies and crack open an [ANGEL'S PRAYER] by the weird statue face. Save at the entrance, equip that Talisman on someone for good reason, and continue to find an ex-disciple and cohort inside... Haschel has to be in the battle, also, so choose your third man wisely (I went with Albert).

```

-----
| Mappi           | HP: ~1200 | ELEMENT: Dark | DROPS: Diamond Claw |
| Gehrich        | HP: ~1800 | ELEMENT: Earth | DROPS: Soul Headband |
'-----'

```

Mappi can inflict instant death, so he should be your first target. Gehrich can also do a double-attack with Mappi on a single target, which requires our hunched-over freak to be living (it can do ~240dmg!!). When Mappi goes to disappear, he'll kill someone three turns after, so remember that. When Mappi finally bites the big one, erect Rose Storm immediately (if you have not already) to prevent the powerful physical attacks from doing uber dmg. Gehrich's physical attack can do ~180, his knife attack ~120. Albert's wind-elemental d-additions can rack up almost 400dmg for a perfect 5-hitter, so if you're good with that, you're good to go. Haschel's Thunder-attacks are not that bad either, although his d-additions will serve better. Gehrich's single-attack patterns after Mappi's death do well for allowing people to Defend for HP; but, if he's still laying waste, use a Healing Breeze or 2. Oh, and put those Speed Up/Material Shield items to work, too, eh? 200G + 5000 EXP for winning. Well-met!

Afterwards, Kongol joins as a party member. Get Stardust #30 on the right-side torch of Gehrich's throne and go below into the secret room. Search the bottom corner where a sparkle is to get the [RED DRAGON DS]. After that, it's time to leave back to Fletz. Have fun walking the entire way. -\_\_\_\_-

```

-----
| Earth Dragoon Spirit |
'-----'
| Kongol can receive his Dragoon Spirit automatically later on; however, if |
| you want him ripped for battle with some shiny new powers, his DS can be |
| bought in Lohan for 1000G. Hooray for the [GOLD DRAGON DS]! |
'-----'

```

```

-----
| Kate & Lynn's Donau Wedding |
'-----'
| After seeing Lynn off at The Barrens, follow him to the Flower City and a |
| wedding will take place. If you press the x-button at the prompt, Shana |
| will catch [KATE'S BOUQUET]. It doesn't do anything, but is a fun thing ! |
'-----'

```

---

23) Twin Castle at Fletz (III)

[WK23]

---

```

-----
| ITEMS:           | ENEMIES:           | STARDUST |
|                 |                   |          |
| There ain't any! | There ain't any!  | 0 (30/50) |
'-----'

```

If you've been following this guide, you should have collected 30 Stardust

pieces by now. Trade the ones you have in to get the items from Martel (at the bar); the newest 3rd item is a [WARGOD'S SASH] which raises SP gains by 50%. Enter the castle when ready, save if you want (you CAN leave towards the end, pre-boss).

---

Try to enter the throne room and a bandit or two will stop and say Princess Lisa is cooped up in her room. Dart will have to make his way to the Star Tower (rightmost one) and evade capture by the bandit knights. As Kaffi said, they're pretty slipshod and as long as you don't get in their sights, they can't find you.

To proceed, enter the purple-doored star divining room and head towards the top of the tower. Talk with Princess Lisa and she will join the party (not as a fighter) which helps the party avoid some trouble with the bandit guards. The next destination is the Moon Tower where Emille's room is. Dart has to sneak in the same way, only this time if he's caught, he starts in the Star Tower opposite his destination! It's pretty annoying, but once at the summit, the bandit knights flee.

In Emille's room, inspect the large portrait to learn there is a magical dimension made behind it where the real Emille's been kept. Inspect the weird white, pulsating light on the wall and a bridge will form. Emille, once she's awoken, wants to be taken to the Chamber of the Sun (throne room) posthaste!

---

Suggested accessories:

Dart -> Amulet (doubles max MP)  
Rose -> Therapy Ring (Refills HP automatically on her turn)  
Albert -> Physical Ring (Max HP x1.5)

You can still leave the castle and go train if you absolutely need to! I recommend learning Final Burst if you haven't and buying a whole bunch of Healing Breezes (50/per) at the item store. You won't regret it a bit! Make room by selling off crappy attack items and excess mind/body purifiers. I was able to pack in about 12 Healing Breezes without throwing away the good stuff (repeat items, angel's prayers, MP restoring items). Equip Dart with a Heat Blade as well...ribbed for "her discomfort". ^\_\_\_\_^

---

Some events are revealed and then it's boss-crushin' time!

```
.....  
| Lenus          | HP: ~3400 | ELEMENT: Water | DROPS: ..... |  
'-----'
```

Lenus...is fast. Sometimes she'll even get four attacks in a row! That is why it's imperative that Rose Storm gets spammed as much as possible, and that Dart plays off her weakness with Final Burst as much as possible. At D'LV 3 Final Burst does 400+; at D'LV 4 about 600ish. That ain't no laughing matter! With the Spirit Ring, Dart can pull off his Final Bursts without any turns wasted to refilling his MP, which is good. Astral Drain is pretty weak here; you're better off keeping Rose out of dragoon form as much as possible and using Healing Breezes when necessary. She will need to cover slow-as-a-turtle Albert's back! Speaking of which, a full Rod Typhoon earns 100 SP in one go, equating to an instant Rose Storm. As Lenus' HP goes down, her attks

only seem to get more hectic -- keep everyone's HP as close to max as humanly possible, because some of her attack items can do 600+ to a single target...! This battle is not for comeback kids, I'm afraid -- people who get revived from death faced a good chance of dying again immediately. Don't let Lenus get a chance to mess this up!! Use that Moon Serenade to refill everyone's MP if you need to...might as well put it to good use. Oh, and use Speed Up on Albert towards the end if you need to squeeze in a turn -- it helps! I must say, the Physical Ring on Albert can make all the difference, what with his wretched magic defense. 200G + 6000 EXP for the accomplished win!

---

Lenus escapes with the Moon Dagger, because she's a Wingly and can fly away unheeded. The King decides that he'll send the Queen Fury, his most powerful warship, after her -- it seems she's going 'cross Illisa Bay. The harbor is in Donau, so head there now. Commodore Puler will accept everyone and it'll be time to ride the high seas. Avast!

24) The Queen Fury

[WK24]

| ITEMS:           | ENEMIES:         | STARDUST  |
|------------------|------------------|-----------|
| There ain't any! | There ain't any! | 2 (32/50) |

- Stardust #31 - Take stairs by savepoint; inside of a lantern by Kongol
- Stardust #32 - Area leading to Albert's room/kitchen; pipe in SE corner

Everyone lazes around the massive warship, and the player starts out taking control of Shana, who's looking for Dart, on the topdeck. Enter the area w/ three doors and take the two stairways that lead toward the bridge. Dart's up here, and after a little chitchat, the player controls him. He's looking for Rose who's in the crow's-nest. This area's accessible from the ladder in the bridge. She'll be the next person to get controlled.

Take a walk into the area prior to the bridge and Rose talks with Haschel, the latter who is eventually controlled by the player. He wants to pester our friend Kongol a bit, so go back to the save point and enter the front engine room down below. Kongol will then want to find Albert, who's in his quarters (enter three-entrance doorway, take entrance immediately in front).

Albert then seeks out Meru; she's in the room past the entrance to the kitchen area. She will then want to hang out with Dart, who's still on the bridge. He will join up with her on an "expedition" for awhile. Last person to talk to is... .. Rose! Up in the crow's-nest, the phantom ship of sailors' lore is spotted, and it blindsides the warship.

So, the only thing to do during repairs is explore this hunkajunk!

25) Phantom Ship

[WK25]

| ITEMS:                           | ENEMIES: | STARDUST  |
|----------------------------------|----------|-----------|
| * 20G                      * 50G | * Death  | 0 (32/50) |



```

| * 100G                * 200G                | * Will-o'-Wisp                |-----'
| * Key to Ship         * Bravery Amulet      | * Skeleton                    |
| * Dancing Dagger     | * Magician Bogy                |
'-----'-----'-----'-----'

```

| Chest | Passwrd | Room          | Start   | Captain's Cabin   | [LEGEND]                |
|-------|---------|---------------|---------|-------------------|-------------------------|
|       |         | \_____        | (_____  | \_____            | 1 - 50G                 |
|       |         | 7 6           |         |                   | 2 - 20G                 |
|       |         | _   _   _   _ | _____   | 345               | 3 - 100G                |
|       |         | _     _____   | _       | _                 | 4 - 200G                |
|       |         | _____         | - .     |                   | 5 - Key to Ship         |
|       |         | _____         | _____   |                   | 6 - Bravery Amulet      |
|       |         | _____         | -Free   | _     _           | 7 - Dancing Dagger      |
|       |         | _____         | Healing | _     _     _____ | 2                       |
|       |         |               |         | _____             | 1   -Crewmans' Passcode |

Because we're dealing with the undead, you'll want to equip a Talisman on someone and, when fighting Death enemies, attack them first with the Magic Sig Stone. This helps avoid instant death nonsense. Also, back on the Queen Fury, you can now buy Weapons/Items in the depot (where Kongol was), and there is a free healing point near there.

---

First off, visit the corridor to the captain's room. A ghost crewman will try to enter but can't. Return to the starting area to see him again; he'll want Dart to try and help in some way before disappearing. Go downstairs and see the purple-colored ghost that enters a nearby room. Inside, open the chest to find it + fight a boring battle with Skeletons. In the next-door room, the purple ghost can be found in another chest -- pretty much the same battle as well, except the Magician Bogy (purple ghost) is fought as well. It is still susceptible to the Magic Sig Stone, though, so kill it before it can inflict nasty abnormalities (Stuned/Bewitched). At the end of the hallway, there is a battle with three Magician Bogys -- equip proper status protection to get through easier (or Defend/Dragoon form a lot). The ghost of the captain will then want Dart to come to the captain's cabin.

Enter, watch the scene, and claim the [KEY TO SHIP] that the captain leaves behind. A [200G] & [100G] chest duo are also here. The last stretch of this dungeon involves entering the locked door on the topdeck, at the starting point. It's a good idea to save/heal before entering there.

```

.-----'.
| Ship Chest Opening Minigame |
'-----'.
| Before finishing this dungeon, there is a minigame you may have played in |
| the room near Puler. It involves opening a 'magic' chest with numerical |
| passcodes told in the Magician Bogeys room. Resetting the game or failing |
| to open the chest (in ten tries = forced Skeleton x 3 fight) resets the |
| passcodes. After defeating the boss this cannot be done, so make sure to |
| get the prizes. The best is the Ultimate Wargod & Talisman, although all |
| but the Talisman can be bought in various places. |
'-----'.
| 00    Tries Left | 100G                | ...currency |
| 01-02 Tries Left | Ultimate Wargod    | Additions auto-complete; full SP/pwr |
| 03-04 Tries Left | Talisman          | Defends against instant death status |
| 05-06 Tries Left | Magic Ego Bell    | Defends against 'Bewitched' status |
| 07-08 Tries Left | Panic Guard      | Defends against 'Confusion' status |
| 09-10 Tries Left | Stun Guard        | Defends against 'Stunned' status |

```

Enter the locked room and try the weird, misty door to initiate the bosses of this level.

```
-----  
| Ghost Commander | HP: ~1300 | ELEMENT: Dark | DROPS: Night Raid |  
| Ghost Knight x4 | HP: ~ 300 | ELEMENT: Dark | DROPS: --- |  
-----
```

This battle can be an utter annoyance if you're not careful. Once defeated, the enemies will rise again (they're undead, duh) -- to win, all must be slain at once. The easiest way to do this is to get all enemies into the red (critical HP) and use Shana's Star Children attack -or- a Dancing Ray attack item (light-elem) that can be bought on the Queen Fury. But that's just the gameplan. The commander can inflict fear on a target, and attacks will do 100+ physically. It helps to equip someone with the Therapy Ring & Physical Ring for the extra comfort, as well as having Rose Storm on the ready. It makes sense to take the commander first since he can drain HP if in hard times. 200G + 6000 EXP for the victory.

After battle, collect the [BRAVERY AMULET] and enter the newly-opened door. Get the [DANCING DAGGER] and inspect the baby crib. Then, after some scenes, Dart and Rose will be thrown overboard and end up in the small village of...

---

---

## 26) Village of Lidiera

[WK26]

```
-----  
| ITEMS: | ENEMIES: | STARDUST |  
| * Healing Potion | There ain't any! | 1 (33/50) |  
-----
```

After Pete and his pooch find Dart/Rose in a cave, he takes them to his tiny village. Past the dialogue, exploring town is possible. Use the boat to get onto the pier and the rest of the town's accessible. Let's loot this poor town, shall we?

- Stardust #33 - Enter biggest house via backladder outside; on shelf
- [HEALING POTION] - Chest by the inn

There is a cave with items in it, but it's blocked off currently. Anyway, leave town towards the Undersea Cavern. Ninety-nine percent of it is blocked off at this juncture, so you can continue right through Illisa Bay to...

---

---

## 27) City of Feuno

[WK27]

```
-----  
| ITEMS: | ENEMIES: | STARDUST |  
| There ain't any! | There ain't any! | 2 (35/50) |  
-----
```

Ah, the last stop on Disc 2! Pete and his ma will say goodbye at this point, so check out the weapon/item shop by the entrance and scour the place for some-a that stardust!

- Stardust #34 - Hotel; barrels 'neath the stairs
- Stardust #35 - Inside the clinic, check the painting

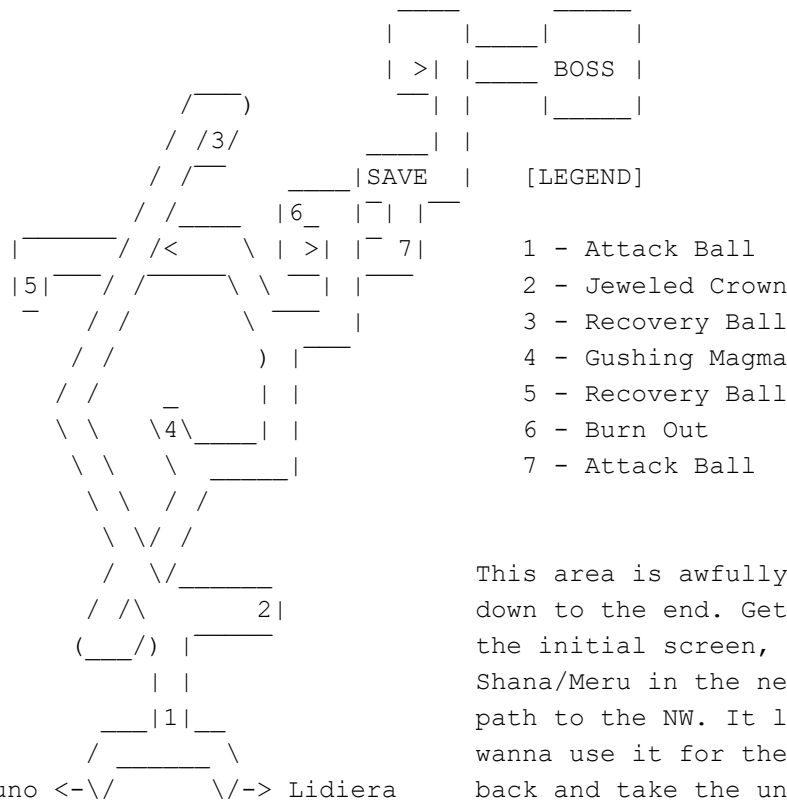
The inn is full up and you can't enter upstairs...hmm... Go down to the ship dock and talk to Kayla, then return to town and see Meru. She directs the errant duo to the hotel to see Shana. Everyone bands back together and, by talking with Drippy the town drunk at the entrance, it appears that a dragon is on the "Prison Island" available through the Undersea Cavern.

28) Undersea Cavern

[WK28]

| ITEMS:          | ENEMIES:         | STARDUST       |
|-----------------|------------------|----------------|
| * Attack Ball   | * Jeweled Crown  | 0 (35/50)      |
| * Gushing Magma | * Recovery Ball  | -----'         |
| * Recovery Ball | * Attack Ball    |                |
| * Burn Out      | * Blue Dragon DS | * Flabby Troll |
| -----'          | * Glare          |                |
|                 | -----'           |                |

Actually, you must first visit Lidiera to uncover the reason why the water's not ebbing in the cavern. In town, take a boat to the ocean terrace and tell the mayor "We need to see the monster" -- a villager will open a gate nearby. Ride to Pete's house and enter the cliff-wall opening. Rob the cache for a [HEALING RAIN] and [HEALING FOG] before spinnin' the crankvalve. The Undersea Cavern's flood tide will be out. Let's roll!



- 1 - Attack Ball
- 2 - Jeweled Crown
- 3 - Recovery Ball
- 4 - Gushing Magma
- 5 - Recovery Ball
- 6 - Burn Out
- 7 - Attack Ball

This area is awfully straightforward, even down to the end. Get the [ATTACK BALL] in the initial screen, the [JEWELLED CROWN] for Shana/Meru in the next, and take the higher path to the NW. It leads to a [BURN OUT] if wanna use it for the upcoming boss. Double back and take the under-bridge way to the much better [GUSHING MAGMA]. Follow NE...

Toward a twirling conch-shaped tower, ignore it momentarily and go NW into a low-lying path where a [RECOVERY BALL] sits. Back at the conch, use the upper path to jump to another [RECOVERY BALL]. Before a save point, there's a kinda stupid [ATTACK BALL] to steal. Save, heal in your preferred method, and trek to the middle of the Prison Island to find an old friend... Consider putting

the Heat Blade and Spirit Ring (double MP) on Dart for this one.

|        |           |                |                      |
|--------|-----------|----------------|----------------------|
| Lenus  | HP: ~3200 | ELEMENT: Water | DROPS: Frozen Jet    |
| Regole | HP: ~3000 | ELEMENT: Water | DROPS: Jeweled Crown |

Number one rule about fighting...THE 'SPECIAL' TRANSFORMATION = DON'T USE!

Wow, probably the most difficult battle to date. First, the scoop on enemy attacks. Lenus has a weak attack (~200), a double attack with her dragon Regole (~400+ to all), and a target-all attack (~300). Regole can do a weak-sauce single-target attack and a beam hit-all tech (~100-200 overall). The attack with her dragon is actually the most hard-hitting in the arsenal, so initiate a heavy Final Burst attack spree on Regole as quickly as possible. Depending on your D'LV (I was at 3), it can 1000+. It's not difficult at all to put it out of commission before it can do heinous damage. With the Spirit Ring, Rose can afford to use Healing Breezes instead of the time-waster Sun Rhapsodies (although you'll have to use them later for Rose Storm if you plan on using it). If you're SP-minded, a LV5 More & More, Crush Dance, and Rod Typhoon can each give ~100 when fully done, so it's not too much of a stretch to get right back in top form for Final Burst-ing our remaining boss. To be honest, even without uber-leveling, I found this battle to be far easier than the previous Lenus battle. For one, her extraordinary speed has been toned down by the heavy armor (apparently) and she's now just slightly faster than the party...meaning no attacking 4 times consecutively. Second, with the Physical Ring on Albert, she will most likely fail to sink him with magical-oriented attacks -- he's almost got 2000 HP at around L21. Third, with her crappy physical attacks and people being able to defend for over 100 HP, it pretty much wastes any turn where she doesn't use her attack-all water-elem strike. In fact, with Regole gone, it's quite possible to survive without Rose Storm or Astral Drain. 250G + 7000 EXP gained, although you may not get the Jeweled Crown.

-- NOTE: Some/most fighters experience a glitch against Lenus where the fight freezes on the battle EXP screen. It seems to be attributable to transforming into a Dragoon. If possible, play the game on a PS1 console -- it seems to be able to remedy the problem on that end. Also...don't transform into a Dragoon during battle! It'll be hard, but with enough Healing Breezes and strategies, it's possible to persevere through this (I did this at Lv. 21 on all chars. ) Regole should still remain the first target, as it can use the massive tidal wave attack even after Lenus' has retired. Speed Up on Dart will help remove Regole from the running a bit easier. Also try to save your Healing Rain and Fog for the end if at all possible; at worst, go back to Feuno and stockpile a bunch of Healing Breezes (I only used 6 in all w/ all chars at Lv. 21). IT WILL work if you don't change into a dragoon; it ain't conjecture, yo...

After Lenus passes, Meru becomes a dragoon and gets the [BLUE DRAGON DS] from its previous owner. Albert says that King Zior must be notified that the Moon Dagger could not be reclaimed. Backtrack outta this depressing place and make for Feuno. Try to board the Queen Fury and leave; if you tell consider being a "man of the sea" when Puler asks, he'll give you [100G]. Whee!

Anyway, it's a long day's journey to Fletz. Put on your walkin' shoes...

|                 |                |                  |
|-----------------|----------------|------------------|
| ITEMS:          | ENEMIES:       | STARDUST         |
| * Moon Serenade | * Sun Rhapsody | There ain't any! |
|                 |                | 0 (35/50)        |

Watch the scene with Princess Emille at the castle gates, then enter inside to hear Zior's praise for everyone. After a bit of dialogue, Dart will have to round up his allies to be fitted for their dresses and other fancy wear. Shana is already with, so that leaves...

- Albert -> Emille's room
- Haschel -> In Kitchen (joins by walking by)
- Kongol -> Knights' training room, under Chamber of the Sun
- Rose -> Guest bedroom
- Meru -> In Kitchen (joins by walking by)

Make sure to get the [MOON SERENADE] & [SUN RHAPSODY] in the training area if you haven't already! After the collection's been done, it's time to find Libria -- she's in the area right by the training room, conveniently. In a bit, the party starts. Talk to all the allies to make Libria summon Dart to the balcony. Hooray for a tender moment!

```

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| (  \  )  )  (  |  (  \  /  |  (  \  \  \  /  )  |  |  (  \  /  |  \  (  ||  (  \  )
| |  )  |  |  |  |  (  _  |  |  /  )  |  (  _  |  \  |  ||  |  )  |
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```

Once on disc 3, you come back to the Twin Castle

V. CHAPTER 3 - FATE & SOUL [CHP3]

30) Furni the Water City

[WK30]

|                |                  |           |
|----------------|------------------|-----------|
| ITEMS:         | ENEMIES:         | STARDUST  |
| * Boat License | There ain't any! | 2 (37/50) |

This area can be confusing since it's a mixture of canals and passages. Go downtown to find a bunch of hunters gathered to kill a white wolf (Kamuy) and rescue a kid (Teo) who got lost in the Evergreen Forest nearby. A hunter by the handle of Bulgus threatens Dart, but nothing comes of it. Time to do some other stuff first...

First off, we need to get a [BOAT LICENSE]. Go into the savepoint area and talk to the rent-a-boat guy. Tell him "No, we are not" the warriors who came to fight Kamuy. He'll recognize Dart and give him the license for free. Now Dart can ride the waters and access the various shops. On the map, the hash marks ('#') represent water-only routes.

Mayor's \_\_\_\_\_ /  
 House \\_\_\_\_\_ | \_| Teo's

To proceed, take a boatride to the mayor's digs. He'll explain the town's situation involving Teo, Kamuy, and



hunters try to kill Kamuy, but the wolf takes Teo on its back and rides away. Collect the [DEPETRIFIER] in a dead end nearby and follow Kamuy -- it went to the west exit in this very screen.

Follow to the four-way juncture and swing north to where the boss is.

```

-----
| Kamuy          | HP: ~4000 | ELEMENT: ----- | DROPS: Darkness Stone |
-----

```

Kamuy's has a physical attack (~220), a howling attack ('Stunned' to all), and a treeclimber special (~150 to all). Use Rose Storm when possible and use regular additions to take him down. For a strong beast, he's got pretty crappy defense -- Rod Typhoon/Crush Dance were each doing ~300 per hit. And, with a Platinum Collar on, Meru could get easy MP replenished by Kamuy's almost single-minded physical attacks. Rainbow Breath is what I used, but if you have Shana along, she's got some skills right up that alley as well. Besides the occasional counterattack during additions, this battle's a bit weak on difficulty. I mean, you smoked Lenus, remember? OG + 8000 EXP given.

After the battle, Shana makes a happy ending. You can head for Deningrad at once -- Meru and Rose will leave temporarily -- or return to Furni and get a big fat reward from Harris: [500G]! Wowie zowie.

Either way, Deningrad is the next target. From the four-way juncture. Keep a straight route south until you come out on the world map.

32) Crystal Palace at Deningrad

[WK32]

```

-----
| ITEMS:          | ENEMIES:          | STARDUST          |
| * Angel's Prayer * Holy Ankh | There ain't any! | 0 (37/50)        |
-----

```

To Crystal Palace

```

      |
      |_|_|
      |SAVE |
NATIONAL  |_|_|_|
LIBRARY -> |_|_| |_|_|
          |_|_| |_|_|
          |_|_| |_|_| <- INN
          |_|_|
          |_|_|_|_|
CLINIC -> |_|_|_| |_|_|_| <- CHURCH
          |_|_|_| |_|_|_| <- WEAPON/ITEM
          |_|_|_|_|
          |_|_|
          ENTER

```

Nice frosty city we've got here. A trip throughout most of the city is not necessary, as the first stop's at the church. Bishop Dille's happy to educate all on the Divine Tree; then, suggests everyone check out Mille Seseau's National Library in the downtown area. The librarian's also in the church -- talk to him to get the library open.

There, talk to all teammates, then Ute. Upstairs, have him tell about the Black Monster/Moon Child, and learn about another survivor from Neet: Sister Luanna, 2nd Sacred Sister of Mille Seseau.

At this time, Rose & Meru's errands will be revealed (I won't spoil'em), and those in Deningrad will regain control. Try to exit town and the errant ally duo will rejoin after some...err, low-flying scenes. The way into the Crystal Palace will be open now.

Get a [ANGEL'S PRAYER] in the stairway room, and at the first fork, go left. A [HOLY ANKH] can be found in the knights' quarters, in plain sight. Back a room, take the walkway straight north (to background) where Queen Theresa's throne is. After some scenes, Shana will get "lost" -- find her by returning to the audience hall's antechamber. The 1st Sacred Sister Miranda (the spunky one) will become the new White Silver DS holder in Shana's stead. She'll get all of Shana's equipment, dragoon magic, and nonexistent additions to boot...

But onto the Forest of Winglies! --NOTE:-- You cannot get any of the town's five (5) Stardust yet. That will come in a little bit.

33) Forest of Winglies

[WK33]

|                  |                  |           |
|------------------|------------------|-----------|
| ITEMS:           | ENEMIES:         | STARDUST  |
| There ain't any! | There ain't any! | 3 (40/50) |

#####

- Stardust #38 - Neet - First screen; inside the unlit lantern

I mention this now since there's no reason to ever go to Neet in-game, and it is close by at the moment. Go do it before entering the Winglies' town & stay with the walkthrough's Stardust total

#####

```

          F. of Winglies Enter
          _____ \
          | BOSS_|    | |
Can't   |__| |    | | |
Enter  |__| |__| | | | |
      |--|_ |_ |_ | | | |
          |__| | | | |_ | |
          |__| | | | | | | | To
          |_ | _ | | | |__| | Neet
          .-' | | |__| | | | |_/
To       |_ |_ SAVE | | | |
Deningrad | | |__| |
          | |_ |__| | |
          | |_ |__| |
          |_ |
          ENTER
    
```

Anyway, pretty simple really. Go to the area denoted on the map and Meru opens the special gate into the Wingly city. Past the initial commotion, s'time to seek out Ancestor Blanco in the back of the forest.

In Screen #2, one of the Winglies will carry Dart up to the skybridge. From here, of the three exits, go to the east end and take the SE of the 2 teleporters. This leads to an area w/ a pink ceiling where Elder Bardel will show up. From there, a Wingly carries everyone to the Ancestor.

He'll open the route to the Forbidden Land, which is the way to the staff... You'll go there automatically, but it's still possible to get the following Stardust while you're around:

- Stardust #39 - Guaraha's room - upper-right corner
- Stardust #40 - In room where Meru's parents are, go to the two warptiles that are side by side; take the right/SE one. This leads to a pink area where Bardel first shows up. In the lower area of here, search by the teleport to find it.

NOTE: You cannot leave Kadessa once you enter, so make sure to stock up on Healing Breezes/Angel's Prayers/whatever else you need. Preparation!







TO SAVEPOINT AREA

In the elevator room, a certain order has to be taken to get the lift down. From left to right, the six teleports are 1-6. Enter them in the following order: 6 -> 1 -> 3 -> 4 -> 5 -> 2. Follow the teleporters to a boss fight!

```
-----  
| S Virage (arm ) | HP: ~3000 | ELEMENT: ----- | DROPS: --- |  
| S Virage (head) | HP: ~10000 | ELEMENT: ----- | DROPS: Healing Rain |  
| S Virage (body) | HP: ~10000 | ELEMENT: ----- | DROPS: --- |  
-----
```

I'll note right off the bat that this battle ends in 10 turns. However, it is up to the player if they want to play a defensive or offensive card. He will still give his EXP even if you decide not to slice him down. As before the Virage dies if its Head/Body is defeated. As for attacks? It can drop a bit of debris (~300 to all), use its Arm to attack a target (~200), an underground tendrill attack (~350) and, if you let it die normally instead of killing it yourselves, a death-counter against all targets (~500). Make sure to use Rose Storm when it says "1 Lives Remaining" to ensure that you don't get blown away by its death-counter! 200G + 4000 EXP.

[PRE-DBS ROOM]

the top exit is sealed and the way towards the Dragon Block Staff is the only way open. BEFORE ENTERING, take heed: it can lower Dragoon Powers if it gets the chance, so deplete all of your SP so it's to Lv. 1 -- this way a transformation and attack is possible, then the change back takes place 'fore it can use its skill.

The upcoming boss NEVER uses physical attacks, so if you have any accessories with [phys damage -> +SP/MP] effects, change 'em out for better ones.

```
-----  
| Grand Jewel      | HP: ~4500 | ELEMENT: Earth | DROPS: Spectral Flash |  
-----
```

This battle can be awfully annoying, as the 'Dragon Block Staff' attack can SEVERELY cripple a transformed Dragoon's stats. If you have 100-199 SP, however, you can transform once, do an attack, and then change back before it can do its skill (which it only does if its turn comes up and a Dragoon is about). Besides that, it uses its Spectral Flash attack to do heavy magical damage to all parties involved; have Healing Breezes ready. The Grand Jewel can also use an attack that maes allies 'Level Go Down', which, apparently, sets their base stats back to a few levels before (5?). It's not too bad, however. For Albert, transforming for Rose Storm/D-Additions is the best course of action. For further annoyance, the Grand Jewel is able to heal itself for ~1350 HP; couple that with the level-down effect, and this battle's end can be prolonged quite a bit. HOWEVER, eventually, your levels can go back up, although this luxury takes a long time to witness. If you happen to have Miranda with, this battle might not be such a trial since she can heal better than Meru's Rainbow Breath; also, she's much better at using attack items. I was able to beat this battle with Albert being the only one transforming and Meru/Dart attacking and using Healing Breezes (~6). Physical attacks made up most of the routine, although if you get the chance before a level-down effect occurs, get in as many Final Bursts [etc.] as possible. No getting around how peeving this battle can be, but if you prepared ahead of time (Albert = Physical Ring; Meru = Therapy Ring), victory is possible. 300G & 9000 EXP for winning.

Dart receives the [DRAGON BLOCKER] -- yes, that's what it's called in the Goods list -- and can access the teleporter on the opposite side of the room. It will lead back towards the beginning of the level, making it quite an easy task to simply blow this joint. Blanco will teleport everyone to Deningrad...

35) Crystal Palace in Deningrad II

[WK35]

| ITEMS:           | ENEMIES:         | STARDUST  |
|------------------|------------------|-----------|
| There ain't any! | There ain't any! | 5 (45/50) |

NOTE: Clinic is now in upstairs of inn.

---

With the Crystal Palace smoked like a cheap cigar, Miranda runs to the place. Follow her through the sorta-changed landscape, through the Crystal Palace, and the scenes will end at the inn. The five Stardust in Deningrad can now be obtained! (If you find yourself one short, did you get the one at Tragic Village of Neet?)

- Stardust #41 - Crystal Palace - Screen 2; entrance to Shana's old room
- Stardust #42 - Crystal Palace - Throne room; blocked east entrance
- Stardust #43 - Deningrad Inn - 2nd-floor clinic; by wire spool
- Stardust #44 - Town Entrance - Red mat in front of weapon/item shop
- Stardust #45 - Town Entrance - Red mat in front of weapon/item shop

Now that you should have 40+, you can find Martel at the town entrance. Trade in your extra Stardust for a [RAINBOW EARRING]...hopefully. Martel is talking to a living NPC named 'Casualty' -- hilarious! Anyway, the mountain nearby is now accessible, although you'll have to go through Evergreen Forest to locate the entrance. Know where the knight blocks a path? A [MIND PURIFIER] occupies the chest behind him...then it's off to crack a dragon's skull...

36) Mountain of Mortal Dragon

[WK36]

| ITEMS:                                   | ENEMIES:          | STARDUST  |
|--|-------------------|-----------|
| * Attack Ball            * Mind Purifier | * Deadly Spider   | 0 (45/50) |
| * Giganto Armor        * Healing Breeze  | * Mega Sea Dragon | -----     |
| * Dragon Helm          * Total Vanishing | * Wyvern          |           |
| * Body Purifier        * Speed Down      | * Baby Dragon     |           |
| -----                                    | * Beastie Dragon  |           |

|BOSS |

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[SAVE ]

  |6|

[LEGEND]

1 - Attack Ball

2 - Mind Purifier

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```

- 3 - Giganto Armor
- 4 - Healing Breeze
- 5 - Dragon Helm
- 6 - Total Vanishing
- 7 - Body Purifier
- 8 - Speed Down

ENTER The trek up the mountain isn't too bad, really. In Screen 2, get an [ATTACK BALL] and continue to a fork. Take the lower path to a [MIND PURIFIER] at a dead end, then go back and take the high road to a ledge, lava-side. Go down the lowest tunnel and claim some [GIGANTO ARMOR] for Kongol, which helps his magic defense a bit (thankfully!).

Back two screens by the lava, another of the tunnels leads to a [HEALING BREEZE] that will help in the upcoming battle. Take the lava-side ledge around to the mountainside where a [DRAGON HELM] can be found. If you have Meru with, this will give her 50% more HP, a great boon if you combine it w/ the Therapy Ring. Either way, low-HP characters can use that quite a bit.

Follow the road to the save point, getting the [TOTAL VANISHING] along the ashen road. The next screen up, get a [BODY PURIFIER]. But wait! There's a hint of white south of there, if your eyes are trained to see it. This chest contains a [SPEED DOWN] repeatable item to tote around. Save the game if you haven't already, and go to meet your maker...err, boss.

```

.------.------.------.------.
| Divine Ball   | HP: ~2000 | ELEMENT: ----- | Flash Hall   |
| Divine Dragon | HP: ~5000 | ELEMENT: ----- | Dragon Shield|
| Divine Cannon | HP: ~2000 | ELEMENT: ----- | Gravity Grabber|
'------'

```

I'll go over the attacks first. The Divine Dragon uses all of the best attack item abilities, such as Down Burst, Night Raid, etc. These can usually do up to 600 on poor magic defense characters, and more if it strikes an elemental weakness. Its attack-all claw attack is alright (~250), a missile salvo atk on all (~300), and a fear-inflicting attack on all. The Divine Cannon's able to attack all characters, and the Divine Ball seems to do the magical attack techniques. Either way, the 'minor' enemies should be the first targets. The powerful attack items can take them out in almost two hits, in the right hands.

Because the Dragon Block Staff has lowered the power of the Divine Dragon, it also cripples the dragoons' attack and defense. If you transform, do it for healing or Rose Storm; otherwise, stick to physical additions and attack items. Speaking of which, if you've been saving those powerful attack items such as the ones the Divine Dragon uses, those should be used here if you're in a bind -- they can do almost 1000 each. I've heard people moan and groan over this battle, but even with my selection (Dart/Meru/Albert, ~Lv. 23-25), this battle was a cinch! It's a good idea to not bring people who have poor magic defense into here (Kongol?) unless they have the Physical Ring on as my Albert did -- at least this way they can survive any one magic attack, even in Dragoon form where it can do 1500+. Also, SPEED DOWN! It seems to work really well, and even better when offset by fast types like Meru who can get in multiple attacks before it. Overall, pretty disappointing coming after annoying fights like the Grand Jewel. But, I guess that's to be known since Lloyd took a big chunk out of it already. 300G + 10000 EXP awarded.





Yeah, not too difficult -- in fact, it's incredibly easy to proceed. Open the [SPIRIT RING] crate in the initial room, taking the teleport to a huge and complex-looking array. Luckily, it's easy as pie -- the teleporters shoot across the way, perfectly straight. Use the SE 'circular container' to get into a room with a [MAGE RING] -- it refills MP automatically. Very nice for some healer types. In the next complex-looking teleport room, use the SW circular container's NW tile to get to the savepoint room. Heal up, save and stuff, and enter in to fight a boss! Oh, and he'll be able to inflict instant death ahead, so make sure that you have a Talisman on someone to avoid that effect. Everyone else should enter with 100-199 SP, so their Dragoon forms'll be safe from this effect as well. [NOTE: My game froze up when I tried to enter the Moon Mirror chamber, but it seemed to be corrected when I reset the texture mapping/disc speed settings. Try it if you're having trouble.]

```

-----
| Lloyd          | HP: ~7000 | ELEMENT: ----- | DROPS: ----- |
'-----'

```

Lloyd still has the Dragon Buster, so if you transform into a Dragoon, he'll use it to OHKO that character if possible; if you return to normal after the attack/magic, he can't use it. The character with the Talisman can avoid the Dragon Buster's nasty effect, and, there's a fun trick to making this battle easier! Lloyd's AI is set up to use the Dragon Buster on the character who's a Dragoon; if that Dragoon can't die, he'll still keep usin' it! This type of single-mindedness really swings the battle favor to Dart's group. Don't be afraid to toss Lloyd a Speed Down, either, which helps, too. When Lloyd doesn't have a dragoon to impale, he'll use a powerful non-elemental strike (magical) on all allies. Healing Breezes will take care of it, though. As you may expect, Lloyd's physical evasion is Winglytastic and additions can miss some of the time; that doesn't mean his defense is incredible, though. Should you be able to get a Rose Storm off, good for you; it's usually not necessary though, as a full Crush Dance gives 100+ SP in one go and getting back into the 'bait Lloyd' strategy is easy. When his HP gets low, however, he starts doing a sword attack and a huge energy ball attack, both of which can do ~600 to a single target. 300G + 12000 EXP awarded.

The [MOON MIRROR], [MOON DAGGER], and [MOON GEM] are acquired or re-acquired at this point. You can leave at this point, but if you backtrack to the save area, you can take the other teleport to a 2nd [THERAPY RING]. Don't leave without this valuable valuable! If you accidentally initiate battle with the weird person (Faust), you can flee battle. Anyway, his sidequest comes later on. Leave when ready!

---

When you get back to the area where Meru's Heavy Mace was found, in Kashua Glacier, take the slippery slope west -- Miranda won't stop you or anything.

---



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### 39) Snowfield

[WK39]

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|                 |                |                |           |
|-----------------|----------------|----------------|-----------|
| ITEMS:          | ENEMIES:       | STARDUST       |           |
| * Burn Out      | * Burning Wave | * Bowling      | 0 (45/50) |
| * Gushing Magma | * Magic Shield | * Windy Weasel | -----'    |
| * Dancer's Ring | * Mr. Bone     |                |           |
| '-----'         |                |                |           |



Just inside the place, find the [BURN OUT] near the small cave and enter that dwelling. Lloyd jabbers for awhile and the blizzard ends, letting everyone continue. In the second snowy screen, by the signpost, it's possible to slide down and up at Fort Magrad's doorstep. This place is optional, so I'll cover it in the next section.

A few treasure chests litter the slope that can be slid down, however -- they are a [BURNING WAVE] and a [GUSHING MAGMA]. This can be hard if you're not a master of button input (hey, some people still suck at additions, yo!), so here's how to do do it. Note that where you slide down by the sign has impact as well!

[MAGIC SHIELD] -> Slide down left side; press x-button at 1st, 3rd, 4th icons  
 [DANCER'S RING] -> Slide down right side; press x-button at 2nd and 4th icons

The Magic Shield is a repeatable item that defends against magic attacks. It is pretty useful! Unless you're going to Fort Magrad, you can exit Snowfield by going back to the upper sign and heading toward the background. Well, you know how to toggle on exit markers, so...yeah.

40) Fort Magrad [OPTIONAL]

[WK40]

| ITEMS:            | ENEMIES:          | STARDUST       |
|-------------------|-------------------|----------------|
| * Midnight Terror | * Stunning Hammer | * Windy Weasel |
| * Poison Needle   | * Panic Bell      | * Bowling      |
| * Armor of Yore   | * Mr. Bone        | * Wildman      |
|                   |                   | 0 (45/50)      |

After Meru's mini-snowball fight, get the [MIDNIGHT TERROR] and enter toward the adjacent area. Rose has a flashback for a sec, and then it's possible to get the [STUNNING HAMMER] -- no, it's not for Meru! A [POISON NEEDLE] loafs in a chest 'round the savepoint area, also. Before proceeding, save and stick a Talisman on someone -- the optional boss can inflict instant death!

|              |           |               |                   |
|--------------|-----------|---------------|-------------------|
| Polter Helm  | HP: ~2500 | ELEMENT: Dark | DROPS: ---        |
| Polter Armor | HP: ~3500 | ELEMENT: Dark | DROPS: Smoke Ball |
| Polter Sword | HP: ~3500 | ELEMENT: Dark | DROPS: Soul Eater |

This battle can get crazy, mostly because the Polter Helm can inflict some crappy 'block' attacks -- meaning, it prevents a character from using select commands. The ability blocking can be removed through normal item or magical means, of course (although killing the Helm removes all statuses on allies.) The armor is in charge of the annoying magical attacks, which is probably where most of the damage comes from, to be honest. The sword has a single-target physical attack. BUT, when any part of the boss (including itself) is destroyed, the Sword inflicts instant death on the attacker -- make sure the person with the Talisman deals the killing blow on the Sword first to make the rest of the battle easier. Besides that, erect Rose Storm ASAP and Speed Up/Power Up the best attacker to destroy the Polter Armor. It's the only portion that does consistent damage, and destroying that leaves only a weakling Helm, which has no damage-dealing tactics at all. I left it for last because Rainbow Breath removed ability block statuses; if you can't do that, well, you may want to take it out second...before all that constraining









- [SATORI VEST] - Do the same as above, but this time, take the east ladder (instead of east door) which leads down to a lower walkway where the crate is.
- [100G] - From Martel's room, take outer walkway to crate.

From the savepoint room, you can enter north into a room where Martel and her daughter Lil have settled in. If you've been following this guide, it's also possible to get the [VANISHING STONE] from Martel, the prize for collecting all of the Stardust.

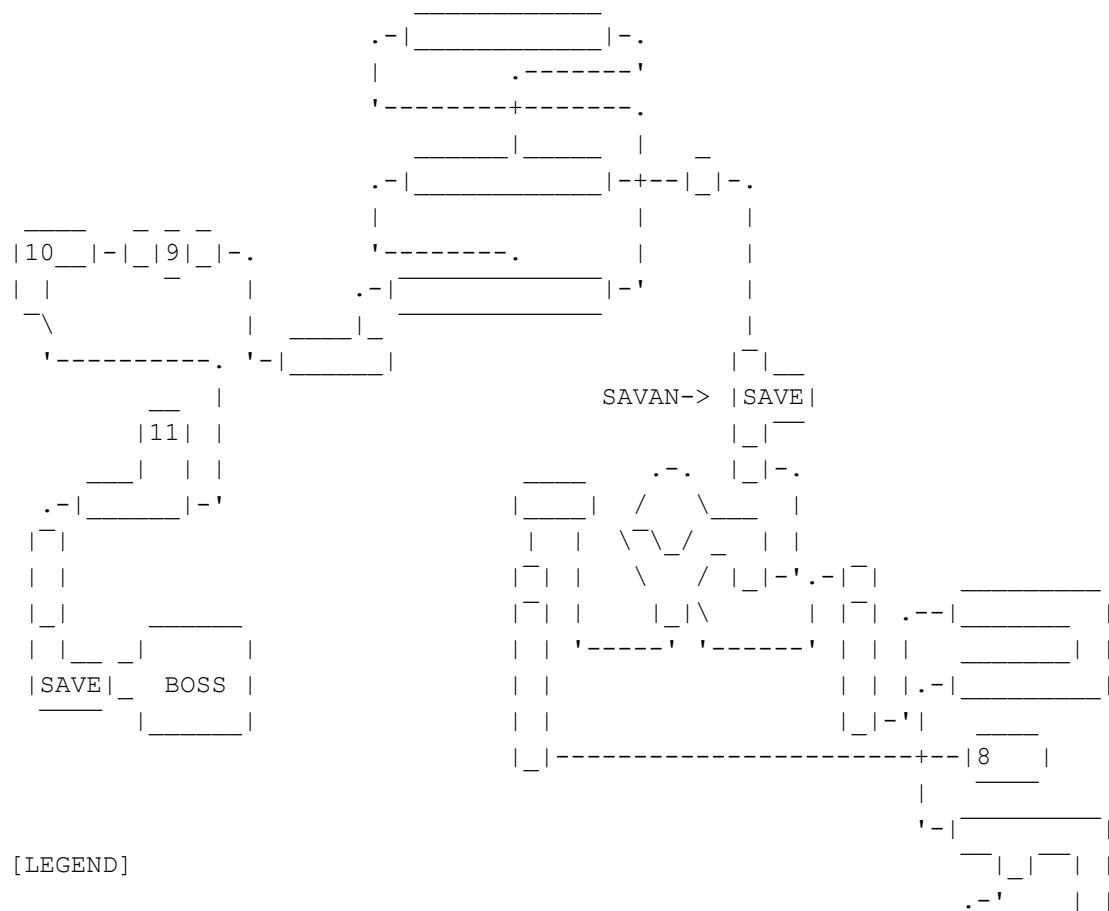
Anyway, the mayor is in the largest, crowded room. Talk to him to learn there has been a weird "stick" that suddenly rose from the sea, and is visible from the clifftop. You can find the entrance from the lower dock, by going south into the jungle. At the destination, Magic City Aglis will have arisen from the sea! It's now accessible from the boat dock. Save before entering and make sure you've stocked up on healing items, as once you're in, there's no way out but to finish the place (shops are in dock section).

After getting on the boat, confirm the prompt with Dart and gallop in thar!

45) Magical City Aglis

[WK45]

| ITEMS:           | ENEMIES:        | STARDUST  |
|------------------|-----------------|-----------|
| * Burn Out       | * Gushing Magma | 0 (50/50) |
| * Magical Hat    | * Moon Serenade | -----'    |
| * Angel's Prayer | * Sun Rhapsody  |           |
| * Healing Fog    | * Healing Rain  |           |
| * Psyche Bomb X  | * 200G          |           |
|                  | * Aqua King     |           |
|                  | * Scud Shark    |           |
|                  | * Minotaur      |           |
|                  | * Jelly         |           |
|                  | * Stern Fish    |           |



[LEGEND]



teleport furthest from the entrance and you'll be on your way to Savan's room. Here, Savan will give the party a [PSYCHE BOMB] if they didn't complete the challenges 100%, or a [PSYCHE BOMB X] if they did it 100%. The latter is the unbased (non-elemental) repeatable item, so make sure you get it!!! If you do get the Psyche Bomb X, go back and save before continuing past Savan's room.

Follow the easy-to-follow teleport arrangement for a [200G] and [HEALING BREEZE], and keep trailing Savan's visage. Without spoiling too much, there's a boss to fight at the very end...

```

-----
| Cleone           | HP: ~1300 | ELEMENT: Water | DROPS: --- |
| Last Kraken     | HP: ~10000 | ELEMENT: Water | DROPS: Pretty Hammer |
-----

```

This is like a Lenus redux with more HP and worse attacks. Use a Speed Down on it, which makes it INCREDIBLY slow. Basically, it relies on a powerful water-jet attack on a single target (~400-500), Frozen Jet (~200-600 to all) and creating two Cleones when its HP gets below 50%. Basically, these things are pretty fast but have poor DEF to back it up; a powerful addition can take them out in two turns, maybe one with Power Up. Dart can completely rip this octopus a new one with Final Burst, often doing +1000 a pop. There's no elaborate strategy to do on this one, as its attacks are often single-serve and crappy. Erect Rose Storm, any boost/de-buff items, and the Psyche Bomb X to give an early edge. Just keep your HP at around 800 at all times, and up above 1000 if there are Cleones present. Rainbow Breath and Miranda's magic can help here, if you have 'em. 300G + 12000 EXP awarded. [NOTE: The game's froze up at this point, too! Simply not transforming into a Dragoon seems to bypass the cause, without having to toggle disc speed/texture mapping/etc.]

After battle, save the game and backtrack a ways. In the area where you first met Ruff, the locked door (as marked on the map) will now teleport the party to their next destination.

46) Law City Zenebatos

[WK46]

| ITEMS:           | ENEMIES:          | STARDUST    |
|------------------|-------------------|-------------|
| * Frozen Jet     | * Burning Wave    | 0 (50/50)   |
| * Spectral Flash | * Night Raid      | -----'      |
| * Rainbow Dress  | * Down Burst      |             |
| * Spirit Cloak   | * Gravity Grabber | * Professor |
| * Flash Hall     | * 200G            | * Harpy     |
| * Law Maker      | * Law Output      | -----'      |

[LEGEND]

[ORDER OF PROCEDURE]

- |                     |  |
|---------------------|--|
| 1 - Frozen Jet      | Leg. Center --> Law Factory --> Law Launcher |
| 2 - Burning Wave    |  |
| 3 - Spectral Flash  |  |
| 4 - Night Raid      |  |
| 5 - Rainbow Dress   | _____   <- LAW LAUNCHER                      |
| 6 - Down Burst      | _____  |
| 7 - Spirit Cloak    | (  |
| 8 - Gravity Grabber | _____  |
| 9 - Flash Hall      | 6 7 8  |





--

Law Factory time! Choose to go there and there's another teleport/guard puzzle to sit through. If you want the [SPECTRAL FLASH], wait for it to go as far from your initial teleporter as possible and make a mad dash to the item. That is the only way to squeeze in and get it, sadly. Second puzzle is ridiculously easy. Lure the guard towards you and, when it gets near enough, take the door to slip behind it. Get that [RAINBOW DRESS] before doing so, though. Third puzzle has the next teleport right near, but there's a [NIGHT RAID] by taking the blue door. Fourth and last puzzle? Stand near the blue door nearest the entry teleporter, lure the guard lapto near, and slip through to the chest; getting the exit outta there is basically the same.

At the Law Factory proper, talk to the lapto in front of the computer. If you did the part at the legislation center correctly, a [LAW OUTPUT] key item is given over for whatever amendment you want to change (hopefully 703). Now it is off to the Law Launcher -- return to square one whatever way you choose.

--

The puzzles before the Law Launcher are pretty bland, as there is ample time and room to move and get the treasures; to boot, they are double the blue doors to get the treasures. Speaking of which, a [DOWN BURST], [SPIRIT CLOAK], and [GRAVITY GRABBER] are found here. Upon reaching the Law Launcher's main area, submit the Law Output that was recieved prior and get the law changed. And, that's all there is to it!

--

Back where Coolon is, inspect the Guide Lapto 00 that blocks the way to the Signet Sphere teleport to learn the law has been changed. Select the Great Court as the destination, save once there, and approach the Signet Sphere to find some bosses... If you're fond of Miranda, include her as she'll be nice to have here. Either way, stick a Talisman on your most valuable person and a Destone Amulet as well (if you want) -- Selebus can inflict petrification rarely.

```

-----
| Kubila          | HP: ~4500 | ELEMENT: Dark | --- |
| Vector          | HP: ~3500 | ELEMENT: Dark | --- |
| Selebus         | HP: ~3000 | ELEMENT: Dark | --- |
'-----'

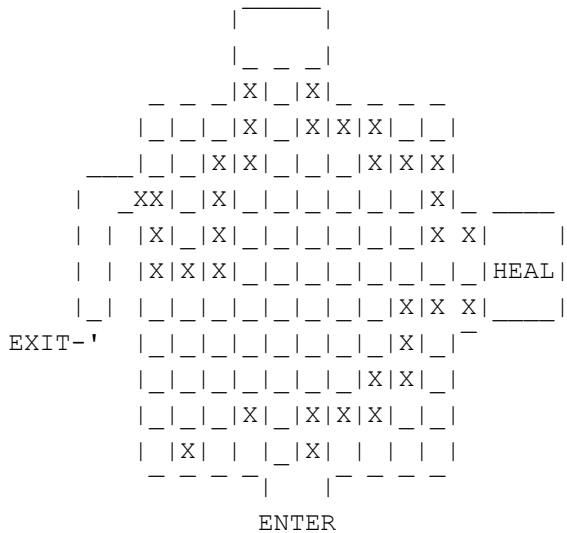
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Man, this battle can be annoying. The worst is Kubila, who has an instadeath attack, but runner-up is Selebus who can cure all of her allies -- and the first target, as her HP is crappiest. She also uses a light-beam attack that can inflict ~600 on all allies at worst, and does it often! There's also a thing where she makes Vector grow way larger... o\_o It's a good idea to use a Speed Down on her, as she may be doing the most damage early on. Crack out an early Rose Storm, but don't transform everyone -- you may need to use item healing/reviving. Powerful d-additions work well on taking out Selebus, and when she's gone, concentrate on Kubila. He's got an instadeath attack that should be feared, but often doesn't use it -- instead he does an tech that hits all (~600), uses a few thunder-element attack items, or physically attacks for ~300. Deal a bit of damage and give the Psyche Bomb X to a good mage -- it can do almost 1600 to Kubila and 2300+ to Vector! Beware, because the person who deals the deathblow to Kubila will get hit with his instadeath attack! Vector is a piece of crap in his small form, and if Selebus changed him into a massive form, he'll use his eat-'n'-chew attack (single-target) repeatedly -- pretty weak, especially to physical attacks. 300G + 12000 EXP



treasures further up -- a [STUN GUARD] and [PANIC GUARD]. There's a hidden path from the latter leading to a [PROTECTOR] as well. Get back on the main path when done.

In the room after Regole's spirit, part of the path leading to the third teleporter is 'hidden' -- when you try to enter onto it, it will light up and you can proceed. The walkway opens into nowhere where these paths are, so it isn't hard to find them. Take the one near there back a screen or so to where a [ACTIVE RING] is. Backtrack and continue into the Divine Dragon's room. His spirit guards a [DESTONE AMULET], which is a piece of crap reason to tango with him right now. Keep going until you enter a weird room where lights rise up and 'pop' on the floor, which is invisible. Here is the layout:



The lights that rise and 'pop' will indicate where the real path is. When they 'pop' and turn red, there is room to walk beneath; if not, it's an open hole. You can go one step at a time and wait for the lights to guide you, or look at the map to the right which can aid you as well.

One room has a healing point and a nice [MAGIC EGO BELL] as well, but there's really no fancy tricks if you play it safe. The western teleporter (south on the gigantic map) leads further inside.

[Kyle VanErdewyk writes that the healing room is one of the best spots in the game for grinding, especially with the Psyche Bomb X, which should kill the opposition instantly at 125%+ power or more (with 50 MAT). Average EXP pickups are 500+, and doing them in rapid succession can result in a method better than Rainbow Bird farming (no Satchets required). Gold pickups ain't too shabby either.]

The party meets a familiar spirit soon inside by the save point room. After talking with it, get the [HEALING RAIN] and save. Equip any anti-confusion accessories or equipment you have for the upcoming bosses in the next room (Panic Guard, Rainbow Earring, Phoenix Plume, etc.).

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-----
| Lavitz's Spirit | HP: 5000 | ELEMENT: Earth | DROPS: Halberd |
'-----'
  
```

This battle is kinda storyline-related, and the aim is to kill that thing attached to the back of Lavitz. When prompted, choose to "Talk to him"; it makes him turn around in a daze, exposing the weird thing on his back. It's actually pretty weak and physical damage comes easily. However, it can slap all characters with Confused status, which makes recovery a pain most of the time (sometimes it doesn't use this attack). Attacking Lavitz physically is a stupid idea as it deals 0 damage; just defend until the next chance to "Talk to him" appears. This minimizes damage from Lavitz, who rarely attacks physically. Use a Speed Down if you want, but any party Lv. 30+ can probably demolish this guy before his third turn comes. No G/EXP awarded...

The second part of this battle happens when the 'thing' inside of our friend emerges to cross swords.



|             |           |                |               |
|-------------|-----------|----------------|---------------|
| Caterpillar | HP: ~6000 | ELEMENT: ----- | Moon Serenade |
| Pupa        | HP: ~2600 | ELEMENT: ----- | Sun Rhapsody  |
| Imago       | HP: 12000 | ELEMENT: ----- | Healing Rain  |

This is a pretty weird boss, in that it 'evolves' during battle -- obviously all three targets are not present at once. It's like a metamorphosis taking place -- Caterpillar becomes Pupa becomes Imago (Butterfly). That's the order of fighting at least.

The Caterpillar has decent physical capabilities, able to attack single characters normally (~400-600) and inflict damage + poison as well. I also saw a yellow mist attack, stunning anyone it happens to hit. The best way to get through these is to have your healer use Rainbow Breath [etc.] to remove it -- don't waste your Dragoon forms this early. So, it's a two-trick pony pretty much. Luckily, it's DEF isn't too great and hard-hitting attacks can do 500+ each. When enough damage is done, it changes into a 'Pupa'. This form has no attacks, so there's no strategy involved. CRUSH D'PUPA FOOLZ! Oh and don't forget to heal up at this time (Defend-heal, etc.).

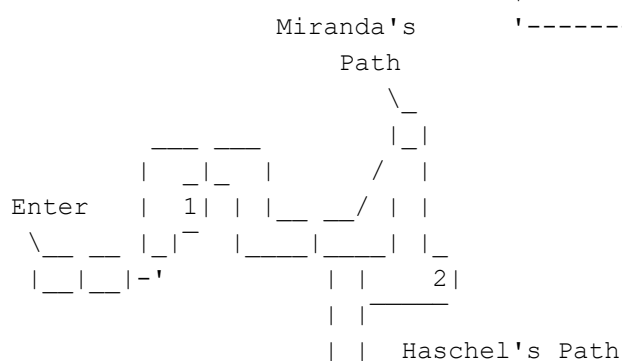
Imago's the most difficult form of the three, and it has a penchant for a bunch of status-effect attacks. Dragoon form is a safe refuge here -- 5-hit d-additions can do almost 900+, I warrant. The Speed Down/Power Down still helps overall, though. When it does physically wail on someone, it's either a laser-type attack (magic-type) or a smack -- neither does incredible dmg, really, at least not enough to KO someone. Imago CAN use an instant death attack, and that's really what you have to watch out for. Miranda is nice to bring along for this reason, although you may not see it at all. Physically killing Imago isn't that hard either, whether it's d-additions or not. 300G and 13000 EXP awarded upon defeat.

Backtrack and save afterwards. Then, continue on until Dart's rousing speech. The way into the last destination is right there, in that stream shooter...

49) The Moon That Never Sets

[WK49]

| ITEMS:           | ENEMIES:           | STARDUST  |
|------------------|--------------------|-----------|
| * Frozen Jet     | * Down Burst       | 0 (50/50) |
| * 200G           | * Spectral Flash   | -----'    |
| * Flash Hall     | * Gold DG Armor    |           |
| * Night Raid     | * Burning Wave     |           |
| * Gold Dragon DS | * Gravity Grabber  |           |
| * Detonate Arrow | * Divine Dragon DS |           |
| * Dragon Buster  | * Psyche Druid     |           |
|                  | * Mad Skull        |           |



```

.----- . | | / ____
|           \| | | / [BOSS]
|           SAVE-|3 4 5|-----| |-----
|           CLINIC-|SHOPS|  | |_____| | | | |
|           Albert's  | INN |  |_____|
|           Path      -|_|-  | |_____|
| Kongol's          \| / | |_____|
|           Path      [BOSS_| | |_____|
|           \|_____| \| | |_____|
| |67BOSS|_| | |_____| | |_____|
|           \| | | | |_____| | |_____|
'-----' .-|_____|_____|_____|_____|
|           '-----|_____|9|_____|
|           /_____|
|           Rose's Path
Meru's Path
(_____|_____| |           #####
|BOSS|_| | | |           # 1 - Frozen Jet           7 - Gold DG Armor   #
(_____| | | | |           # 2 - Down Burst           8 - Night Raid       #
\      |_| | | |           # 3 - 200G                9 - Burning Wave    #
\      |_| | | |           # 4 - Spectral Flash       10 - Gravity Grabber #
\      |_| | | |           # 5 - Flash Hall          11 - Detonate Arrow  #
To Core          # 6 - Gold Dragon DS       12 - Divine Dragon DS #
of Moon          #                          13 - Dragon Buster   #
_(_____|_____| |           #####
|10 11 12 13|

```

Enter a little ways and the party will be 'transported' into a forest area. There's a [FROZEN JET] here on a small offshoot path; go north when done. In the wintry setting, Miranda runs off to check something, and she'll end up in a boss battle alone. You may want to give her good HP-boosting equipment ahead of time, if possible.

```

.----- .----- .----- .-----
| Death Rose  | HP: ~2000 | ELEMENT: ----- | DROPS: ---
'-----'

```

Like the Lavitz battle, this is driven by a plot point rather than mindless skull-bashin'. Dragoon transformations are not usable here (huh?), but it's not necessary anyway as the boss will be defeated at the end whether or not Miranda expends its HP. Death Rose has a couple weak physical attacks and an HP-draining attack as well, but none of these should do over 200 damage. Do a few attacks and some storyline scenes will play out when the flower petals open. Miranda should be able to get in two consecutive attacks quite often, so healing isn't that much of a problem in-between. When the face inside of the petals asks to be forgiven, choose "I'll forgive you." and the battle's over. (If you don't choose this, the battle continues until Miranda does.) 6000 EXP awarded.

Continue down the winter path until ending up in...a Serdian building!? What the heck? Well, there is a shop, clinic, inn...the whole kit and caboodle, to be sure. A portion involving Haschel is coming up, so buy him the Violet DG Armor & Destroyer Mace for better effect. Follow into the mirror where that girl went to find the "land of the Minitos." Check a house for [200G] and go south to a [SPECTRAL FLASH] chest. Keep following the rocky path south until Haschel meets his, uh, dream girl.

```

.----- .----- .----- .-----
| Claire      | HP: ~2500 | ELEMENT: Thndr | DROPS: ---

```

Another one-on-one battle, this time with only Haschel fighting. Dragoon transformation is still off the table, so it's fist v. fist! Use the Speed Down on Claire as she's rather quick; not that much power to back it up, though. Her attacks will do ~250 if you've properly equipped the old guy. Use the Power Down/Material Shield if you need to buy a little more time. After the first storyline scene, Claire brings Haschel's HP down to one -- recuperate immediately after this. In fact, she uses it a few times during the battle. Use Healing Breezes to counter the 'Four-Gods-Destruction' and wait for more scenes to play out. Haschel's 5-Ring Shattering is probably the best way to go about this, or Hex Hammer if you have it -- Claire does not seem to counter any attacks, I've noticed. Eventually, a prompt will ask Haschel a question -- say "Mind's eye, awaken!" to end the battle. 6000 EXP upon defeat.

Get the [FLASH HALL] further down the hall before returning to the 'Bale of 20 Years Past'. Stockpile on healing items and save before going out the front door a guard blocked previously. A gate is guarded here, so take the stairs. Rose's vassal dragon will show up and everyone jumps out of the way -- this separates everyone into two groups, with Rose/Dart in their own group. Kongol will have to face his own boss after a short walk with Albert's party.

```
-----  
| Indora          | HP: ~2500 | ELEMENT: Earth | DROPS: Indora's Axe |  
-----
```

Like before, Dragoon transformations are off-limits and Kongol has to fight this Giganto alone. But, since his opponent is a Giganto, this also means that Kongol's physical defense should make him an equal opponent -- magical attacks aren't too great even when they show up. As for attacks, Indora will strike physically (~200) and do a special pillar-throw attack (~400) which's magical-type. If Kongol doesn't complete his addition, he'll be rebuffed for about ~100 damage...but that shouldn't happen. Unlike the other one-on-one fights, story relevance isn't pertinent here -- just bash away and make sure to Defend-heal when needed, to save on items. A Psyche Bomb X can do quite a bit of help here, even in Kongol's clumsy hands. 6000 EXP received.

After this battle, Kongol will receive the [GOLD DRAGON DS] if he does not have it already. Enter the small hallway behind Indora to get into the not-so-unfamiliar treasury room. Raise the gate on the [GOLD DG ARMOR] for our lovely Kongol! Return to the area before Indora's room and look on the left side of the screen -- another vortex awaits in the water. This returns all to the area where Claire was; return to Bale from there. The view changes over to Dart and Rose at this time.

---

Up the path, after the 'Pseudo Dragon' scene, get a [NIGHT RAID] sitting in a box. Watch out for Triceratops enemies -- they're fast and can inflict a powerful attack + stun. If your party isn't in good shape, it's game over! Anyway, two screens north of the pseudo dragon area, there's a long path that wraps around until that hatchery area, where a [BURNING WAVE] is found. Back to that area two screens north, keep going north (:p) until Rose has to take a page outta history... Equip the Dark DG Armor on Rose and the Darkness Stone on Dart, if possible.

```
-----  
| Michael        | HP: ~1000 | ELEMENT: Dark  | DROPS: --- |  
-----
```



No Dragoon Transformations...again... ;\_\_;

This battle is simutaneously LONG and also easy for Rose, if you've gotten the Dark DG Armor for her (it makes her immune to dark-elem attacks). Dart, who joins this battle, will not have that great of a time. First off, this vassal dragon Michael is immune to all attacks; however, attacking him's the only way to initiate story scenes. This dude's fairly fast, so use a Magic Shield & Speed Down (in that order) to help make this a bit easier to take. Michael has one powerful dark-elem attack on all allies (~1500 for Dart at worst; 0 for Rose at best) and a sorta-weak physical attack, single-target (~500). If you're struggling, have one person Defend and one attack to keep up some survival tactics. Personally, I had Dart in perpetual Defend-dom, and just allowed Rose to soak up the attacks; she would also heal when it was needed. There are four storyline scenes to initiate, with the last the clincher -- pick "Tell Dart the blind spot." However, this doesn't complete the battle just yet. You have to wait (ugh!) until Michael uses his black laser superattack, which makes a target "Michael (Core)" appear the next turn. It has horrible DEF so two attacks should kill it outright (or just use the Psyche Bomb X). The battle ends after that. 12000 EXP received.

After Rose regains her composure, backtrack a screen and take the cave-like entrance that's blue with light. At the t-crossing (as we used to call it in my neck of the woods), take the exit diagonal from the entrance to return to Bale. Save, stock up on healing items once again, and go into the square. Talk with the gate guards to be let into Doel's chamber, where Albert takes up arms against his uncle...

```
-----  
| Dark Doel      | HP: ~1500 | ELEMENT: Thndr | --- |  
| Light Sword   | HP: ~1000 | ELEMENT: Thndr | --- |  
| Shadow Blade  | HP: ~1000 | ELEMENT: Thndr | --- |  
'-----'
```

The Light Sword/Shadow Blade must be destroyed first before Dark Doel can be targeted. If you wanna be sly, use the Psyche Bomb X immediately and boost to kill both targets immediately; otherwise, you'll have to waste a little time on them individually. The swords only attack individually (~150) per turn, while Doel has a weakling magical-based attack (~300) he uses on occasion. Although, the second time I fought this battle, Doel doesn't even get an attack in. When all three parts are gone, the battle ends. 6000 EXP fo' you!

After Albert's portion, save in Bale and go down the square's stairs. Upon reaching the area where Michael knocked everyone off the path, an continue into a cloudy screen. Equip Meru with a Therapy Ring/Dragon Shield before entering the palace steps on the upper-left part of the walkway...

```
-----  
| Archangel      | HP: ~3000 | ELEMENT: Light | DROPS: --- |  
'-----'
```

This battle is rather easy with the Therapy Ring, which plays off Meru's great speed to heal most of her wounds away. Archangel has a physical attack (~150), a Spectral Hall ripoff (~550), and a superattack (HP -> 1) to deal with. The latter is a sweet angel-'n'-elephant attack, but is only a small change-up from the Haschel/Claire fight. Use a Healing Fog or Defend-heal until your HP is above killing range (~600). Use the Psyche Bomb X to deal over 1500+ damage when boosted 200%, also. The battle ends when the last story scene is completed, where Meru tells the Archangel to get lost. 6000

EXP received upon defeat.

With the Archangel down, take the beam of light it was standing in (after saving, if you want) up to, uh, the "digital world." The Core of the Moon!

---

Get a [GRAVITY GRABBER] in the screen beyond the entrance, and save in the one beyond there. There's a boss in the adjacent room...

```
-----  
| S Virage (Arm) | HP: 3000 | ELEMENT: ----- | DROPS: --- |  
| S Virage (Body) | HP: 15000 | ELEMENT: ----- | DROPS: --- |  
| S Virage (Head) | HP: 10000 | ELEMENT: ----- | DROPS: --- |  
-----
```

Although this battle isn't far off from the virage in the Forbidden Land, it is almost the same battle, just with no time limit to explosion! Its defense isn't that great, and like always, defeating the Head or Body kills the foe entirely. So, the rundown of attacks? A beam shooter (~250 to all), a debris dropper (~500 to all), a powerful asteroid-belt thing (~1000+ at max, magic-type), and a tendril thing from the arm on a single target (~300dmg). The latter is the one to watch out for; everything else is a fly-flick compared to it. So, you can expect to use Rose Storm and help make a nice damage cushion here. Being in Dragoon form really helps play off its rather mushy DEF, even if regular additions are sufficient (Hammer Spin = 400 dmg; Crush Dance = 800!). Lucky for everyone, the Virage's parts are all rather slow, and with a fast person like Meru around to help with upkeep, it is a cinch to remove damage. D-additions work the best and, since there's no bad attacks like instadeath or status effects, no deviations from the attack plan need to be made. Just beware of its death-counter attack which can do ~600 to all allies, less if you're in Dragoon form. 300G + 15000 EXP upon its defeat.

Follow the purple haze to a save point near a [DETONATE ARROW], a weapon for Miranda which can attack all enemies! Head into the moon's core up the road to find ANOTHER boss! Equip the Red DG Armor beforehand, and the Red-Eye Stone on any poor MDF characters.

```
-----  
| Zieg Feld      | HP: 12000 | ELEMENT: Fire | DROPS: --- |  
-----
```

If Dart equipped his DG armor, he'll take 0 damage from any fire-elemental attacks being used. Since Dart can't use his Dragoon transformation, this is very important!!! To start, you may want to change the camera angle so that the addition squares don't blend into the background a lot; this can unduly mess the sequence up. Dart can still be a powerhouse with physical attacks thanks to a cruddy DEF Zieg has; even people like Meru can make their mark. The boss has a d-addition and all Dart's Dragoon magic skills, with the Red-Eye Dragon being the worst (~1800 to all); otherwise, the rest does ~500-700 to single targets. You'll want to erect Rose Storm to help cut down on some of the damage, definitely. I might be wrong on this, but Zieg's pattern of magic seems to be Final Burst -> Flame Shot -> Red-Eye Dragon, with random d-additions in-between. When he uses Flame Shot, that's the time to (re-)erect Rose Storm! It helps to use a Power Down right away, also, as this also diminishes his DEF power further! Use Healing Rains [etc] when needed, but really, a Rose Storm now and then and powerful physical (d-)additions are all that's needed if you're physically fit (fully-learned Crush Dance, Rod Typhoon, etc.). When his life's half gone, Zieg Feld starts

to try and counterattack during additions, so keep an eye out! 400G + 20000 EXP for the great win!

After some scenes, Dart gets the [DIVINE DRAGON DS] and [DRAGON BUSTER]. You can return to save if you want; Rose can equip Lloyd's weapon. Everyone's also healed for some reason. Dart now has the 'Divine DS Cannon/Ball' skills in his dragoon form now. When ready to commence the last fight, approach the boss, pick your party, and kick some rear-end!

#####  
NOTE: Divine Dragon D-additions are often as powerful as the D-magic. Try to rely on those [former] as much as possible, if you can. Both inflict over 1000+ at full power, so...yeah. I cannot stress enough how great these attacks will be as main damage-dealers!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
#####

```
-----  
| Tentacle x 4 | HP: ~2000 | ELEMENT: ----- | ---  
| Melbu Frahma | HP: ~9000 | ELEMENT: ----- | ---  
-----
```

This first form can quickly become annoying as each Tentacle gets its own attack. Immediately kick out the jams with the Psyche Bomb X or any other great attack item and take them out; save your Dragoon magic, though. The main boss' DEF is 'alright' and his speed's pretty sub-par. Transform into the Divine Dragoon and use d-additions -or- the Divine DS Cannon attack to inflict much damage (1000+/per); these should be your main forms of attack as Dart. Melbu's pretty powerful even in this main form. He uses 1-target attack items (opposite element) and a triple-Virage attack, both doing upwards of 1000+ at maximum. Rose Storm is recommended, like always. Also, if an addition screws up or misses, Melbu repels the attacker for approx. ~250 damage. [There's also an attack where he levitates a person and hits them with sleep/stunned. It wears off after a turn, though.]

When 9000-10000 damage has been done, Melbu changes into our 'middle' child of the final boss... (Note: the indicator on Melbu will still be 'blue' so don't wait for it to change colors to know when the transformation comes.)

```
-----  
| Melbu Frahma | HP: 10000 | ELEMENT: ----- | DROPS:  
-----
```

This form's got a bit more improved DEF/MDF, but not by much, if physical attacks are your main method of damage. Melbu's got a new laser-strike tech (~100-375), a Divine DS Cannon ripoff (~1200, single), and an imprisonment ability that 'steals' an ally for awhile and prevents him/her from being active in battle, or being healed for that matter. Attacking Melbu Frahma when an ally is sucked inside will eventually make that ally return, though s/he will crash into someone else and deal damage to both of them (~800). I've noticed that that laser-strike tech also seems to be more damaging when the background is all gray-scaled. o\_0

After about 10000 damage, or enough time passes, the next form emerges.

```
-----  
| Bomb Star | HP: ~3000 | ELEMENT: ----- | DROPS: ---  
| Melbu Frahma | HP: 10000 | ELEMENT: ----- | DROPS: ---  
-----
```

Ah, the third stage. Melbu's got a physical strike (~400), a planetary tech

we saw on the first form (~1400 to all, max), a heat mist (~800 to all, max) a Bomb Star shooter (~700, single), a random Command Blocker attack, and a fire-elemental moon-dropper attack on all allies (about ~1200 at worst). The Bomb Stars are targets that line up, but don't bother attacking them -- they are used in an attack that suicides them each on everyone (for about ~200) so don't waste any d-magic or time trying to kill them. If you need to drink a Moon Serenade, go for it. Keep a Rose Storm's halve-all effect up as much as possible, which combats the predisposition to use single-target attacks. It's really quite manageable if you stay in Dragoon form a lot, seriously! You'll also notice that Melbu changes the background to reflect the day and night. Nighttime is when his most damaging attacks are used (involving the stars, bomb shooters, etc.) while the daylight brings out the crappy types, like physical attacks and the heat mist. Tolerable, probably. When enough damage has been dealt, or enough time has passed, Frahma turns into his last form, the 7th generation...

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-----
| Melbu Frahma   | HP: 12000 | ELEMENT: ----- | DROPS: ---   |
'-----'

```

This last form can mimic the "Dragon Block Staff" effect by powering down Dragoon forms, although only when its tail is tucked inside it. You can circumvent the effect by avoiding d-additions and offensive d-magic, and using healing/defensive maneuvers. If you have 5 transformations in you or something, it's a deathwish to transform in the powered-down state! Don't do it or you'll take way more dmg. Otherwise, its best atk items (~1000 to all, max) angel-summoner attack (~1200, single), and tornado suck-up tech (~700 all, max) are about the only other useful attack it gets off. D-additions're good to go as long as the staff effect is not being used, although regular additions are fine as well. I might be wrong, but his power seems to grow more when he's in critical HP (red counter). Keep Rose Storm up at all times during this state, or your overconfidence may get the better of you! Make sure to waste any of those items you were saving (like Healing Rains?) if you need them, as they'll prove useful and, hey, might as well use 'em. One more thing: the 'Monster' enemies it summons can slap someone with instadeath upon defeat (random)! Be prepared to use an Angel's Prayer or d-magic to counter the effect. [NOTE: The Monsters can use a tech called 'Impersonating' which replaces an ally in battle. When their turn comes up, a 'Special' option is available. This seems to restore all HP to allies and does not use up replaced ally's SP levels!!! This effect wears off after about three turns...sadly.]

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Enjoy the ending videos and credits, if the game doesn't freeze up first. ^\_^

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/ VII. APPENDICES [PPN1] | \_

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SHOP LIST

[SHPL]

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01) Forest.....SH01

|                                      |      |
|--------------------------------------|------|
| 02) Hellena Prison.....              | SH02 |
| 03) Indels Castle Capital Bale.....  | SH03 |
| 04) Volcano Villude.....             | SH04 |
| 05) Commercial Town of Lohan.....    | SH05 |
| 06) Hellena Prison II.....           | SH06 |
| 07) Black Castle at Kazas.....       | SH07 |
| 08) Twin Castle in Fletz.....        | SH08 |
| 09) Donau the Flower City.....       | SH09 |
| 10) The Queen Fury.....              | SH10 |
| 11) City of Fueno.....               | SH11 |
| 12) Furni the Water City.....        | SH12 |
| 13) Crystal Palace at Deningrad..... | SH13 |
| 14) Forest of Winglies.....          | SH14 |
| 15) Kashua Glacier.....              | SH15 |
| 16) Capital Vellweb.....             | SH16 |
| 17) Spring Breath Town Ulara.....    | SH17 |
| 18) Outland Village Rouge.....       | SH18 |
| 19) Law City Zenebatos.....          | SH19 |
| 20) TMTNS.....                       | SH20 |

-----  
01) Forest [SH01]  
-----

ITEM SHOP:

|                |    |
|----------------|----|
| Healing Potion | 10 |
| Body Purifier  | 10 |
| Burn Out       | 10 |
| Charm Potion   | 4  |

-----  
02) Hellena Prison [SH02]  
-----

ITEM SHOP:

|                |    |
|----------------|----|
| Healing Potion | 10 |
| Angel's Prayer | 30 |
| Spark Net      | 10 |

-----  
03) Indels Castle Capital Bale [SH03]  
-----

WEAPON SHOP:

ITEM SHOP:

|                |     |                |    |
|----------------|-----|----------------|----|
| Bastard Sword  | 60  | Healing Potion | 10 |
| Sparkle Arrow  | 50  | Angel's Prayer | 30 |
| Scale Armor    | 50  | Mind Purifier  | 20 |
| Leather Jacket | 50  | Body Purifier  | 10 |
| Sallet         | 40  | Spear Frost    | 10 |
| Poison Guard   | 200 | Meteor Fall    | 20 |
| Panic Guard    | 300 | Charm Potion   | 04 |
| Stun Guard     | 200 |                |    |
| Bravery Amulet | 300 |                |    |
| Knight Shield  | 200 |                |    |

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04) Volcano Villude [SH04]  
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Healing Potion          10
Sun Rhapsody           50
Angel's Prayer         30
Mind Purifier          20
Body Purifier          10
Dancing Ray            20
Pellet                 10

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05) Commercial Town of Lohan [SH05]
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\*uses tickets as currency

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WEAPON SHOP:                ITEM SHOP:

Lance                      100    Healing Potion          10
Cape                       60     Sun Rhapsody           50
Legend Casque             10000  Angel's Prayer         30
Active Ring               200    Mind Purifier          20
Protector                 200    Body Purifier          10
Panic Guard               200    Spinning Gale          10
Power Wrist               200    Gushing Magma          20
Wargod Calling            1000   Charm Potion           04
Phantom Shield            10000
Dragon Shield              5000   ARENA TICKET SHOP
Angel Scarf                5000   1 Ticket                15
Ultimate Wargod            10000  5 Tickets                60
                               10 Tickets              100

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\*ARENA TICKET EXCHANGE:

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Spirit Potion            20
Total Vanishing          40
Healing Rain             60

```

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06) Hellena Prison (II) [SH06]
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Healing Potion          10
Sun Rhapsody           50
Angel's Prayer         30
Mind Purifier          20
Midnight Terror         20
Thunderbolt             20

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-----
07) Black Castle at Kazas [SH07]
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```

Heat Blade              150    SECRET WEAPON SHOP (FORT)
Long Bow                150
Armet                   100    Fake Power Wrist       100
Iron Kneepiece          100    Fake Shield             100

SECRET ITEM SHOP (FORT)    BLACK CASTLE ITEM SHOP
Healing Potion            10    Healing Potion          10

```

|                |    |               |    |
|----------------|----|---------------|----|
| Sun Rhapsody   | 50 | Sun Rhapsody  | 50 |
| Angel's Prayer | 30 | Mind Purifier | 20 |
| Dark Mist      | 10 | Body Purifier | 10 |
| Fatal Blizzard | 20 | Spear Frost   | 10 |
|                |    | Meteor Fall   | 20 |
|                |    | Charm Potion  | 4  |

-----  
08) Twin Castle in Fletz [SH08]  
-----

| WEAPON SHOP    |      | JEWELRY SHOP    |      |
|----------------|------|-----------------|------|
| Shadow Cutter  | 200  | Ruby Ring       | 1000 |
| Chain Mail     | 150  | Sapphire Pin    | 1000 |
| Soft Boots     | 100  | Emerald Earring | 1000 |
| Poison Guard   | 200  | Platinum Collar | 1000 |
| Active Ring    | 200  |                 |      |
| Protector      | 200  | ITEM SHOP       |      |
| Panic Guard    | 300  | Healing Potion  | 10   |
| Stun Guard     | 200  | Healing Breeze  | 50   |
| Bravery Amulet | 300  | Sun Rhapsody    | 50   |
| Magic Ego Bell | 300  | Angel's Prayer  | 30   |
| Power Wrist    | 200  | Mind Purifier   | 20   |
| Knight Shield  | 200  | Body Purifier   | 10   |
| Wargod Calling | 1000 | Trans Light     | 10   |
|                |      | Black Rain      | 20   |
|                |      | Charm Potion    | 4    |

-----  
09) Donau the Flower City [SH09]  
-----

| ITEM SHOP      |    | WEAPON SHOP |     |
|----------------|----|-------------|-----|
| Healing Potion | 10 | Silver Vest | 150 |
| Sun Rhapsody   | 50 | Tiara       | 150 |
| Angel's Prayer | 30 |             |     |
| Mind Purifier  | 20 |             |     |
| Body Purifier  | 10 |             |     |
| Rave Twister   | 20 |             |     |

-----  
10) The Queen Fury [SH10]  
-----

| ITEM SHOP      |    | WEAPON SHOP    |     |
|----------------|----|----------------|-----|
| Healing Potion | 10 | Glaive         | 250 |
| Healing Breeze | 50 | Beast Fang     | 250 |
| Angel's Prayer | 30 | Warrior Dress  | 150 |
| Mind Purifier  | 20 | Stun Guard     | 200 |
| Body Purifier  | 10 | Magic Ego Bell | 300 |
| Trans Light    | 10 |                |     |
| Dancing Ray    | 20 |                |     |

-----  
11) City of Fueno [SH11]  
-----

| ITEM SHOP      |    | WEAPON SHOP    |     |
|----------------|----|----------------|-----|
| Healing Potion | 10 | Falchion       | 250 |
| Healing Breeze | 50 | Bemusing Arrow | 250 |
| Sun Rhapsody   | 50 | Morning Star   | 250 |
| Angel's Prayer | 30 | Plate Mail     | 200 |
| Mind Purifier  | 20 | Sparkle Dress  | 200 |
| Charm Potion   | 4  | Knight Helm    | 150 |
| Burn Out       | 10 |                |     |
| Gushing Magma  | 20 |                |     |

-----  
12) Furni the Water City [SH12]  
-----

| ITEM SHOP      |    | WEAPON SHOP    |      |
|----------------|----|----------------|------|
| Healing Fog    | 30 | Dancing Dagger | 300  |
| Sun Rhapsody   | 50 | Giganto Helm   | 200  |
| Angel's Prayer | 30 | Combat Shoes   | 150  |
| Depetrifier    | 30 | Destone Amulet | 400  |
| Thunderbolt    | 20 | Attack Badge   | 1000 |
|                |    | Elude Cloak    | 300  |

-----  
13) Crystal Palace at Deningrad [SH13]  
-----

| ITEM SHOP      |    | WEAPON SHOP     |       |
|----------------|----|-----------------|-------|
| Healing Fog    | 30 | Tomahawk        | 300   |
| Healing Breeze | 50 | Spear of Terror | 300   |
| Sun Rhapsody   | 50 | Diamond Claw    | 300   |
| Angel's Prayer | 30 | Breast Plate    | 250   |
| Depetrifier    | 30 | Master's Vest   | 250   |
| Mind Purifier  | 20 | Soul Headband   | 200   |
| Spark Net      | 10 | Jeweled Crown   | 200   |
| Thunderbolt    | 20 | Stardust Boots  | 150   |
| Charm Potion   | 4  | Protector       | 200   |
|                |    | Bravery Amulet  | 300   |
|                |    | Destone Amulet  | 400   |
|                |    | Armor of Legend | 10000 |

-----  
14) Forest of Winglies [SH14]  
-----

| ITEM SHOP      |    | WEAPON SHOP    |     |
|----------------|----|----------------|-----|
| Healing Fog    | 30 | War Hammer     | 300 |
| Sun Rhapsody   | 50 | Magical Ring   | 600 |
| Healing Breeze | 50 | Spiritual Ring | 600 |
| Angel's Prayer | 30 | Spirit Cloak   | 300 |
| Mind Purifier  | 20 |                |     |
| Body Purifier  | 10 |                |     |
| Dark Mist      | 10 |                |     |
| Black Rain     | 20 |                |     |

-----



15) Kashua Glacier [SH15]

| ITEM SHOP      |    | WEAPON SHOP    |      |
|----------------|----|----------------|------|
| Healing Fog    | 30 | Mind Crush     | 350  |
| Healing Breeze | 50 | Battle Axe     | 350  |
| Sun Rhapsody   | 50 | Flamberge      | 350  |
| Angel's Prayer | 30 | Virulent Arrow | 350  |
| Body Purifier  | 10 | Saint Armor    | 300  |
| Charm Potion   | 4  | Robe           | 300  |
|                |    | Guard Badge    | 1000 |

16) Capital Vellweb [SH16]

| ITEM SHOP      |    | WEAPON SHOP   |      |
|----------------|----|---------------|------|
| Healing Fog    | 30 | Partisan      | 400  |
| Healing Breeze | 50 | Heavy Mace    | 400  |
| Sun Rhapsody   | 50 | Giganto Armor | 400  |
| Angel's Prayer | 30 | Energy Girdle | 300  |
| Mind Purifier  | 20 | Giganto Ring  | 1000 |
| Body Purifier  | 10 |               |      |
| Charm Potion   | 4  |               |      |

17) Spring Breath Town Ulara [SH17]

| ITEM SHOP       |     | WEAPON SHOP     |     |
|-----------------|-----|-----------------|-----|
| Healing Fog     | 30  | Fairy Sword     | 400 |
| Healing Breeze  | 50  | Arrow of Force  | 500 |
| Sun Rhapsody    | 50  | Thunder Fist    | 450 |
| Angel's Prayer  | 30  | Magical Greaves | 300 |
| Charm Potion    | 4   | Magical Ring    | 600 |
| Panic Bell      | 20  | Spiritual Ring  | 600 |
| Stunning Hammer | 20  | Elude Cloak     | 300 |
| Poison Needle   | 20  | Spirit Cloak    | 300 |
| Midnight Terror | 20  | Sage's Cloak    | 600 |
| Attack Ball     | 100 |                 |     |
| Recovery Ball   | 100 |                 |     |

18) Outland Village Rouge [SH18]

| ITEM SHOP      |    | WEAPON SHOP   |      |
|----------------|----|---------------|------|
| Healing Fog    | 30 | Attack Badge  | 1000 |
| Healing Breeze | 50 | Guard Badge   | 1000 |
| Sun Rhapsody   | 50 | Gigantos Ring | 1000 |
| Angel's Prayer | 30 |               |      |
| Mind Purifier  | 20 |               |      |
| Body Purifier  | 10 |               |      |
| Panic Bell     | 20 |               |      |

## ITEM SHOP

## WEAPON SHOP

|                |    |                |     |
|----------------|----|----------------|-----|
| Healing Fog    | 30 | Great Axe      | 400 |
| Sun Rhapsody   | 50 | Gladius        | 400 |
| Healing Breeze | 50 | Red DG Armor   | 800 |
| Angel's Prayer | 30 | Jade DG Armor  | 800 |
| Depetrifier    | 30 | Dark DG Armor  | 800 |
| Mind Purifier  | 20 | Blue DG Armor  | 800 |
| Body Purifier  | 10 | Panic Guard    | 300 |
| Charm Potion   | 4  | Bravery Amulet | 300 |
|                |    | Destone Amulet | 400 |

## 20) The Moon That Never Sets

## ITEM SHOP

## WEAPON SHOP

|                |    |                 |      |
|----------------|----|-----------------|------|
| Healing Fog    | 30 | Claymore        | 500  |
| Healing Breeze | 50 | Halberd         | 500  |
| Sun Rhapsody   | 50 | Basher          | 500  |
| Angel's Prayer | 30 | Destroyer Mace  | 500  |
| Depetrifier    | 30 | Red DG Armor    | 800  |
| Mind Purifier  | 20 | Jade DG Armor   | 800  |
| Body Purifier  | 10 | Gold DG Armor   | 800  |
| Panic Bell     | 20 | Violet DG Armor | 800  |
| Poison Needle  | 20 | Silver DG Armor | 800  |
|                |    | Dark DG Armor   | 800  |
|                |    | Blue DG Armor   | 800  |
|                |    | Magical Ring    | 600  |
|                |    | Spiritual Ring  | 600  |
|                |    | Attack Badge    | 1000 |
|                |    | Guard Badge     | 1000 |
|                |    | Giganto Ring    | 1000 |

## ADDITIONS

Additions are the 'meat and potatoes' of battle, and are the physical attacks available via the ATTACK option. SP and/or DMG% rise when 20 additions are completed correctly. All characters' last addition, their most powerful, will become available when all previous additions have been mastered (i.e. Lv. 5).

Also, if you wonder why someone has such a large gap between their first and second additions, remember to factor in the level people join at! It's really not that far. =p

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 DART 'S ADDITIONS
 

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|                  |      |      |        |        |        |        |        |
|------------------|------|------|--------|--------|--------|--------|--------|
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - DOUBLE SLASH   | SP   | 35   | 35     | 35     | 35     | 35     |        |
| - 1 Addition     |      |      |        |        |        |        |        |
| - Learn: ---     | DMG% | 150% | 157%   | 165%   | 180%   | 202%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - VOLCANO        | SP   | 20   | 24     | 28     | 32     | 35     |        |
| - 3 Addition     |      |      |        |        |        |        |        |
| - Learn: LV2     | DMG% | 200% | 210%   | 220%   | 230%   | 250%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - BURNING RUSH   | SP   | 30   | 45     | 60     | 75     | 102    |        |
| - 2 Addition     |      |      |        |        |        |        |        |
| - Learn: LV8     | DMG% | 150% | 150%   | 150%   | 150%   | 150%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - Crush Dance    | SP   | 50   | 60     | 75     | 95     | 100    |        |
| - 4 Addition     |      |      |        |        |        |        |        |
| - Learn: L15     | DMG% | 150% | 172%   | 195%   | 217%   | 250%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - Madness Hero   | SP   | 60   | 90     | 120    | 150    | 205    |        |
| - 5 Addition     |      |      |        |        |        |        |        |
| - Learn: L22     | DMG% | 100% | 100%   | 100%   | 100%   | 100%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - Moon Strike    | SP   | 20   | 20     | 20     | 20     | 20     |        |
| - X Addition     |      |      |        |        |        |        |        |
| - Learn: L29     | DMG% | 200% | 240%   | 280%   | 320%   | 350%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |
|                  |      |      | LV 1   | LV 2   | LV 3   | LV 4   | LV 5   |
|                  |      |      | -----+ | -----+ | -----+ | -----+ | -----+ |
| - Blazing Dynamo | SP   | 100  | 110    | 120    | 130    | 150    |        |
| - 7 Addition     |      |      |        |        |        |        |        |
| - Learn: ---     | DMG% | 250% | 300%   | 350%   | 400%   | 450%   |        |
|                  |      |      | -----  | -----  | -----  | -----  | -----  |

|              |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|--------------|------|------|------|------|------|------|
| - HARPOON    | SP   | 35   | 38   | 42   | 45   | 50   |
| - 1 Addition |      |      |      |      |      |      |
| - Learn: --- | DMG% | 100% | 110% | 120% | 130% | 150% |

|                 |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|-----------------|------|------|------|------|------|------|
| - SPINNING CANE | SP   | 35   | 35   | 35   | 35   | 35   |
| - 2 Addition    |      |      |      |      |      |      |
| - Learn: Lv5    | DMG% | 100% | 125% | 150% | 175% | 200% |

|               |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|---------------|------|------|------|------|------|------|
| - ROD TYPHOON | SP   | 30   | 45   | 60   | 75   | 100  |
| - 4 Addition  |      |      |      |      |      |      |
| - Learn: Lv7  | DMG% | 150% | 162% | 174% | 186% | 202% |

|                      |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|----------------------|------|------|------|------|------|------|
| - Gust of Wind Dance | SP   | 35   | 35   | 35   | 35   | 35   |
| - 6 Addition         |      |      |      |      |      |      |
| - Learn: L11         | DMG% | 200% | 240% | 280% | 320% | 350% |

|                |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|----------------|------|------|------|------|------|------|
| - Flower Storm | SP   | 60   | 90   | 120  | 150  | 202  |
| - X Addition   |      |      |      |      |      |      |
| - Learn: ---   | DMG% | 300% | 324% | 348% | 372% | 405% |

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ROSE'S ADDITIONS

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|              |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|--------------|------|------|------|------|------|------|
| - Whip Smack | SP   | 35   | 35   | 35   | 35   | 35   |
| - 1 Addition |      |      |      |      |      |      |
| - Learn: --- | DMG% | 100% | 125% | 150% | 175% | 200% |

|               |    | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|---------------|----|------|------|------|------|------|
| - More & More | SP | 30   | 45   | 60   | 75   | 102  |
| - 2 Addition  |    |      |      |      |      |      |

|                 |      |      |      |      |      |      |
|-----------------|------|------|------|------|------|------|
| - Learn: L14    | DMG% | 150% | 150% | 150% | 150% | 150% |
|                 |      |      |      |      |      |      |
|                 |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
| - Hard Blade    | SP   | 35   | 35   | 35   | 35   | 35   |
| - 5 Addition    |      |      |      |      |      |      |
| - Learn: L19    | DMG% | 100% | 150% | 200% | 250% | 300% |
|                 |      |      |      |      |      |      |
|                 |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
| - Demon's Dance | SP   | 100  | 100  | 100  | 100  | 100  |
| - 7 Addition    |      |      |      |      |      |      |
| - Learn: ---    | DMG% | 200% | 280% | 360% | 440% | 500% |

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HASCHEL'S ADDITIONS

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|                     |      |      |      |      |      |      |
|---------------------|------|------|------|------|------|------|
|                     |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
| - Double Punch      | SP   | 35   | 38   | 42   | 45   | 50   |
| - 1 Addition        |      |      |      |      |      |      |
| - Learn: ---        | DMG% | 100% | 110% | 120% | 130% | 150% |
|                     |      |      |      |      |      |      |
|                     |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
| - Flurry of Styx    | SP   | 20   | 20   | 20   | 20   | 20   |
| - 2 Addition        |      |      |      |      |      |      |
| - Learn: L14        | DMG% | 150% | 162% | 174% | 186% | 202% |
|                     |      |      |      |      |      |      |
|                     |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
| - Summon 4 Gods     | SP   | 50   | 60   | 75   | 86   | 100  |
| - 3 Addition        |      |      |      |      |      |      |
| - Learn: L18        | DMG% | 100% | 100% | 100% | 100% | 100% |
|                     |      |      |      |      |      |      |
|                     |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
| - 5 Ring Shattering | SP   | 35   | 35   | 40   | 45   | 50   |
| - 5 Addition        |      |      |      |      |      |      |
| - Learn: L22        | DMG% | 150% | 187% | 225% | 262% | 300% |
|                     |      |      |      |      |      |      |
|                     |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |

|              |      |      |      |      |      |      |
|--------------|------|------|------|------|------|------|
| - Hex Hammer | SP   | 15   | 15   | 15   | 15   | 15   |
| - 6 Addition |      |      |      |      |      |      |
| - Learn: L27 | DMG% | 200% | 250% | 300% | 350% | 400% |
|              |      |      |      |      |      |      |
|              |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|              |      |      |      |      |      |      |
| - Omni Sweep | SP   | 50   | 75   | 100  | 125  | 150  |
| - 7 Addition |      |      |      |      |      |      |
| - Learn: --- | DMG% | 300% | 345% | 390% | 435% | 501% |
|              |      |      |      |      |      |      |

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MERU'S ADDITIONS

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|                |      |      |      |      |      |      |
|----------------|------|------|------|------|------|------|
|                |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|                |      |      |      |      |      |      |
| - Double Smack | SP   | 20   | 24   | 28   | 32   | 34   |
| - 1 Addition   |      |      |      |      |      |      |
| - Learn: ---   | DMG% | 100% | 110% | 120% | 130% | 150% |
|                |      |      |      |      |      |      |

|               |      |      |      |      |      |      |
|---------------|------|------|------|------|------|------|
|               |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|               |      |      |      |      |      |      |
| - Hammer Spin | SP   | 35   | 43   | 51   | 59   | 70   |
| - 3 Addition  |      |      |      |      |      |      |
| - Learn: L21  | DMG% | 150% | 162% | 174% | 186% | 202% |
|               |      |      |      |      |      |      |

|               |      |      |      |      |      |      |
|---------------|------|------|------|------|------|------|
|               |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|               |      |      |      |      |      |      |
| - Cool Boogie | SP   | 60   | 90   | 120  | 150  | 200  |
| - 4 Addition  |      |      |      |      |      |      |
| - Learn: L26  | DMG% | 100% | 100% | 100% | 100% | 100% |
|               |      |      |      |      |      |      |

|                |      |      |      |      |      |      |
|----------------|------|------|------|------|------|------|
|                |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|                |      |      |      |      |      |      |
| - Cat's Cradle | SP   | 20   | 20   | 20   | 20   | 20   |
| - 5 Addition   |      |      |      |      |      |      |
| - Learn: L30   | DMG% | 150% | 195% | 240% | 285% | 351% |
|                |      |      |      |      |      |      |

|              |      |      |      |      |      |      |
|--------------|------|------|------|------|------|------|
|              |      | LV 1 | LV 2 | LV 3 | LV 4 | LV 5 |
|              |      |      |      |      |      |      |
| - Perky Step | SP   | 100  | 100  | 100  | 100  | 100  |
| - 7 Addition |      |      |      |      |      |      |
| - Learn: --- | DMG% | 200% | 300% | 400% | 500% | 600% |
|              |      |      |      |      |      |      |

KONGOL'S ADDITIONS

|                                 |      | .-----.                       | .-----. | .-----. | .-----. | .-----. |
|---------------------------------|------|-------------------------------|---------|---------|---------|---------|
|                                 |      | LV 1                          | LV 2    | LV 3    | LV 4    | LV 5    |
|                                 |      | -----+-----+-----+-----+----- |         |         |         |         |
| - Pursuit                       | SP   | 35                            | 38      | 42      | 45      | 50      |
| - 1 Addition                    |      | -----+-----+-----+-----+----- |         |         |         |         |
| - Learn: ---                    | DMG% | 100%                          | 110%    | 120%    | 130%    | 150%    |
| '-----'-----'-----'-----'-----' |      |                               |         |         |         |         |

|                                 |      | .-----.                       | .-----. | .-----. | .-----. | .-----. |
|---------------------------------|------|-------------------------------|---------|---------|---------|---------|
|                                 |      | LV 1                          | LV 2    | LV 3    | LV 4    | LV 5    |
|                                 |      | -----+-----+-----+-----+----- |         |         |         |         |
| - Inferno                       | SP   | 20                            | 20      | 20      | 20      | 20      |
| - 3 Addition                    |      | -----+-----+-----+-----+----- |         |         |         |         |
| - Learn: L23                    | DMG% | 100%                          | 125%    | 150%    | 175%    | 200%    |
| '-----'-----'-----'-----'-----' |      |                               |         |         |         |         |

|                                 |      | .-----.                       | .-----. | .-----. | .-----. | .-----. |
|---------------------------------|------|-------------------------------|---------|---------|---------|---------|
|                                 |      | LV 1                          | LV 2    | LV 3    | LV 4    | LV 5    |
|                                 |      | -----+-----+-----+-----+----- |         |         |         |         |
| - Bone Crush                    | SP   | 100                           | 100     | 100     | 100     | 100     |
| - 3 Addition                    |      | -----+-----+-----+-----+----- |         |         |         |         |
| - Learn: ---                    | DMG% | 200%                          | 220%    | 240%    | 260%    | 300%    |
| '-----'-----'-----'-----'-----' |      |                               |         |         |         |         |

DRAGOON MAGIC

[DRGM]

Dragoon Magic is the specialty abilities that the characters learn once they have obtained their dragoon spirit. More skills are learned by accumulating SP, but only the Golden Dragoon/Divine Dragoon have less than the normal four skills max.

DART

|                                 |       |      |  |  |
|---------------------------------|-------|------|--|--|
| Flame Shot                      | 10 MP | 50%  | Fire-elemental attack on single target |  |
| Explosion                       | 20 MP | 25%  | Fire-elemental attack on all targets   |  |
| Final Burst                     | 30 MP | 75%  | Fire-elemental attack on single target |  |
| Red-Eye Dragon                  | 80 MP | 175% | Fire-elemental attack on all targets   |  |
| '-----'-----'-----'-----'-----' |       |      |  |  |

ROSE

|                                 |       |      |  |  |
|---------------------------------|-------|------|--|--|
| Astral Drain                    | 10 MP | 25%  | Dark-elem HP-drain attack on single target |  |
| Death Dimension                 | 20 MP | 25%  | Dark-elem damage on all + 'Fear' status    |  |
| Demon's Gate                    | 30 MP |      | May kill all/some enemies instantly        |  |
| Dark Dragon                     | 80 MP | 100% | Dark-elem damage on single target          |  |
| '-----'-----'-----'-----'-----' |       |      |  |  |

\* - Astral Drain heals all allies for one-third the damage dealt

LAVITZ/ALBERT

|              |       |   |  |
|--------------|-------|---|--|
| Wing Blaster | 10 MP | 25% Wind-elem damage on all enemies               |  |
| Rose Storm   | 20 MP | Halves all damage dealt to allies for three turns |  |
| Gasless      | 30 MP | 75% Wind-elem damage on single target             |  |
| Jade Dragon  | 80 MP | 75% Wind-elem damage to all enemies               |  |

SHANA/MIRANDA

|                     |       |   |  |
|---------------------|-------|---|--|
| Moon Light          | 10 MP | 100% HP/Status/KO recovery on single target |  |
| Star Children       | 20 MP | 25% Light-elem damage on all enemies        |  |
| Gates of Heaven     | 30 MP | 100% HP/Status/KO recovery on all allies    |  |
| White Silver Dragon | 80 MP | 100% Light-elem damage on all enemies       |  |

\* - White Silver Dragon's secondary effect also HEALS all allies!

HASCHEL

|               |       |   |  |
|---------------|-------|---|--|
| Atomic Mind   | 10 MP | 50% Thunder-elem damage to single target  |  |
| Thunder Kid   | 20 MP | 65% Thunder-elem damage to single target  |  |
| Thunder God   | 30 MP | 75% Thunder-elem damage to single target  |  |
| Violet Dragon | 80 MP | 100% Thunder-elem damage to single target |  |

MERU

|                 |       |   |  |
|-----------------|-------|---|--|
| Freezing Ring   | 10 MP | 50% Water-elem damage on single target        |  |
| Rainbow Breath  | 20 MP | Allies healed 50% of max HP + status recovery |  |
| Diamond Dust    | 30 MP | 50% Water-elem damage to all targets          |  |
| Blue Sea Dragon | 80 MP | 100% Water-elem damage to single target       |  |

KONGOL

|               |       |                                       |  |
|---------------|-------|---------------------------------------|--|
| Grand Stream  | 10 MP | 25% Earth-elem damage to all enemies  |  |
| Meteor Strike | 20 MP | 50% Earth-elem damage to all enemies  |  |
| Golden Dragon | 80 MP | 100% Earth-elem damage to all enemies |  |

"DIVINE DRAGOON"

|                  |       |                                       |  |
|------------------|-------|---------------------------------------|--|
| Divine DG Ball   | 50 MP | 50% Non-elem damage to all targets    |  |
| Divine DG Cannon | 50 MP | 100% Non-elem damage to single target |  |

\* - Unlike the other Dragoon magics, the Divine Dragoon starts with both of the two spells and learns no others.



Pretty straightforward, if you know what the stats mean. About the 'USED BY?' column, though -- this shows who can equip what. 'DRLSHMK' stands for each of the main characters names:

|                   |   |
|-------------------|---|
| [D]art            | Each letter displayed signifies that person (and/or the |
| [R]ose            | person who has the same skills, in Lavitz/Shana's case) |
| [L]avitz / Albert | can equip that piece of item. Some stuff is specific to |
| [S]hana / Miranda | a certain character, like 'Rose's Hair Band' or 'Lion   |
| [M]eru            | Fur'.   |
| [K]ongol          |   |
|                   | Hope that clears stuff up.                              |

| WEAPON NAME     | PWR  | EFFECT   |
|-----------------|------|--|
| Broad Sword     | +02  | -----  |
| Bastard Sword   | +07  | -----  |
| Heat Blade      | +18  | Weapon attacks become fire-elemental           |
| Falchion        | +26  | -----  |
| Mind Crush      | +34  | Confuses enemy with a given probability        |
| Fairy Sword     | +39  | Gives 50% more SP during Additions             |
| Claymore        | +44  | -----  |
| Soul Eater      | +75  | Incurs damage equal to 10% of max HP per turn  |
| -----           |      |  |
| Rapier          | +13  | -----  |
| Demon Stiletto  | +18  | Frightens enemy with a given probability       |
| Shadow Cutter   | +24  | Weapon attacks become darkness-elemental       |
| Dancing Dagger  | +30  | -----  |
| Flamberge       | +35  | Stuns enemy with a given probability           |
| Gladius         | +40  | Instantly kills enemy with a given probability |
| Dragon Buster   | +100 | -----  |
| -----           |      |  |
| Short Bow       | +03  | -----  |
| Sparkle Arrow   | +09  | Weapon attacks become light-elemental          |
| Long Bow        | +18  | A-HIT +10%                                     |
| Bemusing Arrow  | +24  | Confuses enemy with a given probability        |
| Virulent Arrow  | +30  | Poisons enemy with a given probability         |
| Arrow of Force  | +40  | Gives 50% more SP during Additions             |
| Detonate Arrow  | +50  | Physical attacks will damage all enemies       |
| -----           |      |  |
| Spear           | +04  | -----  |
| Lance           | +19  | -----  |
| Twister Glaive  | +28  | Weapon attacks become wind-elemental           |
| Glaive          | +37  | -----  |
| Spear of Terror | +45  | Frightens enemy with a given probability       |
| Partisan        | +56  | -----  |
| Halberd         | +65  | -----  |
| -----           |      |  |
| Iron Knuckle    | +20  | -----  |
| Beast Fang      | +31  | Stuns enemy with a given probability           |
| Diamond Claw    | +37  | -----  |
| Brass Knuckle   | +43  | Instantly kills enemy with a given probability |
| Thunder Fist    | +49  | Weapon attacks become thunder-elemental        |
| Destroyer Mace  | +55  | As HP lowers, weapon becomes more powerful     |
| -----           |      |  |
| Axe             | +45  | -----  |
| Tomahawk        | +59  | -----  |
| Battle Axe      | +67  | -----  |

|               |     |  |
|---------------|-----|--|
| Great Axe     | +79 | Stuns enemy with a given probability           |
| Indora's Axe  | +88 | Instantly kills enemy with a given probability |
| -----         |     |  |
| Mace          | +15 | -----  |
| Pretty Hammer | +15 | Additions give twice as much SP                |
| Morning Star  | +20 | -----  |
| War Hammer    | +25 | -----  |
| Heavy Mace    | +30 | Stuns enemy with a given probability           |
| Basher        | +40 | -----  |
|               |     |  |

| ARMOR NAME      | DEF  | MDF  | USED BY? | EFFECT                           |
|-----------------|------|------|----------|----------------------------------|
| Angel Robe      | + 0  | + 0  | ---S-M-  | May automatically revive from KO |
| Leather Armor   | + 2  | + 2  | D-L----  | -----                            |
| Clothes         | + 4  | + 5  | -R-S-M-  | -----                            |
| Leather Jacket  | + 7  | + 12 | -R-S-M-  | -----                            |
| Scale Armor     | + 8  | + 8  | D-L----  | -----                            |
| Disciple Vest   | + 13 | + 8  | ----H--  | -----                            |
| Silver Vest     | + 13 | + 17 | -R-S-M-  | A-AV +10%                        |
| Sparkle Dress   | + 19 | + 45 | -R-S-M-  | Physical damage gives +20 SP     |
| Chain Mail      | + 20 | + 24 | D-L----  | -----                            |
| Robe            | + 25 | + 35 | -R-S-M-  | Magical damage gives +20 SP      |
| Warrior Dress   | + 25 | + 23 | ----H--  | A-AV +10%                        |
| Plate Mail      | + 27 | + 20 | D-L----  | -----                            |
| Silver DG Armor | + 27 | + 80 | ---S---  | Nullify light-based attacks      |
| Master's Vest   | + 30 | + 29 | ----H--  | Physical damage gives +20 SP     |
| Blue DG Armor   | + 30 | + 54 | ----M-   | Nullify water-based attacks      |
| Rainbow Dress   | + 32 | + 55 | -R-S-M-  | Prevent Stun/Poison/Armblocking  |
| Saint Armor     | + 34 | + 34 | D-L----  | Physical damage gives +20 SP     |
| Armor of Yore   | + 35 | + 35 | D-L---K  | Prevent Stun/Poison/Armblocking  |
| Energy Girdle   | + 37 | + 26 | ----H--  | Gives 50% more SP in Additions   |
| Satori Vest     | + 40 | + 31 | ----H--  | Prevent Stun/Poison/Armblocking  |
| Red DG Armor    | + 40 | + 41 | D-----   | Nullify fire-based attacks       |
| Dark DG Armor   | + 41 | + 42 | -R-----  | Nullify dark-based attacks       |
| Violet DG Armor | + 45 | + 40 | ----H--  | Nullify thunder-based attacks    |
| Lion Fur        | + 46 | + 20 | -----K   | -----                            |
| Jade DG Armor   | + 54 | + 27 | --L----  | Nullify wind-based attacks       |
| Breast Plate    | + 59 | + 14 | -----K   | -----                            |
| Giganto Armor   | + 75 | + 25 | -----K   | Physical damage gives +20 SP     |
| Gold DG Armor   | + 88 | + 23 | -----K   | Nullify earth-based attacks      |
| Armor of Legend | +127 | + 0  | DRLSHMK  | -----                            |
|                 |      |      |          |                                  |

\* Note: Lavitz/Albert & Shana/Miranda can equip the same things.

| HEADGEAR NAME    | DEF  | MAT  | MDF  | USED BY? | EFFECT                    |
|------------------|------|------|------|----------|---------------------------|
| Bandana          | ---- | + 3  | ---- | D-L-H-K  | -----                     |
| Felt Hat         | ---- | + 5  | ---- | -R-S-M-  | -----                     |
| Sallet           | ---- | + 8  | ---- | D-L-H-K  | A-HIT +10%                |
| Giganto Helm     | + 10 | + 14 | + 5  | -----K   | Magic damage gives +20 SP |
| Cape             | ---- | + 17 | ---- | -R-S-M-  | -----                     |
| Armet            | ---- | + 23 | + 5  | D-L-H-K  | -----                     |
| Soul Headband    | + 5  | + 25 | + 5  | ----H--  | Magic damage gives +20 SP |
| Tiara            | + 5  | + 29 | ---- | -R-S-M-  | M-HIT +10%                |
| Phoenix Plume    | ---- | + 30 | + 10 | DRLSHMK  | Block Bwt/Cnfu/Fear/Dsprt |
| Rose's Hair Band | ---- | + 36 | ---- | -R-----  | Prevents Instant Death    |
| Knight Helm      | + 5  | + 37 | ---- | D-L----  | Magic damage gives +20 SP |

|               |      |      |      |         |                           |
|---------------|------|------|------|---------|---------------------------|
| Jeweled Crown | ---- | + 42 | + 5  | -R-S-M- | Magic damage gives +20 SP |
| Dragon Helm   | + 10 | + 50 | ---- | DRLSHMK | Max HP +50%               |
| Magical Hat   | ---- | + 50 | + 10 | DRLSHMK | Max MP +50%               |
| Legend Casque | ---- | + 50 | +127 | DRLSHMK | M-AV +50%                 |

| FOOTWEAR NAME   | DEF  | MDF  | USED BY? | EFFECT                      |
|-----------------|------|------|----------|-----------------------------|
| Leather Shoes   | ---- | ---- | -R-S-M-  | -----                       |
| Leather Boots   | ---- | ---- | D-L-H-K  | -----                       |
| Bandit's Shoes  | ---- | ---- | D-L-H-K  | +20 SPEED                   |
| Dancer's Shoes  | ---- | ---- | -R-S-M-  | +20 SPEED                   |
| Magical Greaves | ---- | ---- | DRLSHMK  | A-EV +5%, M-AV +5%, AGL +10 |
| Soft Boots      | + 5  | ---- | -R-S-M-  | -----                       |
| Stardust Boots  | + 5  | ---- | -R-S-M-  | M-AV +5%                    |
| Iron Kneepiece  | + 5  | ---- | D-L-H-K  | -----                       |
| Combat Shoes    | + 5  | ---- | D-L-H-K  | A-EV +5%                    |

| ACCESSORY NAME   | RAISES  | RAISES  | USED BY? | EFFECT                      |
|------------------|---------|---------|----------|-----------------------------|
| Bracelet         | -----   | -----   | DRLSHMK  | -----                       |
| Fake Power Wrist | +05 AT  | -----   | DRLSHMK  | -----                       |
| Power Wrist      | +10 AT  | -----   | DRLSHMK  | -----                       |
| Fake Shield      | -----   | + 5 DF  | DRLSHMK  | -----                       |
| Knight Shield    | -----   | +10 DF  | DRLSHMK  | -----                       |
| Gigantos Ring    | +20 AT  | +20 DF  | DRLSHMK  | -----                       |
| Attack Badge     | +20 AT  | +20 MAT | DRLSHMK  | -----                       |
| Magical Ring     | -----   | +30 MAT | DRLSHMK  | -----                       |
| Guard Badge      | +20 DF  | +20 MDF | DRLSHMK  | -----                       |
| Spiritual Ring   | -----   | +30 MDF | DRLSHMK  | -----                       |
| Dancer's Ring    | +20 SPD | -----   | -R-S-M-  | -----                       |
| Bandit's Ring    | +20 SPD | -----   | D-L-H-K  | -----                       |
| Active Ring      | -----   | -----   | DRLSHMK  | Prevents Dispirited         |
| Bravery Amulet   | -----   | -----   | DRLSHMK  | Prevents Fear               |
| Destone Amulet   | -----   | -----   | DRLSHMK  | Prevents Petrification      |
| Magic Ego Bell   | -----   | -----   | DRLSHMK  | Prevents Bewitched          |
| Panic Guard      | -----   | -----   | DRLSHMK  | Prevents Confused           |
| Poison Guard     | -----   | -----   | DRLSHMK  | Prevents Poison             |
| Protector        | -----   | -----   | DRLSHMK  | Prevents Arm Blocking       |
| Rainbow Earring  | -----   | -----   | DRLSHMK  | Block all status (but OHKO) |
| Stun Guard       | -----   | -----   | DRLSHMK  | Prevents Stunned            |
| Talisman         | -----   | -----   | DRLSHMK  | Prevents Instant Death      |
| Elude Cloak      | -----   | -----   | DRLSHMK  | P-AV +20%                   |
| Spirit Cloak     | -----   | -----   | DRLSHMK  | M-AV +20%                   |
| Sage's Cloak     | -----   | -----   | DRLSHMK  | P-AV +20, M-AV +20%         |
| Amulet           | -----   | -----   | DRLSHMK  | Doubles maximum MP          |
| Physical Ring    | -----   | -----   | DRLSHMK  | Maximum HP +50%             |
| Spirit Ring      | -----   | -----   | DRLSHMK  | +20 SP per turn             |
| Wargod's Sash    | -----   | -----   | DRLSHMK  | Gained SP +50%              |
| Mage Ring        | -----   | -----   | DRLSHMK  | Regain 1/10 max MP per trn  |
| Therapy Ring     | -----   | -----   | DRLSHMK  | Regain 1/10 max HP per trn  |
| Wargod's Amulet  | -----   | -----   | DRLSHMK  | A-HIT +20%, M-HIT +20%      |
| Holy Ankh        | -----   | -----   | DRLSHMK  | May auto-rotate from KO     |
| Ruby Ring        | -----   | -----   | DRLSHMK  | Magic damage gives +10 SP   |
| Sapphire Pin     | -----   | -----   | DRLSHMK  | Magic damage gives +10 MP   |
| Emerald Earring  | -----   | -----   | DRLSHMK  | Phys. damage gives +10 SP   |
| Platinum Collar  | -----   | -----   | DRLSHMK  | Phys. damage gives +10 MP   |

|                 |       |       |         |                            |  |
|-----------------|-------|-------|---------|----------------------------|--|
| Angel Scarf     | ----- | ----- | DRLSHMK | Halves magical damage      |  |
| Dragon Shield   | ----- | ----- | DRLSHMK | Halves physical damage     |  |
| Phantom Shield  | ----- | ----- | DRLSHMK | Halves all damage types    |  |
| Red-Eye Stone   | ----- | ----- | DRLSHMK | Halves fire-type damage    |  |
| Darkness Stone  | ----- | ----- | DRLSHMK | Halves dark-type damage    |  |
| Silver Stone    | ----- | ----- | DRLSHMK | Halves light-type damage   |  |
| Jade Stone      | ----- | ----- | DRLSHMK | Halves wind-type damage    |  |
| Blue Sea Stone  | ----- | ----- | DRLSHMK | Halves water-type damage   |  |
| Golden Stone    | ----- | ----- | DRLSHMK | Halves earth-type damage   |  |
| Violet Stone    | ----- | ----- | DRLSHMK | Halves thunder-type damage |  |
| Wargod Calling  | ----- | ----- | DRL-HMK | Autoaddition; Half DMG/SP  |  |
| Ultimate Wargod | ----- | ----- | DRL-HMK | Autoaddition at full power |  |
|                 |       |       |         |                            |  |

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STAR DUST FINDER

[STDF]

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Have you found any yet? Stardust, that is. It's a wondrous item found sitting in fireplaces, barrels, stacks of junk... Not too useful on its own, but one mother trying to help her sick daughter will trade great items for every ten Dart forks over. The sidequest can start in the first town and ends sometime on Disc 4. Once you arrive at the dungeon past Death City Mayfil, the quest's unable to be completed; however, until then, EVERY SINGLE STARDUST is able to be found! Here's how to snag 'em all!

But first, here's a list of Martel's locations per disc.

DISC 1 -> Bale, in a house near where Lavitz' mother lives

DISC 2 -> Fletz, in the cafe (after events at The Barrens)

DISC 3 -> Deningrad's entrance (after events at Mountain of Mortal Dragon)

DISC 4 -> Rouge, in one of the resting areas

| NO. | LOCATION | SPECIFIC WHEREABOUTS   |  |
|-----|----------|--|--|
| #01 | Seles    | On one of the gravestones  |  |
| #02 | Bale     | Lavitz' house's kitchen (post-tour)  |  |
| #03 | Bale     | Street near Lavitz' house, in a well   |  |
| #04 | Bale     | Weapon shop's polearm bin  |  |
| #05 | Bale     | Indels Castle, in the blacksmith's kiln  |  |
| #06 | Bale     | Area right below throne room, NW corner  |  |
| #07 | Bale     | In Indels Castle, reach the basement level<br>  via some ladders and turn a crankwheel that<br>  unlocks access to a boat. In town, buy booze<br>  (at the bar) for the drunk in the sewers to<br>  get him out of the way. Follow to the boat,<br>  take a ride, and jump off at the doorway as<br>  prompted. Search the northern floor. |  |
| #08 | Hoax     | House left of the inn, downstairs fireplace  |  |
| #09 | Hoax     | Lantern SW of where Kaiser is standing   |  |

|     |                      |   |
|-----|----------------------|---|
| #10 | Marshland            | Inside the 7th Division's fort, near a bed  |
| #11 | Lohan                | Entrance screen, jar by Basil soldier   |
| #12 | Lohan                | Dabas' antique shop, top-level suit of armor  |
| #13 | Lohan                | Screen before arena, by guinea pig cage   |
| #14 | Lohan                | In screen with inn entrance, take left door<br>by bridge and secret passage in bookcase. It<br>leads to the Star Dust in a lower furnace. |
| #15 | Kazas                | Pile of boxes in mercenary guild's attic  |
| #16 | Kazas                | Room across from m. guild; in some barrels  |
| #17 | Kazas                | Weapon shop, in shelf by the counter  |
| #18 | Kazas                | Slum fort shop area; in a bunch of pots   |
| #19 | Kazas                | Slum fort shop area; pots by leftmost path  |
| #20 | Kazas                | Slum fort, highest room; search the bookcase  |
| #21 | Fletz                | Weapon shop; crate with maces, swords, etc.   |
| #22 | Fletz                | Bar hallway, by a bunch of wine barrels   |
| #23 | Fletz                | Near church; small bldg. w/ barrels at base   |
| #24 | Fletz                | Jewelry Shop, check the pulsating yellow orb  |
| #25 | Fletz                | Item Shop, near the huge wooden object-thing  |
| #26 | Donau                | Entrance screen, bird-fountainesque pool  |
| #27 | Donau                | Mayor's house, in the kitchen water basin   |
| #28 | Twin Castle at Fletz | Entrance screen, check right warrior statue   |
| #29 | Twin Castle at Fletz | Inside purple-doored room at Moon Tower base  |
| #30 | Home of Giganto      | In Gehrich's room, check the right torch  |
| #31 | The Queen Fury       | Where Kongol stands, inspect lantern  |
| #32 | The Queen Fury       | Area before the kitchen; check SW pipe  |
| #33 | Lidiera              | In biggest house's backroom shelf   |
| #34 | Fueno                | Hotel, barrels beneath stairs   |
| #35 | Fueno                | Clinic entrance, check the painting   |
| #36 | Furni                | In house near Queen Fury dock; dead-end room  |
| #37 | Furni                | In Teo's house, open slide gate and go down;<br>it's in a snowglobe thing at the bottom.  |

|     |                    |  |
|-----|--------------------|--|
| #38 | Neet               | In first screen, check unlit lamp-lantern                            |
| #39 | Forest of Winglies | Guaraha's room, upper-right corner                                   |
| #40 | Forest of Winglies | Lower part of area where Bardel 1st shows up<br>; search by teleport |
| #41 | Deningrad          | Check the entrance to Shana's old room                               |
| #42 | Deningrad          | Check throneroom's blocked east entrance                             |
| #43 | Deningrad          | 2nd-floor of clinic, by a wire spool                                 |
| #44 | Deningrad          | Town entrance, red mat by weapon/item shop                           |
| #45 | Deningrad          | Town entrance, red mat by weapon/item shop                           |
| #46 | Vellweb            | In Dragoon Tower, room above entrance; altar                         |
| #47 | Ulara              | Savepoint area; by rose-covered fountain                             |
| #48 | Ulara              | Weapon shop area, by a large pottery jar                             |
| #49 | Ulara              | Fountain area w/ living flowers; check 'em                           |
| #50 | Rouge              | In room outside of Martel's area; check pot                          |

Now, as said, Martel gives a specialty item per 10 Star Dust given, making a total of five possible (duh?). All are accessories, and they are:

|    |                 |  |
|----|-----------------|--|
| #1 | Physical Ring   | Increases maximum HP by 50%                        |
| #2 | Amulet          | Increases maximum MP by 100%                       |
| #3 | Wargod's Sash   | Increases addition SP by 50% (per hit, not total)  |
| #4 | Rainbow Earring | Protects all abnormal statuses (except instadeath) |
| #5 | Vanishing Stone | Key item used in the Faust sidequest               |

This sidequest must be completed to do the Flanel Tower sidequest involving Faust, of course.

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## REPEATABLE ITEMS

[RPTB]

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Repeatable items are items that do not deplete from the inventory when used, for better or worse (you can 'waste' a lot of that 32 item space with these). Most have specific functions that will help the party along, and some are very nice for, say, killing monsters that flee. ALL OF THE FOLLOWING ITEMS CAN BE USED ONCE PER BATTLE.

I'll list them in order of appearance.

| ITEM            | FOUND     | OBTAIN                         |
|-----------------|-----------|--------------------------------|
| Magic Sig Stone | Marshland | Use the boat to get into a 2nd |

|                 |                       |   |
|-----------------|-----------------------|---|
|                 |                       | screen. On a tree, in a crate.  |
| Pandemonium     | Hellena Prison        | When you come here after events in Lohan, enter screen left of merchant's room and take a lift to a many-passaged room. Follow the leftmost passage a ways.   |
| Material Shield | Black Castle at Kazas | In room right before Kongol is fought, go up incline and look by ledge. It's obscured by the pillar, so it's hard to find.  |
| Speed Up        | Valley of C. Gravity  | Past the front gate, in a chest in plain sight.   |
| Power Up        | Royal Capital Kadessa | At savepoint area, hop on the teleporter and go that route. Past the area with the guarded door is an expanse with moving rocks. One moves high up to the chest; it's the first rock you see, actually. |
| Speed Down      | Mountain of M. Dragon | In screen after savepoint, look south of the Body Purifier. The ledge obscures its crate...   |
| Magic Shield    | Snowfield             | At signpost, slide down via its left side. When prompted, push x-button at 1st/3rd/4th icons, and Dart will bump into it.   |
| Smoke Ball      | Fort Magrad           | Defeat Polter Armor/Sword/Helm bosses, located at Fort Magrad.  |
| Power Down      | The Death Frontier    | At 2nd Oasis, go north, west, then north two more screens to find its chest.  |
| Psyche Bomb X   | Magical City Aglis    | When Savan gives challenges to all Dragoons, answer them all satisfactorily. Savan gives the item two rooms down, then.   |

Out of all the items, only the Pandemonium, Material Shield, and Psyche Bomb X are permanently missable. All others can be obtained at any time before advancing to the dungeon past Death City Mayfil. Now, for item effects:

| ITEM            | EFFECT  |
|-----------------|---|
| Magic Sig Stone | Prevents an enemy from taking action for three turns  |
| Pandemonium     | Makes one enemy attack specific ally three times      |
| Material Shield | Prevents three physical-type attacks on one character |
| Speed Up        | Doubles agility on one character for three turns      |





-----  
| Syuveil | HP: ~6000 | ELEMENT: Wind | DROPS: Jade Stone |  
-----

MY PARTY: Dart, Albert, Meru

Syuveil does everything Albert does, except Rose Storm, which really makes this battle simpler. He's physically strong but the chink in his armor is, of course, his magic defense. Do a Rose Storm of your own and railroad him with gems like Final Burst, Freezing Ring, etc. -- not that difficult a strategy. On Syuveil's side, Gaspless does about ~900, Wing Blaster's about ~300 to all, and Jade Dragon is around ~900+ to all. Kongol can really clean house here if you can chance his presence...Syuveil's defense isn't that decent. On the overview, his speed is slightly above par and so is his evade...he no Kansas, though (see upcoming fight). I did notice the addition counterattacks were rather brutal, over 500+...dunno if this is attributable to just him or all the Dragoons. Just keep Rose Storm up now and then to blow this tumbleweed outta town. 300G + 6000 EXP awarded.

-----  
| Damia | HP: ~6000 | ELEMENT: Water | DROPS: Blue Sea Stone |  
-----

MY PARTY: Dart, Albert, Meru

If you're smart, you'll come into this battle with maxed-out SP gauges so Dart can immediately start chipping away with d-additions. Damia is, well, lightning quick. If you fought any other Dragoons before this, you may've experience them getting consecutive turns every so often -- this is normal for Damia, however! Like Meru, she excels at magical offensive/defense and is poor against physical attacks. Erect a Rose Storm barrier and toss a Speed Down for an early edge -- her high magical ability can really damage Dart (Freezing Ring can do 1500+ non-Rose Storm!). Luckily, Damia doesn't kick out the Rainbow Breaths. Physical attacks are the key! Try to include someone fast (Meru?) to even out Damia's excessive speed, or you may find her deep-sixing you in a watery grave right quick. She seems to use mostly single-target magics, though, I've noticed. 300G + 6000 EXP awarded.

-----  
| Kansas | HP: ~6000 | ELEMENT: Thndr | DROPS: Violet Stone |  
-----

MY PARTY: Dart, Albert, Meru

This guy's a Haschel clone, average in defense/attack...BUT HIS SPEED AND P-AV IS AWESOME!!! He can pack a punch even with 'average' stuff, with his d-addition doing ~900 to Meru (for reference). He's also thunder-type which means there's no opposite element to play off of. Atomic Mind should do around ~300 and Thunder God ~1000; since they're all single-target, it's not too frightening a portrait. Crush Dance/Rod Typhoon could do about 1000 per round (Kansas' defense isn't that great), and Meru kicked out some Cool Boogies for 200 SP per round. Feel free to Rose Storm here, although there shouldn't be that much chaos if you include an equally-or-better fast ally like Meru/Haschel. Physical additions won't steer you wrong, although you may as well do d-additions if possible to minimize what mediocre damage Kansas doles out. If luck's on your side, you can get off additions and go forward in Dragoon transformations; if it's not on your side, you get Miss messages constantly and Kansas gets his turn in. I'll tell you now, that 'Speed Down' repeatable item is great here, and really wedges a nice chunk

of turns for your party to get their bearings with. It doesn't last long, though, so make the best of it. 300G + 6000 EXP awarded.

```
-----  
| Belzac          | HP: ~16000 | ELEMENT: Earth | DROPS: Golden Stone |  
'-----'
```

MY PARTY: Dart, Albert, Meru

Bellzac is similar to Kongol in that he's pure physical offense but sucks in magic potency/defense. And, that's his weakness. This makes all of his magic attacks pretty lame -- nearly all of his magical attacks will amount to ~500 damage to all party members. But, his strong point is indeed a VERY strong point. Any unit hit with his d-addition will suffer 1000+ damage w/o much fluctuation. But, Bellzac isn't the quickest kid on the block, and with Rose Storm erected, it's not a difficult trial to completely pummel this guy with magical attacks. The Psyche Bomb X can do 2000+, while d-magic's not a complete waste in any respect as long as you go for 50% types. 'Cause of the mean offense Bellzac can bring, don't stick a bunch of wussy-defense characters in with Dart if you can help it. Miranda/Meru can still be great for offense here, but don't play the odds too hard, now. >\_> If you're over Lv. 30 and have a D'LV of 5 on your party, ALL magics should probably do in upwards of 1000...I had Gaspless do ~2500! Use a Power Down to help weaken his defenses a little, and pill-pop a Moon Serenade if needed (maybe not). If you need extra help, give Albert [etc.] an Amulet to double their MP and REALLY go to town, gangster-style. 300G + 6000 EXP awarded.

There's no final reward for releasing the Dragoon's souls. Enjoy the EXP!

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#### VIII. THANKS & CONTRIBUTIONS

[THXS]

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Gotta give a shout-out to:

- CJayC, for hosting all of the junk I write
- Bytendar, for information on Article 666 in Zenebatos
- Sam Girgenti for information on Article 595/559 in Zenebatos
- worldends08 for reminding me of a phantom double Sun Rhapsody @ D Frontier
- EmPleh, for being a staunch LoD defender in the face of Chrono Crossdom!
- The rest of the LoD GameFAQs board for being a pack of cool cats
- Legendary666 for a correction to Greham/Feyrbrand's element & drop
- Justeazy Casteazy for missing items in Fletz' castle
- HSGF\_2, missing item in Hellena Prison & error in Limestone Cave
- moonnight, for finding out what Caterpillar's yellow mist attack does
- Nick Calderon for the Zackwell EXP-screen glitch tip
- David Whitney, for missing Protector in Mayfil
- VideoGamer992, for Article 666 addition
- Syuveil Floropoulos, missing Prairie items
- RosalynGoldstar, Kamuy HP correction
- Robert Lo, for Dark Doel's element & boss element correction
- Blackdakhma, for an equipment correction pre-Lenus 1
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- Ben Furtick for a tip in Valley of Corrupted Gravity
- Ryndael, for Magic Sig Stone uselessness on Virage #2
- Jimmy Andrews, for a Windigo correction
- Robert Lo, for a Violet Stone correction

- Kyle VanErdewyk, for Mayfil grinding technique
- Chrono Cross, for being a staunch defender in the face of LoDragoonism!
- Widespread Panic, which I chiefly listened to when writing this stuff >:P
- You, the reader, for being the ultimate casbah-rocker and readin' this...!

No contributions yet, but if you have something to say, drop me an e-mail...  
I'll be doing the Faust junk and equipment lists very soon...probably maybe.

## IX. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - My game freezes up at the Lenus battle! How do I get past!? ;\_\_\_;

[A] - There are two methods that seem to be surefire bypasses to the freezeup in that battle. The first involves playing the battle on a working PS1 console, which should give no hitches. The second is to abstain from using Dragoon transformations within the battle (on anyone). I've done both myself at some point or another, so they'll work.

[Q] - What's Dabas' Shiny Bag? I didn't get it!

[A] - In the Japanese version of the game, there was a minigame involving our favorite Lohan antiques-dealer Dabas. The reward for completion was his shiny bag which doubled the player's item size, which is normally at 32 capacity for NA players. There is no way to get this in non-Japanese releases.

[Q] - I revisited Seles on Disc 2/3 and got Good/Bad Vibrations? Huh?

[A] - The Good/Bad Vibrations "obtained" are not really items, and as such will not appear in the goods/item list. They're just Shana's parents' sentiments. Don't be confused!

## X. UPDATES & LEGALITY

[LGLT]

08-02-07 -----+ Added to GameFAQs  
+ Walkthrough 100%

08-03-07 -----+ Added Equipment List  
+ Added Repeatable Item Section

08-06-07 -----+ Error corrections / updates

08-17-07 -----+ Updated Additions section ^\_\_^

02-15-07 -----+ Updated Zenebatos section

02-18-07 -----+ Updated Zenebatos section

09-30-08 -----+ Updated Valley of C.G. section

02-06-09 -----+ Updated Death Frontier map

02-13-09 -----+ Updated Nest of Dragon stuff

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AND I KNOW SHE'S  
REACHED MY HEART  
IN THIN AIR...

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