





1) INTRODUCTION

Greetings and salutations! Welcome to my Wild Arms 2 guide, by yours truly, Syonyx. I hope you will find it both informative and entertaining. This guide contains pretty much every bit of information you need to get the full experience of the game (I hope!). I have included a complete walkthrough for the main storyline and all of the many side quests, information about every character and their abilities, and lists of virtually everything in the game, from items, equipment and mediums to a complete bestiary for your monster-bashing pleasure. The only thing I have not done is to dictate to you how you must play the game. I generally won't tell you what parties are best to use, what I think the ideal equipment combination might be, how much time to spend leveling up or anything like that (except for some of the most difficult bosses), because I want you to make the game your own. So experiment to find what works best for you, get to know the characters, and have fun with it. And please use the 'find' function on your computer if you're having trouble locating a particular bit of info. Also, please note the in-depth walkthrough contents listed just above, which will help you jump to exactly the point in the guide that you're looking for.

I am always open to comments, questions, or suggestions for future updates of this guide. Please direct all correspondence to: [syonyx\_faqs at yahoo dot com].

-- VERSION HISTORY: --

1.0: Started guide on March 17, 2004, and most of what you see here completed by May 25, 2004.

1.1: Added some missing items sent in by readers (see thanks section at end)
-monster #64;
-secret room in Grotto of Lourdes with duplicators;
-hidden Crest Cap in Guild Galad;
-strategies for final pyramid bosses;
-other odds and ends to clarify certain items.

This version completed March 24, 2005.

1.2: Updated my strategy for defeating Angolmois, included a tidbit about Dante's Inferno and other odds and ends, all thanks to reader-submitted contributions. Sorry it took so long for me to update! Also added tips on which Personal Skills to purchase, and proof-read most of the document. This version completed August 17, 2006.

1.21: Added a couple of small reader tips and corrections. Completed November 26, 2007.

2) CONTROLS

In field: -----
D-pad: move around
Square: search area
In battles: -----
D-pad: highlight options/targets
X: choose option





letting you continue onward unchallenged, until the next encounter anyway.  
These exclamation marks come in 3 colors:

-White: Normal encounter. You can cancel it if you choose. If you fight, there's a chance that you can make a surprise attack, giving you a free round at the start.

-Red: Surprise encounter. These are forced on you and cannot be cancelled, either because the monsters' level overpowers your own (suggesting that you need to level up to make it through the current area, providing some balance to the difficulty level), or because you are caught in a surprise attack (the monsters get a free turn first), a solo attack (one of your party has to fight alone for a few turns), or a back attack (your rear party has to fight for a few turns).

-Green: New encounter. This only occurs if you have the monster album in your possession (see the side quests section of this guide). It indicates a monster that you have not yet defeated, so don't cancel it if you're trying to fill the monster album.

To cancel an encounter, you are supposed to press O, but you can also press 'square' (which will use your equipped tool or use the search system, depending on whether you are in a dungeon or the field), or 'triangle' (which opens the game menu).

#### COMBAT MENUS:

When you join a battle, each round is punctuated with two levels of menus, in the form of icons in the lower left corner of the screen.

At the beginning of each round, you get the party menu:

```
                Change equipment on any
                  party member.
                    ----
                    |Equ-|
                    | ip |
Select options to ---- ---- ----
have team fight  |Auto|Fig-| Run| Try to escape from battle. If
automatically.   |   | ht |   | you fail, the enemies get a free
                    ---- ---- ---- round of attacks. You can't run
                    | Re-|      from bosses.
                    |form|
                    ----

                Change the members of the active
                  fighting team, or the order they
                  appear on the screen.
```

Choosing the center option, which you have to do eventually if you don't plan on just running away, brings you to the character menu for each person in your active team in turn:

```
                Use the character's Original Powers
                  or Force Powers.
Use normal _____ ----
physical attack      \ |Pow-|
                    \ |  ers|
                    ---- ---- ----

                Use an item from the |Use |Att-|Def-| Take a defensive stance that
party's inventory. |Item| ack| end| significantly reduces damage
```

----- received that turn.

|Cus-|

| tom|

-----

Use the equipped Medium's Custom Command  
(see Guardian List in Lists, below the walkthrough).

Once the last character's command has been selected, the battle round proceeds. Characters and monsters will act in order based primarily on their RES values.

#### STATUS EFFECTS:

Various status effects complicate your efforts in battle. These are inflicted by enemy attacks. Any status effect has only a certain percentage chance of succeeding, and that chance can be modified by your equipment, or by using Personal Skills to increase your resistance (see Lists section, below). All statuses can be removed by using the items War Respite or Ambrosia, or by the spell Refresh, by resting at an inn, by summoning Odoryuk, or by dying and reviving. Other cures are discussed for each status here:

- Poison: Character will lose some HP at the end of each battle round. Remains after the battle is ended, and will keep damaging you for each step you take in the field. Remove with Antidote.
- Vile Poison: Same as above, but the damage received each turn is greatly increased. Remove with Antidote as well.
- Disease: Character cannot be healed or gain HP by any means. Effect remains after the battle is ended. Remove with Medicine.
- Confusion: Character is out of your control and will attack a random target each turn. Effect may vanish at start of each round. Vanishes at end of battle. Remove with Pinwheel.
- Paralysis: Character is unable to move. Effect may vanish at start of each round. Vanishes at end of battle. Remove with Pixie Dust.
- Petrification: Character is turned to stone and cannot move. If all living characters are petrified, the game is over. Remove with Softener.
- Forgetfulness: Character gains no experience points after battles. Effect remains after end of battle. Remove with Toy Hammer.
- Downhearted: Character can only gain 1 FP at a time. Effect remains after end of battle. Remove with Peppy Acorn.
- Ability Block: Character is unable to use force powers or original powers. Effect remains after end of battle. Remove with Violet Rose.

In addition to these types of statuses, you can also be affected by parameter increases or decreases (e.g. raise ATP [attack power] or decrease DFP [defense power]). These effects remain until the end of battle unless dispelled by magic, or if the character is killed.

#### ELEMENTAL EFFECTS:

There are 8 elements in Wild Arms 2. These are Fire, Water, Wind, Earth, Ice, Lightning, Light, and Dark. Different monsters respond differently to attacks based in these elements. For any element, a monster could have the following modifiers:

- Normal. Does normal damage. Damage indicator numbers are white.













ITEMS: Crest Cap  
MEDIUM: Grudiev

HIDDEN ITEMS: RES Apple - Ashley's room  
Bullet Load - Ashley's room  
SOR Apple - Baker's wife's room  
VIT Apple - Bakery, main floor  
Heal Berry - old man's house  
Heal Berry - house of man explaining encounter system  
10-Gal Hat - house of girl beside cats' house  
Gimel coin - house of cats

Items/Weapon Shop:	Antidote	20	Other shops:	ARMS, Magic, Personal
	Medicine	20		Skills
	Rhino Shot	110		
	Hammer Fist	120		
	Flumrella	90		
	Hard Jumper	90		
	Ti Plate	100		
	Mage Robe	80		
	Teleport Gem	100		

Go outside and talk to the boys to receive your first mission: catch that cat! Climb to the roof via the ladder on the second floor of the bakery, then chase the cat around the rim of the town, always staying on the roofs. Chase him past the man repairing the roof of the inn until he jumps across the lamp post, then talk to the innkeeper on the roof. Ask him to help you catch the cat, then jump down and climb up from the bakery again. Chase the cat again until he falls into the inn, then go after him. Touch him to return to the boys and receive your reward of Grudiev and a Crest Cap. Alternately, if you're in a no-fun mood, you can simply refuse to help the kids catch the cat, and Tony will just give you Grudiev but no Crest Cap (thanks to DarkMage Stelladeus for pointing out this option).

You receive directions to the Sword Cathedral: 'at the foot of a mountain far to the northwest'.

-----  
Meria Boule Castle  
-----

ITEMS: Full Revive - in troop carrier hangar

HIDDEN ITEMS: Big Berry - in storage basement, in rear of castle

You can get these items while you're here now, or wait until later.

-----  
On route to Sword Cathedral  
-----

-----  
| ENEMIES: Balloon |  
Pill Bug

Head west along the coast from the town, then north, still along the coast, to reach the mountains. Search to reveal the cathedral.

-----  
SWORD CATHEDRAL

Dungeon SC  
-----

-----  
ENEMIES: Protoblazer

After the New Knight Squad Ceremony... the game begins?? Anyway, walk around and talk to your comrades in A.R.M.S. Talk to the commander at the head table to start off a bizarre chain of events. When you gain control, make your way through the cathedral. You can avoid some of the monsters, but you have to fight the ones blocking the doors. Head N to reach the final room and touch Argetlahm.

-----  
Back in Town of Meria  
-----

Leave the bakery to make a new acquaintance. Before leaving town, speak to the woman by the town gate, who will tell you that the Valeria Chateau is at the 'top of a cliff'. It's not much to go on, but...

-----  
On route to Valeria Chateau  
-----

-----  
| ENEMIES: Balloon |  
Pill Bug

Look S and you'll see (gasp!) a big cliff. Head SW up the hillside, then to the tip of the cliff, and search to find the castle.

-----  
VALERIA CHATEAU

Town VC  
-----

MEDIUMS: Schturdark - in 2nd floor guest room  
Moor Gault - in 2nd floor quarters

Quartermaster :	Antidote	20	Other shops:	Bullet load
	Medicine	20		
	Violet Rose	20		
	Pixie Dust	20		
	Pinwheel	20		
	Toy Hammer	20		
	Softener	20		
	Peppy Acorn	20		
	Teleport Gem	100		

Here's where you can go:

3rd floor: Parlor, Irving and Altaecia's rooms.

2nd floor: Nurses' station, Kitchen, Guest room, Castle quarters.

1st floor: Quartermaster, Exit, Bullet load guy, Restricted area.

You can receive healing in the nurses' station if you like. Be sure to grab both mediums on the second floor. Go to the first floor and take the corridor straight out from the elevator to enter the restricted area, talk to the girls there, then go back up to the top and into Irving's room. Tell him that you're ready for your first mission, and the game takes over from there for a while.

-----  
 ILLSVEIL PRISON ISLAND Dungeon IP  
 -----

ITEMS: Heal Berry X 5, Jail Card, SOR Apple, Mini Carrot, Crest ARMOR: Cute Ribbon		ENEMIES: Beast Pillar Empusa	
-----			

Head N to the computer terminal and kill the security system. Enter the door at the end of the hall. Don't walk in front of the security drone, or it'll riddle you with bullets. You can blow it up diagonally with your Fire Rod, or just avoid it. Check all of the lockers for treasure. Leave the room and go down the stairs. Follow the walkway, shooting the sentries diagonally with your rod. Enter the next room and go up and down the ramp, ignoring the door at the top for now. On the other side, cross the walkway again and go up to the prison cells. Head S to the computer terminal and turn off the No. 2 system. Enter the door it opens. Shoot the sentries and turn off the security system again. Search the lockers until you find the Jail Card. Now retrace your steps to return to Ashley. Use the Jail Card on the door to free him (you actually have to use it from the item menu). Talk to him, then run away together.

Return to the area between the two walkways and enter the door at the top of the slope. Climb the stair and enter the next room, where you can see a guard standing by a door below. Have Ashley throw a knife over the guard's head, so that it falls on him and knocks him out. Go down and through the door he was guarding. In the wide hallway, watch for sentries in the alcoves. Blast them to get by (Ashley's knives work too). Keep going and go up and down another ramp. Drop a hurl knife from above onto the sentry at the bottom on the other side. Cross the walkway, again blowing up the sentries along the way, and climb the stairs on the far side. Go N along the cells to find Brad, open his door and talk to him.

With Brad in tow, kick the busted computer terminal and enter the door it opens. Shoot the sentry and search the lockers, then go out and down the stairs. Return across the walkway and go to the top of the slope, then kick open the rusted door. Before walking down the two steps to the warden, take the W door to search the last of the lockers. Step near the warden to trigger the next fight (if you trigger the fight before getting the stuff through that side door, no worries. You can come back here and get it later).

* * * * *	* * * * *			
Escapee Capture Robot		HP	EXP	GELLA
GAONIM		GAONIM	2000	300
-----+		Right Claw	1000	150
			300	

ATTACKS	EFFECT
Hammer Swing	Wallop with large right claw.
Chew Up	Attack with mechanical jaw in chest.

This boss has a lot more HP than previous ones, but you've got 3 guys to hack away at him, so that's fair. Try and keep your HP over 70 or so and







```

|           Kelaeno           |
|           Dakleit           |
-----

```

Head directly S past the rocks. Search in the SE corner of this area, by a small green patch on the ground, to locate the tower.

```

-----
TELEPATH TOWER                                     Dungeon TT
-----

```

```

ITEMS: TeleportGem, Crest, Mini Carrot,           -----
      ReviveFruit X 2                             | ENEMIES: Critter           |
TOOLS: Booty Call (Ashley)                       |           Dakleit         |
ARMS: Pineapple (Brad)                          |           Rat Monkey      |
-----

```

Inside, notice the 3 glowing blue cubes, one in the pit in the middle, and 3 behind the pillars on the sides. There are also several crates around. So... pick up the crates and throw them at the blue cubes. To hit the ones on the pillars, you have to be standing fairly close, about 2 crate-spaces out from the pillar. Hit the center cube by throwing from the side. If you run out of crates, go outside and back in to regenerate them. The center door will open when you do it right. The side door is for an elevator that you will activate later.

Follow the path up the tower, past the computer terminal that tells you nothing useful. On the next level, there's a big switch, but you can't reach it now, so just keep going. You reach the top layer of the same level. Walk to the raised drawbridge and fall off either N or S to reach the lever. Pull it, then go back up and cross the bridge. After leaving the room with the Amazing Stone, head N to get the treasure chest, then go S past the door and pull the lever in the wall to start up the elevator. Return to the elevator and take it down to 3F to get the chest you couldn't reach earlier. Now, ride it to 5F. Take the W door for some more treasure, then the S door by the elevator to continue upward.

Ah, a switch puzzle. It's a big pain in the arse too. Here you go:

```

Exit
  ^
----|^|----
| A | 8 | 4 |           # = switches
|  +---+----           C = chest
| 10| 7 | 3 |           A = ARMS chest
----+---+----
| 9 | 6 | 2 |           From where you enter, push switch 1, then 5, then get the
|  +---+----           chest. Now, push the switches in the following order:
| C | 5 | 1 |           9, 6, 5, 2, 7, 4, 2, 6, 2, then exit the room. You still
----+---+|^|-----   have that other white chest to deal with, though, so re-
  ^                       enter the room from the exit, and pull switches 8, 3, 6,
Entrance                  then have Brad kick the chest to get a new ARM. When
                          you're done, pull switch 10 to lower all walls for good.

```

Continue your ascent to the top of the tower, where your party will examine the Empathite unprompted. Sit back for a little cinema, then face the tower's guardian.

```

* * * * *
Mysterious Phantom Being |           HP           EXP           GELLA

```

Vagesta		Vagesta	2500	600	600
-----+-----		Right Claw	1000	300	300
		Left Claw	1000	300	300

ATTACKS	EFFECT
Distortion	Makes him impossible to hit for rest of turn.
Poison Bubble	Cause vile poison in single target.
Disease Cloud	Cause disease in entire party.
Life Returner	Heal self.

That distortion is a real pain, since it wastes whatever moves you input turn. Oh well, you'll live. Just don't have Ashley and Brad both use an ARM in the same turn so that you don't waste 2 shots. It's not a terribly difficult battle, just keep piling it on.

\* \* \* \* \*

Return N to Damzen City after the fight.

-----  
 Back in Damzen City  
 -----

Talk to the family in the last house on the S side again, then go outside to talk to the strange woman automatically. She tells you that a plane was seen heading E of town.

-----  
 On route to Mt. Chug-Chug  
 -----

FIELD SEARCH: Lucky Card - just N of beach E of Damzen City.

-----  
 | ENEMIES: Gob |  
 | Kelaeno |  
Dakleit

Head E of town and climb the red rocky plateau. Follow it to the E wall of the mountain and search to locate your target.

-----  
 MT. CHUG-CHUG Dungeon CC  
 -----

ITEMS: Crest  
 ARMOR: Head Gear

-----  
 | ENEMIES: Kelaeno |  
 | Spudhead |  
Shrieker

In the entrance, you'll notice a couple of things. In the S wall, there's a door that you can't open without the 'Boss Symbol', so leave that for now. There's also a spinning pyramid with runes, which if you examine tells you that you feel a monster's howl. Again, leave this for now, but remember that it's here. Take the N door and climb the ramp. At the top, take the E doorway for now. There's a chest at the N end of this large room, and a couple lifts, which don't work right now. Enter the door in the E wall and climb until you reach an old mine cart. Have Brad kick it over into the hole and jump in after it.



and search.

-----  
LIVE REFLECTOR Dungeon LR  
-----

Take the door along the E wall before entering the reflector room. You have to turn on the generator first. Go down to the bottom room once you see who else is here. Examine the computer panel and a monster will emerge.

```

* * * * *
Thunderbolt Battle Monster |           HP      EXP      GELLA
      Elebart             |   Elebart  2500   1400   1400
-----+-----+
                        Right Claw 1250   700   700
                        Left Claw  1250   700   700

```

```

ATTACKS           EFFECT
Stun Gun Blow     Smash with both claws at once.
Elebalt Corrida   Lightning strike on single with either claw

```

If you decide to take out the claws, watch out after you destroy the first but not yet the second, because the Elebalt Corrida attack does a fair bit of damage, at least to Lilka.

\* \* \* \* \*

After the battle, you enter the reflector room. Examine the panel on the wall reading "Sylvaland" to activate it, then step on the central pad to teleport there. Note: you can skip the teleportation animation by pressing Start.

-----  
On route to Sylvaland Castle  
-----

```

-----
| ENEMIES: Man Trap |
|           Dwerger |
-----

```

Head SE from this end of the live reflector and search inside the large forest. Enter the castle and you'll automatically enter a conversation that takes you to your next task.

-----  
On route to Halmetz  
-----

FIELD SEARCH: Bullet Load - E of castle, grassy patch in soil  
Duplicator - S of castle, in alcove in rock wall

```

-----
| ENEMIES: Man Trap |
|           Dwerger |
|           Peryton |
-----

```

Talk to the second pair of guards on the way out of the castle. One will tell you that Hametz is E of the castle. Take one of the side paths to find your way out of the castle (there's more to explore here, but I'll go into it shortly. Right now, your priority, in the flow of the game, is to get to

Helmetz as soon as possible.

Head E all the way to the water's edge. The town is located just off the point where a forested hill connects with the land mass. Enter the town and the party automatically searches it, then encounters a fight.

```
* * * * *
Poisonous Armored Dragonoid | HP EXP GELLA
      Trask | Trask 3600 1500 0
-----+ Crystal 1800 750 0
```

ATTACKS	EFFECT
Biomissile	Spikes fly off and attack single, from crystal
Poison Breath	Cause poison to all targets

Until you destroy the crystal, keep everyone's HP over 300. After that, don't worry about it so much, because his only special attack is poison.

```
* * * * *
```

After the fight, you are captured and placed in Golgotha Prison

```
-----
GOLGOTHA PRISON                               Dungeon GP
-----
```

ITEMS: Lucky Card, Heal Berry, Crest	-----
	ENEMIES: Ghoul
	Bonedrake
	Wight
	-----

Examine the N block along the back wall. Kick it into place, then drag it out of its space. Exit through the tunnel it reveals. Push the block at the far end of the tunnel and jump down into the room below. On the narrow path, notice the squares with 4 holes in them. When you step on them, spikes pop up and damage you. You have enough time to walk past the square, however, so either run over them or just don't dwell at all over them. At the T-junction, go E to open a chest, then go W. Walk swiftly over the spikes at the corner without falling off the edge. At the locked door, go down the stairs and walk around to the non-spiked square in front of the lever, pull it, and go back up and through the door.

Next, you encounter spear traps. Run past them, or, if the hall is very wide (such as by the treasure chest), you can just cross out of reach of the spear. Spin the camera to see all of the spear traps as you progress. In the next room, you can run diagonally to get through where there are spears on both sides. Next, run along the narrow path. You have to go all the way to the end, but remember to stop in time so that you don't fall off the edge. Throw a knife at the door lock, then run back and go through the door.

Examine the door. Sucker! Well, a lesson learned is well worth it. In the next room, there are many such doors. You need to open them to find the exit, and the treasure. For the latter, the Booty Call will reveal its location. You can open the doors and dodge out of the way before the spear comes out, too. Search them all, and you'll find that the exit is behind the second-last door.

Next, read the blue stone, then go down the stairs and kick the wooden lever back and forth 3 times. This opens the door to let you advance. Next, the







Circle around the center mound on the S side. Search near the black rock on the W side to find Holst.

-----  
HOLST Town HL  
-----

TOOLS: Bombs (Brad)

HIDDEN ITEMS: Gaze Mirror - in house in SE corner

Item shop: Antidote	20	Armor shop: Ti Jacket	1300
Medicine	20	Purple Vest	1000
Violet Rose	20	Camo Vest	1400
Pixie Dust	20		
Pinwheel	20		
Toy Hammer	20	Other shops: Personal Skills, Magic,	
Softener	20	ARMS	
Peppy Acorn	20		
Teleport Gem	100		

Talk to some folks around town and you might learn about some other folks who stayed here recently, and who used explosives in the inn. Go to the inn (it's the first building on the E side) and go upstairs, then search the last bed to find the Bomb tool. Once you're ready, head into the mine shaft at the N end of town.

-----  
AGUEL MINE SHAFT Dungeon AM  
-----

ITEMS: Crest, Heal Berry X 3

ARMS: AM Cluster (Brad)

-----  
ENEMIES: Giant Crab |  
          Galeion |  
          Water Leaper |  
Leprechaun

In this area, there are 2 particular monsters to watch out for. First, leprechauns. You can't use ARMS against them, they have high HP, they confuse you a lot, and their physical attack packs a wallop. Second, those pesky galeions. They're not likely to actually hurt you, but they keep committing suicide before you can take them out yourself, denying you the whopping 2500 experience points they provide. Have fun!

Go through the mine until you reach some small round rocks blocking the path. Use Brad's Bombs to blow them up. When the path forks, take the W branch to a treasure chest, then return and take the E path, which brings you to an Amazing Stone eventually. Cross the bridge from there.

Before opening the gates, take the E tunnel and follow it to the end, to find an ARMS chest containing Brad's AM Cluster. Return, clear the crates by the lever to pull it, and continue N through the main tunnel. You'll reach the large rock excavator. Place a bomb in front of its piledriver to thrust it forward, breaking the large boulder in the way. Ahead, a large, tough block again prevents progress. You'll need a whole whack of bombs right in front of it to blow this baby up. Next, you'll have to put a bomb on each of the 4 pedestals, so that they all end up raised together. In the next room, just walk down to the chest and open it to find the Aguelite.





ATTACKS	EFFECT
Leg Claw	Strike single target with either leg
RF Blade	Laser beam from head hits all targets

It's not a terribly difficult fight, but it can be long if you take the time to take out the legs first. But, in that time it's easy to get Ashley up to Condition Green and use his Access force power, to make the rest of the fight go even easier.

\* \* \* \* \*

Flying the Valeria Chateau:

-----  
 Fly forward: press up or X  
 Turn: L or R, or L1 or R1  
 Disembark: at landing pad, press O  
 Embark: at landing pad, press X

When not over landing pad, press O to either enter the Chateau, or auto-pilot to the designated location.

-----  
 Now that you've got the flying Valeria Chateau  
 -----

You now have more of the castle available to you. Here's what you can find on each floor:

- 4th floor: Bridge/command centre, Strategic planning room, Quartermaster, Memory service.
- 3rd floor: Parlor, Irving's room, Altaecia's room.
- 2nd floor: Nurses' station, Kitchen, Crew's quarters.
- 1st floor: Memory service, Bullet load guy, Off-limits sector.
- Basement 1: Ring shop (see below), Prison Cell.
- Basement 2: Launch catapult, Engine room.

Ye Secret Ring Shoppe:

Earth Ring	12000
Water Ring	12000
Fire Ring	12000
Wind Ring	12000
Thor Ring	12000
Light Ring	12000
Dark Ring	12000
Ice Ring	12000

\*\*\* SIDE QUEST: Wind Tiger's Den \*\*\*

Talk to Altaecia in the kitchen and she'll tell you about a remote landing pad far to the NW, near a windswept cave. You can head there now, before you go to Baskar Village, or any time later. See the side quests section of this guide for more details.

-----  
 On route to Baskar Village  
 -----

-----  
 | ENEMIES: Tabanga |  
 | Owlbear |  
Balloon

From the home landing point, fly SW for a good while, until you find a land mass that's pretty much all forest. If you're in the right place, you'll see the light beacon pretty easily. If you're having trouble, just press O and choose the auto-pilot feature.

Once you land, you get a call that tells you that the village is 'hidden in the forest'. Great help, thanks. Head into the woods and search near the far tip of the plateau you're on to locate the village.

-----  
BASKAR VILLAGE Town BK  
-----

ARMOR: Hard Gear - in chest behind elder's house

Item shop: Antidote	20
Medicine	20
Violet Rose	20
Pixie Dust	20
Pinwheel	20
Toy Hammer	20
Softener	20
Peppy Acorn	20
Teleport Gem	100

Look around a bit, and enter the house on the E side when you're done. Examine the flashy thing on the table to trigger a sequence of conversations. When you can, head to the village gates to meet Colette, who tells you that the Hidden Trial Arena is S of the village, which is very helpful, since there is no other direction you can go. Go S past the rocky peak on the E side and search to locate it.

-----  
HIDDEN TRIAL ARENA Dungeon HT  
-----

ITEMS: Crest X 3, Mini Carrot X 2	-----
TOOLS: Pooka (Tim)	ENEMIES: Fairy Light
GEAR: Heart Leaf	Squirm
	Rafflesia
	-----

Head N to find Pooka, who will join your quest. In the next room, you need to press both levers at once, so press one, then activate Pooka and have him press the other. This drops the wall to let you progress. In the next, large room, go N, stand on the moving platform and make Pooka press the lever. Step off after it moves and enter the door. Repeat the two-levers-at-once trick to drop the wall and get the treasure chest. Return to the large room, and ride the moving platform on the S side. At the top of the ramp, cross the room via the tops of the pillars, using Pooka to get the treasure chests on either side.

Ahead, you reach a room where the switch raises a couple of floors, and you have to run to cross them in time. Stand near the bottom of the first ramp and have Pooka pull the lever, then run across the first level of the raised platforms, up the ramp at the end and across the second raised floor. Use the same approach to cross the last raised floor along the back wall. When crossing the room with the large pillars ahead, don't miss the side door that leads you to a pair of treasure chests.

```

* * * * *
Compound Plant Monster | HP EXP GELLA
      Reguleus | Reguleus 5000 2000 2000
-----+

```

```

ATTACKS          EFFECT
Wormyweed Extract  Damage and poison single target
Elcweed Extract   Damage and confuse all targets with gas

```

Since there's only one target in this fight, it should be pretty straightforward. I just hope that you've stocked up a bit on curative items by this point.

```

* * * * *

```

As Tim states, the trial is not over yet. Just ahead, however, you reach the 'Wall', and Tim has to go on alone. When you reach a break in the floor, use Pooka to hit the switch on the wall. While the floors are moving in, just hold X so that you'll start running right away. You have to clear 3 sets of moving floors. Remember to stop before you fall into the next gap! Repeat this strategy. In the next room, you cross one moving floor, a long stretch of normal space, then another moving floor, and the space to stop in is relatively short. Do this again to reach the exit.

In the more widely-spaced room, go ahead through the next door, then pass over the moving floor in the next room without pulling the switch for now. Go up the ramp and follow the path to the chest, then return. Now, when Pooka pulls the switch, you have to quickly run up and across the moving floor before it retracts so far that you can't reach the door any more. If you're having trouble, line Tim up diagonally, so he only has to run in one line to make it across.

```

* * * * *
Transforming Ninja Monster | HP EXP GELLA
      Gehenna Neros | Gehenna Neros 3000 2000 2000
-----+

```

\* Note: you get 2000 exp and gella for each one you destroy \*

```

ATTACKS          EFFECT
Replicate        Create duplicate of self
Pill              Heal self a little
Lullaby          Cause sleep in target

```

Between his replicating ability and his potential to put Tim to sleep, this could be a problematic fight, if it weren't for the fact that he's weak to absolutely every element. So whatever medium Tim is equipped with (except Odoryuk), he can wipe this guy out with one Combine. You do have to take both copies out at once, so you are obligated to use Combine at some point, but if you want more exp and gella, go ahead and kill off single copies using any magic attacks that Tim has learned at this point.

```

* * * * *

```

Tim acquires the 'Combine' Force Ability. You rejoin the rest of the party, and they acquire the ability as well. Then Tim goes off with Colette while she shows him her, uh, flower patch. She's never shown it to anyone else, either. Metaphor, anyone? Anyway, watch a scene in Baskar Village, which then shifts to Valeria Chateau

```

-----
Back in Valeria Chateau
-----

```









In Meria Boule Castle

ITEMS: Full Revive - in troop carrier hangar

HIDDEN ITEMS: Big Berry - in storage basement, in rear of castle

You can only get these items listed here if you haven't gotten them already earlier, since you could have explored the castle any time you were in the Town of Meria. Talk to the folks around the throne room to get some tips on searching for the data tablets. Head out of town and go to the west coast (near the Sword Cathedral) to find the hovercraft waiting for you on the beach.

\*\*\* NOW THAT YOU HAVE POOKA: Golgotha Prison \*\*\*

If you return to the prison, either by teleporting to Halmetz and walking down or taking the hovercraft through Likikis River (see below), you'll find a doorway on the E side of the execution arena. Inside, use Pooka to reach 2 treasure chests, containing a Scapegoat and a Gimel Coin. There's also a Big Berry by the lever that opens your original jail cell.

Piloting the Hovercraft:

- 
- Sail forward: press up or X
- Turn: L or R, or L1 or R1
- Disembark: at beach, press O
- Embark: press X

-----  
PILOTING THE INNER SEA  
-----

ENEMIES: Cuttlefish
Bower
Kelpie
Aughisky
Axe Beak

- Tablet 1 is by the beach of the island in the center of the inner sea.
- Tablet 2 is along the N coast, W of center, by a long thin strip of beach.
- Tablet 3 is by a steep beach along the W middle coast of the inner sea.

Once you've collected all 3 tablets, phone Irving on your communicator (yes, you have to, or the game won't let you get off the hovercraft), then return to Meria Boule Castle in the Town of Meria.

Other points of interest:

1. Likikis River. In the SW corner of the inner sea, near Baskar Village (which you can see up in a high forest), there is a very small landing with a beach built into the mountainside. Disembark here and search to reveal a signpost telling you that you're at the mouth of the Likikis River. You can take the river to Golgotha Prison, to the Quartly desert (which doesn't do you much good yet), to the forest below Baskar Village, and to a lovely waterfall, presumably the source of the river.
2. At the tip of the peninsula jutting into the center of the inner sea, there is an island with a beach. Many very strong monsters live there, but be careful, since some can cause instant death to the whole party. You'll come here later in the game as part of the story, but for now it's a chance to fill



middle of the raised walkway. Then, pull the first crate over to the W floor panel to complete the bridge. Go up the ramp and cross. Climb the path to reach the outdoors once more.

-----  
On route to Sielje Region  
-----

FIELD SEARCH: SOR Apple - behind dark rocks at W end of snow field.

-----  
| ENEMIES: Fleurety |  
| Wendigo |  
White Fear

Head over to the snow and stay on the N side of the line of mountains that divides this area. In the middle of the snow field, search to locate a small mound, the entrance to Sielje Region.

-----  
SIELJE REGION

Town SR  
-----

ARMOR: Serenade (Lilka), Eagle Quill (Tim) - behind N building

Item shop: Antidote	20	Weapon/Armor shop: Raid Blast	3100
Medicine	20	Chain Mail	3000
Violet Rose	20	Gay Parasol	2500
Pixie Dust	20	Silky Robe	2100
Pinwheel	20	Crisis Arm	3500
Toy Hammer	20	Metal Plate	3200
Softener	20	Dream Wand	2300
Peppy Acorn	20	Sand Poncho	2000
Teleport Gem	100		

Other shops: Personal Skills, Magic, ARMS.

Explore the town a bit. Go to the N building, and walk along the narrow path outside it on the E side. Open the first chest behind it, and use Pooka to get the second one. When you're done looking around, talk to the professor in the W room off the upper level of the north-most building. After a while, you get sent to the Gate Bridge, and the professor gives you the Bridge Key to let you through. As you leave town, you also get the Eat My Dust bomb.

-----  
On route to Gate Bridge  
-----

-----  
| ENEMIES: Fleurety |  
| Wendigo |  
White Fear

Head around the strip of mountains and up the other side, all the way to the visible bridge (you don't have to search for it). Use the Bridge Key from your item menu to unlock it, then go on in.



Biogenic Dragonoid	HP	EXP	GELLA
Trask 2.0	5000	3500	3500
-----+	Crystal	3500	1750

ATTACKS	EFFECT
Biomissile	Spike from crystal damages and paralyzes single
Sonic Howl	Sound waves damage entire party
Blink Around	Powerful slash with claws on single target

Now you'll really wish that you kept your HP up towards the end of the last fight. You might want both Lilka and Tim in your party once he starts using blink around, so that you have double the healing power. Other than that, just keep wailing away.

\* \* \* \* \*

Leave the chest behind the fence alone for now, since you can't get to it. Go outside to receive a call on your communicator.

-----  
 On route to Greenhell  
 -----

FIELD SEARCH: SOR Apple - along W edge of clearing.

-----  
 | ENEMIES: Urchin Bug |  
Melchom

Head W until the field widens out and then N to the pair of posts along the forest. You don't have to search to find it.

-----  
 GREENHELL Dungeon GH  
 -----

-----  
 | ENEMIES: Stolas |  
 | Spawn |  
 | Triffid |  
Barghest

As Brad advises, just keep heading N through this area, jumping down where you have to, until you reach the sky lift. Kick the post as before and ride it down, then continue on your merry northern way until you leave the forest.

-----  
 On route to T'Bok Village  
 -----

-----  
 | ENEMIES: Blue Snail |  
Triffid

Head to the village (remember where it is?). As it turns out, it's been quite a few years since Brad's last visit here, which at least explains why there are new monsters in these areas.



```

-----
QUARTLY                                     Town QT
-----

```

Item shop: Antidote	20	Weapon/Armor shop: Dual Shot	4200
Medicine	20	Full Metal	4000
Violet Rose	20	Elf Parasol	3900
Pixie Dust	20	Shield Cape	3500
Pinwheel	20	Mirage Hand	4600
Toy Hammer	20	Ferdinand	4500
Softener	20	Rune Staff	3600
Peppy Acorn	20	Cute Bolero	3300
Teleport Gem	100		

Other shops: Magic, Personal Skills, ARMS.

Head N along the main (and only) road, past the Memory Service and you'll trigger a meeting with a new character.

```

-----
On route to Slayheim Castle
-----

```

FIELD SEARCH: VIT Apple - in SW corner of salt flats, on rocky ground.  
 Ambrosia - along edge of gorge, E of Quartly

```

-----
| ENEMIES: Macabre |
| Necrosaurus |
| Remnant |
-----

```

Head N and E from Quartly. When you locate the beach on the N shore, search in the salt near it on the E side to locate the castle.

```

-----
SLAYHEIM CASTLE                               Dungeon SY
-----

```

ITEMS: Duplicator	
GEAR: Secret Sign, Elven Boots	ENEMIES: Blood Ruby
ARMOR: Lone Wolf (Ashley),	NachtGeist
Plus Band (Brad)	HelterSkelter

You have two pathways open to you, on either side of the main room. The center door is locked for now.

EAST PATH

Head N after you go in the door and straighten the picture on the wall in the room you come into. Go through the door this opens, watch a little scene from Brad's past, and open the treasure chest. Go back to where you first came in from the main entrance and head E. Go up to the room with blocks and holes blocking your way. Place a bomb on the greenish floor under a stack of boxes to collapse that section of the floor, letting you advance. Go down the stairs and press the blue switch on the wall to let you in to the Amazing Stone.

WEST PATH

Head N to the library. There's a purple book on top of one of the bookshelves.



Kick the shelf to knock the book off and pick it up. Along the next wall, examine the bookshelves to find the one that is missing a volume. Place the Adult Mag in this slot to move the bookshelf, revealing a hidden room with another chest. Now go W from where the corridor branched and up the stairs. In the room with the giant swinging fork, kick it from behind to get launched to the other side of the pit. Get the chest and head out the back door.

Enter the double doors from the Amazing Stone after doing completing either of the two paths. Open the chest and return to the main room, where the center door is now open. If you go down the stairs, you can read a plaque that gives you hint on how to reach the switch. Go back to the top of the stairs and kick the column on the E side. The columns will fall and hit the switch, opening the door for you. Open this last chest and head back to the entrance.

```

*   *   *   *   *   *   *   *   *   *   *   *   *   *   *   *   *   *
      Kanon                |                HP      EXP      GELLA
-----+-----+-----+-----+-----+-----+-----+-----+
      ATTACKS              EFFECT
      Left Edge            Rising spin cut on single target.

```

This lady packs a wallop. Keep your folks very well healed. Her HP is relatively low, so this should be a short fight.

```

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

```

After the battle, return to Quartly to plan your next move, now that you know that the castle was just a distraction from your primary mission. Head out via the desert side to find your next target.

```

-----
On route to Alchemic Plant
-----

```

```

Search N of the signpost by the beach where you left your hovercraft. At a brighter orange patch in the sand, you'll locate the Alchemic Plant, the source of the energy readings that Irving's team picked up while you were gallavanting about.
-----
| ENEMIES: Sand Crab          |
|           Ant Lion          |
|           Twin Tail         |
-----

```

```

-----
ALCHEMIC PLANT                                     Dungeon AP
-----

```

```

-----
| ENEMIES: Shanzen           |
|           Blackou          |
-----

```

Head E along the walkway, and go down the stairs after entering the door. Don't bother taking the first door along that hall, it doesn't lead anywhere. Take the next door instead. Follow the walkway, and jump N off the raised tip. Jump E off the next one. Go up the stairs and cross the walkway, then enter the door with the red lines around it. Cross the bridge, and say your goodbyes to Brad while he operates the computer terminal.

Head on into the next room and jump down to the solid path. Go S and enter the room there. If you examine the closed door inside, you learn that a guard is transmitting a message. Hmm, how can you intercept electronic communications? Ah ha! Use your communicator while standing in front of the door (the first



```

-----
| ENEMIES: Macabre |
| Necrosaurus |
| Remnant |
-----

```

Head N and slightly W from Quartly (which you can get to easily by teleporting), to the part of land that sticks out and ends in a mountain wall. Search there to uncover the train station. Enter and hop aboard for a magic train ride...

```

-----
EMULATOR ZONE Dungeon EZ
-----

```

TOOLS: Air Ballet (Tim)

```

-----
| ENEMIES: Odessa Man 2 |
-----

```

Head N, pull out the center block, and push it onto the pink square to activate the portal. Walk through it to enter a little puzzle area. Enter the portals in the following order: East, South, East, then either S to reach a red panel to read (which doesn't tell you anything useful), or North to reach a new room with an inactive dark red portal. From there, go South again, the way you came in, to find a new location. Go down the stairs and have Pooka open the chest, which contains Tim's Air Ballet tool. Use it to push the block down and over the pink square. Go N again to find out how you came to be in this place.

```

* * * * *
Special Cocytus Squad Member | HP EXP GELLA
      Caina | Caina 6800 3700 0
-----+

```

ATTACKS	EFFECT
4D Hypo Blast	Dazzling light attack on one target for damage
Gate of Isolde	Damage and multiple status effects on all targets

Hope you brought some curative items. Really, though, the worst of them is downhearted status, since you can't build up to condition green and remove it easily. She's not a damage powerhouse, but watch your HP just the same, use Odoryuk to clear statuses and heal when needed, and keep laying the smack down when you get a chance.

```

* * * * *

```

So it seems you need to deactivate the generator that's keeping you here. Head through the E portal and step on the purple diamond to flip the room over. Go up then down to the opposite block and jump down to the new exit in the E. You now enter a puzzle room where stepping on the diamonds switches the platforms around. Basically, keep hitting buttons until you get a portal in each of the three directions N, S, and E. Go in each portal and shoot the block ahead of you with the Air Ballet. Do all three and the generator crystal goes splat. Then, another battle! What the heck is she doing here?

```

* * * * *
      Kanon | HP EXP GELLA
-----+
      Kanon 7000 4000 0

```

ATTACKS	EFFECT
---------	--------

Left Edge	Rising spin cut on single target
Drive Cut	Slash + explosion for major damage on one target
Pike Kick	Driving drill kick to single target

This lady packs a wallop. Keep your folks very well healed if you can, but that shouldn't be your only priority. If it was, that's all you'd do, so make an effort to get some powerful hits in wherever possible. Use Odoryuk to revive fallen comrades and heal the others at the same time.

\* \* \* \* \*

You've got 5 minutes to get out now, which is way more than enough time. Flip the puzzle to get the portal to appear on the W side and go through. In the room where you first flipped the platforms, flip them again to get back out. Finally, head N, then back S to return to the exit.

-----  
 In the train station  
 -----

ARMOR: Lucky Comb (Tim)

Head E to the front of the train and use Pooka to reach the chest across the tracks.

-----  
 On route to Guild Galad  
 -----

FIELD SEARCH: Bullet Load - in SW corner of region, in center of 4 rocks.  
 Lucky Card - NE-most portion of accessible area.

-----  
 | ENEMIES: Death Tiles |  
 | Zabat |  
Uraenus

Head N and E along the road, and head out to the bulb of land sticking out into the middle of the bay on the N side. Search in the middle of it to locate the town.

-----  
 GUILD GALAD Town GG  
 -----

ITEMS: Crest X 4, Crest Cap

Weapons Shop: SniperShark	5500	Items Shop: Antidote	20
Bounty Gard	5300	Medicine	20
Geranium	4800	Violet Rose	20
Maygas Robe	4200	Pixie Dust	20
Magic Wand	4500	Pinwheel	20
Sun Poncho	4300	Toy Hammer	20
		Softener	20
Other shops: ARMS, Magic, Personal Skills		Peppy Acorn	20
		Teleport Gem	100

After getting a nice view of the town, chat with the charming Guild Galad Master, then take a self-guided tour of the town. It looks complicated with all the walkways and stuff, but it's really quite straightforward. S of the

throne room is the fossil room, and S of that, the courtyard with the shops around it. If you go around the edge of town to the back of the throne room, to the Northernmost point, you'll find a door you can only open with a duplicator, behind which you'll receive 4 Crest graphs.

For another good find, start in front of Guild Galad Master's throne and run directly S until you hit a wall. Examine the wall and that point to discover a switch and press it to open a door somewhere else. That somewhere else is up the stairs to your E, S a little bit and through the door up there, then S a little more. The door is along the E wall, marked by yellow crosshatches. Open the chest inside to receive a Crest Cap. \*\* Thanks to Cyclone and cloud4905 for sending me this little secret that I missed. \*\*

When you're done in town, head outside and go W to the beach, where your new, upgraded hovercraft awaits. Now, whenever you teleport somewhere, your hovercraft will teleport to the nearest beach as well! Isn't that great? Oh, and you've now got access to the outer sea.

Explore all you want, but when you're done, call the twins on the communicator to learn where to go next.

-----  
Piloting the Outer Sea  
-----

FIELD SEARCH: Bullet Load - in front of Illsveil Prison on NE small isle.  
Coin Purse - area S of Sylvaland Castle

-----  
| ENEMIES: Olvader                      Rahab                      |  
|                      Coral Eater              Deep One                      |  
|                      Gryphon                      Hrimthurs                      |  
|                      Muspell                      Oannes                      |  
|                      Vaaget                      Vepar                      |  
Brokel

I'll repeat: when you're done looking around, use the Call feature to talk to the twins in Valeria Chateau and get an indication of what your next destination is. Actually, you get a choice of two. If you go to Damzen and talk to people there, you'll learn that nothing suspicious is going on. So instead go to Holst, and from there to the Closed Mine Shaft.

\*\*\* SIDE QUEST: Abandoned Icebox \*\*\*

Now that the hovercraft follows you around, if you teleport to Halmetz, the hovercraft will show up at the nearby beach of an enclosed lake. Sail across it to the far beach and search to find a hidden temple. See the side quests section of this guide for more details.

\*\*\* SIDE QUEST: Shining Garden \*\*\*

Sleep in the Guild Galad inn a few times and talk to the woman outside. When she reveals the location of a rumored dungeon, take the hovercraft in the inner sea to the N shore, where there's a thin strip of an island with a beach. Search there to reveal the Shining Garden. See the side quests section of this guide for more details.

\*\*\* South of Sylvaland \*\*\*

Take the hovercraft to the curve of land S of Sylvaland region, along the bottom edge of the main continent on the world map. Search near the beach to find a signpost, then search somewhere towards the W edge of this area to



it along and turn the wheels on the pipes before the spark reaches the water, but don't turn the wheel too early, either. Get it past 4 water spouts and kaboom!

In the room with the many holes in the floor, the bats will try to knock you into them. Advance carefully and let each bat go by before crossing it's path.

After the save point, you reach a room with 3 visible treasure chests. Use Pooka to reach the two side ones from afar, because the statues will collapse after the chest is opened, damaging you if you're in there. The exit is beside the W chest.

```
* * * * * * * * * * * * * * * * * * * * * * *
      Kanon                |                HP      EXP      GELLA
-----+                |                Kanon    9000   4200   0
```

ATTACKS	EFFECT
Left Edge	Rising spin cut on single target
Drive Cut	Slash + explosion for major damage on one target
Pike Kick	Driving drill kick to single target

You'll have a hell of a time keeping all of your characters alive. Heal frequently, throwing Odoryuk into the mix sometimes, and don't be afraid to use Big Berries.

```
* * * * * * * * * * * * * * * * * * * * * * *
```

After the battle, the team returns automatically to Holst. The party takes care of Kanon, while another threat emerges.

```
* * * * * * * * * * * * * * * * * * * * * * *
Special Cocytus Squad Member |                HP      EXP      GELLA
      Judecca                |      Judecca    5000   4200   0
-----+
```

ATTACKS	EFFECT
Miriam	2-gun shot from hip
Sidewinder	Firework trick shot
Douglas	Powerful shotgun shot

Again, not too tough a fight, since this serves mainly to introduce Kanon as a playable character. Try out her different moves, and maybe heal when her HP drops below 800 or so.

```
* * * * * * * * * * * * * * * * * * * * * * *
```

After this fight, the party returns to Valeria Chateau.

You now have access to the Sonar! Another screen will appear when on the world map. Field search items will appear as yellow dots, and destinations will appear as green dots. Only locations that can be opened at this point will show up, however.

```
-----
On route to Coffin of 100 Eyes
-----
```

Teleport to Quartly and walk S and slightly E, halfway down the desert, to locate it. Now that you've got the sonar, it should be a breeze to locate new areas and field search items.

```
-----
```

-----

ITEMS: Duplicator, Big Berry X 2	-----
TOOLS: Wire Hook (Kanon)	ENEMIES: Gremlin
WEAPONS: D Bison (Ashley),	Mushussu
Dumbrella (Lilka),	Buckbaird
Crest Wand (Tim)	-----
ARMOR: Trench Coat (Ashley)	

Go forward and step onto the elevator. Below, walk forward through a corridor with ledges on either side. In the next room, go up the ramp and back south to reach the chest above in the previous room. Kanon now gets the Wire Hook! Use it to cross to the other side here, and enter the N doorway along the W ledge. Hook your way to the chest, then back and N. In the next room, Hook across to the E from the N edge, then exit and go back to where you first found the Wire Hook. Cross to the other ledge again, and this time take the S door.

Hook your way across to the W. To reach the chest, do an almost blind shot from either side of the closest hook to the chest. Doing it from directly S just drops you into the void. Continue W from the far edge of this room. Examine the blue computer terminal along the wall to open the doors. Hook your way across the next room. Have Ash toss a Hurl Knife between hook posts in the NW corner to activate the door.

Next, Hook E to the pair of posts, then use Pooka to get the chest before you jump to the ground. Hook back over using the lower post and enter the door by the health crystals. Pass the Amazing Stone. Hook across the room, then use Ashley's knives in the next room to activate the machinery. In the next room, go W up the ramp, then fire your Hook diagonally to reach the post by the chests. From there, there's only one other place to go: N. Go W in the room with the small platforms and use Pooka to reach the pair of chests. Continue W along the S wall, and exit to reach a room almost identical to a recent earlier one. Get to the chest in the same way, and get back into this room somehow (you can fall into a pit if you like, it's probably the easiest way). Go out via the door in the NW corner. Examine the blue computer terminal in the next room to open the door, and go on in.

Use Ashley's knives to activate the blocks. When they move, it frees the way for Kanon to Hook the party across to the far end. Do this twice, then exit out the other door to face a pair of boss battles.

* * * * *	* * * * *	* * * * *	* * * * *
Lead Scientific Researcher (Self-Styled)		HP	EXP
Liz		Liz	4500
And his Assistant		Ard	5000
Ard			
-----+			

ATTACKS	EFFECT
(Liz) Mixed Bug Liquids	Poisons + diseases Ard, triggers Alter Ego Punch
Chef's Whimsy Bomb	Damages everyone in both parties
(Ard) Alter Ego Punch	Heavy explosive punch to single target
Dump Truck Tackle	Body slam on single target

This battle goes the same as every other with this duo, just cranked up a little notch again. Take out Liz quickly, as his bomb attack can be a big pain in the neck.

\* \* \* \* \*



Robotics	HP	EXP	GELLA
Arms Killer	8000	5000	5000
Right Claw	3000	2500	2500
Left Claw	3000	2500	2500

ATTACKS	EFFECT
Repulser Blast	Heavy damage on single target
Biolaser	Moderate damage on single target
Black Heart	Dark explosion on single target
Rayxander	Massive explosion damages entire party
Capillary Ray	Laser from claw hits each target, causes poison
Coldray Gimlet	Claw uses ice attack on all targets
Fire Crystal	Claw uses fire attack on all targets

This guy's got some heavy, but not devastating, attacks in his arsenal. I recommend having 2 healers in your party to keep everyone's HP high enough. He has a wide variety of attacks, but the repulser blast is the most painful. You get a whole lot of exp and gella for taking out the claws too.

Go up to the large computer terminal and examine it, then when you try to leave, you have to use your communicator. This triggers a pulse-pounding series of events, including a brief fight:

FakeBrad HP: ~2750 Exp: 5000 Gella: 0 Drops: Uppercut

Afterwards, it'll be a while before you have control of the game again.

MISSION THIRTEEN: DESTROY THE DIABLO PILLARS

Enter the Valeria Chateau and talk to Amy on the bridge. She'll tell you that one pillar is in "the southeast sea, in the Devil's Triangle, where the water is dark in color. We found another in an area southwest of Guild Galad separated by a mountain range. And Numero Tres! In the woods southeast of Baskar! Energy in the forest? How weird! Lastly, number four is on a big island far north of here. Can't get there by sea or land, though."

Let's do them in that order, shall we?

-----  
On route to Diablo Pillar Ptolomea  
-----

Head SE along the coast from the Town of Meria in the hovercraft (teleport to the town to bring the hovercraft there). On the map, there's a triangle-shaped mass that's darker than the rest, as though it's a sunken continent. Sail over the middle of that area and search to open up the first pillar.

-----  
DIABLO PILLAR PTOLOMEA Dungeon DP  
-----

-----  
| ENEMIES: Okypete |  
| Land Lamprey |  
|

Decarabia
Virsago
Mimic

Climb the stairs and circle the edge of the room, and touch the crystal to teleport to another section. This is how you'll get around in here. The second crystal warps you to a psychedelic platform. Follow it along and jump off the ends. To deal with the giant blocks, use Brad's bombs. Place several underneath the blocks as they roll toward you, and hopefully you can blow them up before they squash you. If not, you just take some damage and move on. Ahead, however, you have to blow up the three blocks rolling around the square to make the bridge appear that will let you continue. Ahead, a strange gas ball blocks your path. Approach it to trigger a boss fight.

Explosive Emperor Monster	HP	EXP	GELLA
Belleclaire	10000	5000	5000
Drill	5000	2500	2500
Chest	5000	2500	2500

ATTACKS	EFFECT
Drill Drager	Spear single target with drill for heavy damage
Resonance Quake	Earthquake damages all targets
Megaton Attack	Heavy slam for massive damage on single target
Weakness	Decrease DFP and MGR of entire party

So now we're bringing out the big guns, eh? Belleclaire's attacks do some serious damage, so watch out. Expect for characters to be killed in a single blow several times, especially once he starts using his megaton attack. Be prepared to switch out your party members if you need to, bringing in healthier ones with some FP stored towards the end of the fight.

\* \* \* \* \*

Ahead, you face a wide row of giant blocks that will roll over you. Only one of them can be destroyed, and you can tell which one because it flashes when you bomb it. In the first row, it's the second from the right, then the left-most one in the second row, and finally, the block in the very middle of the last row. It only takes a couple of hits. It might just be easier to let the things roll over you, though. After that, climb the circular pillar, keeping pressed against the wall at all times to avoid falling off and having to restart your climb. At the top, the big man who lent his name to the pillar awaits for a final showdown.

Special Cocytus Squad Member	HP	EXP	GELLA
Ptolomea	20000	7000	7000

ATTACKS	EFFECT
Iron Sabre	Heavy attack with weapon arm on single target
Ptolomea Dynamite	Explosion damages all opponents

His attacks are pretty heavy duty, and he can take it even more than he can dish it out. Put Odoryuk in Tim's hands and make healing a high priority. It's worth it to save up FP for some massive damage attacks, like Kanon's Gat lvl 2 + arc kick, or Brad's Rail Gun, if you've got 'em. Switch characters out if you're having a lot of trouble. Fortunately, there are no surprises beyond the strength of his attacks.

\* \* \* \* \*

Touch the gem on the platform here to exit back to your hovercraft.

-----  
On route to Diablo Pillar Caina  
-----

-----  
| ENEMIES: Jakolantern |  
Rock Buster

Return to the Valeria Chateau, since this next location can only be reached via a landing pad. Fly toward Guild Galad, and look on the S side of the mountain range that's near the train station closest to that town. You'll see the landing pad clearly. Disembark and head toward the E edge of the little shelf of land that you're on and search to reveal the next pillar.

-----  
DIABLO PILLAR CAINA

Dungeon DC  
-----

-----  
| ENEMIES: Sibylla |  
| Tiny Gem |  
| Furfur |  
| Mimic |  
Okypete

This tower works pretty much the same as the last one, and the next ones too. Climb the tower and touch the gems to teleport ahead. In the first warp space here, you get some target practice. Hit the spinning monolith by throwing a knife, or using your fire or ice rods, or the air ballet, shooting between the star-shaped blocks. Hit it 3 times to make the path that takes you to the next teleport gem appear. In the next warp space, walk along the path until it disappears on either side of you. Hit the circling blocks 3 times (hit each one once) to make them all disappear. In the third warp space, a boss battle awaits.

```
* * * * * * * * * * * * * * * * * * * * * *
Shapeless Slime Monster | HP EXP GELLA
      Drawdo          | Drawdo 9600 5000 5000
-----+-----+
                        | Left Head 4800 2500 2500
                        | Right Head 4800 2500 2500
```

```
ATTACKS          EFFECT
Optochemical Bomb Explosion causes damage, confuses and poisons all
Mercury Cadmium  Damage, sleep and forgetfulness on all targets
Gas Pressure      Gas explosion damages all targets
```

This fight isn't anything to write home about. The only tricky part might be the status effects, but you've got enough tools to deal with that by now, like gear to prevent it, or using Odoryuk to cure them (is there anything that guy can't do?).

\* \*

After the Amazing Stone ahead, you end up in a warp room where the lights only come on when you step on the glowing squares. Stand on these to figure out your next move, which usually involves walking to the next lighting square. Go

through the middle of the maze, not the outer edge, going basically up and to the right until you can reach the teleport gem at the far end. Keep going up the pillar until you encounter the final boss and her magic key.

```

* * * * *
Special Cocytus Squad Member |           HP      EXP      GELLA
      Caina                    |           17500  7000    7000
-----+

```

```

ATTACKS          EFFECT
4D Hypo Blast    Dazzling light attack on one target for damage
Gate of Isolde   Damage and multiple status effects on all targets

```

She poses a little less of a threat than Ptolomea did, and hopefully you've got your battle strategy well laid-out by now. Just watch out for those status effects again.

```

* * * * *

```

Touch the teleport gem that appears after the battle to return outside.

```

-----
On route to Diablo Pillar Antenora
-----

```

FIELD SEARCH ITEMS: VIT Apple - in forest below Baskar Village, E of Hidden Trial Arena

```

-----
| ENEMIES: Balloon |
-----

```

Hop into your hovercraft and head up the Lilkikis river, located in the SW corner of the inner sea (you can teleport to Valeria Chateau to bring your hovercraft to the beach along the inner sea, or to Quartly). Get off at the first beach on your left and head into the forest. Search in the middle of the lighter green patch to open up the tower.

```

-----
DIABLO PILLAR ANTENORA                                Dungeon DA
-----

```

```

-----
| ENEMIES: Harvestman |
|           Balphon    |
|           Necromancer|
|           Okypete    |
|           Mimic      |
-----

```

Again, climb the tower and touch the gems to move along. In the first warp space, you get a little puzzle. Each of the brightly-lit corner blocks rises when you walk on it. You have to raise all of them and end up in the middle of the West row, where the walkway to the exit will appear. Here is one possible order to do them in:

```

                exit
                ^^
Walk on the blocks      F--G--B--A          W
in the order numbered, | | | |          |
from 1-9, then A-G.    E--D--C--9      S-----N
                | | | |          |

```

3--4--5--8

E

| | | |

2--1--6--7

^^

Start here

In the next warp space, you have to repeat the pattern you are shown, by stepping on the squares in the same order. On the first try, the pattern is as follows:

4 - 9 - 1	W
8 - 2 - 7	S---N
3 - 5 - 6	E

If you miss the first time, then the pattern changes, so you just have to try and memorize it, or draw the pattern as it lights up, then walk on the squares in the same order. Keep on going to reach this pillar's mid-boss. \*\*Thanks to Michael L. for catching a typo in the puzzle solution just above, where I originally had the number 5 appearing twice.\*\*

* * * * *																	
Humanoid Mirage																	
Prisnum																	
-----+																	

ATTACKS	EFFECT
Tidal Wave	Giant water wave hits entire party for damage
Kirlian Buster	Dark explosion damages all targets
Coldray Gimlet	Ice attack hits all targets

For a change, the secondary body part has as much HP as the main part, so don't get worried if it's taking you a long time to take out even just the chest. If you want a really fast fight, use Leitea Salk a couple of times, and just sit back and laugh.

\* \* \* \* \*

In the next warp zone, you have to hit all of the correct switches, and none of the wrong ones. The ones to hit are: From the S side, both top and bottom  
From the E side, both top and bottom  
From the N side, just the bottom  
From the W side, both top and bottom

Now, these might change sometimes, so if this doesn't work, then you're on your own, sorry. Just keep trying. Head out on the W side if you get it right.

* * * * *																	
Special Cocytus Squad Member																	
Antenora																	
-----+																	

ATTACKS	EFFECT
Ephemeron	Crystal beam damages + causes status abnormalities
Shockwave	Crystal beam hits and damages all targets

No big whoop, yet again. Maybe I'm listing these pillars in the wrong order, because the fights seem to be getting easier and easier. Anyway it's useful to have Tim doing frequent First Aid's and use Odoryuk when necessary, while another couple of characters keep piling on the pain.

\* \* \* \* \*

After the fight, you'll learn a bit more about Antenora's motivations. Man, she's pretty screwed up.

-----  
On route to Diablo Pillar Judecca  
-----

Actually, you have to make a little pit stop before reaching the final pillar. Head to Quartly and talk to some folks there. They'll tell you about a ghost town in the Slayheim salt flats. Head out there and search amidst the salt pillars, using the sonar to guide you, and you'll find the Lost City Archeim.

-----  
LOST CITY ARCHEIM

Dungeon LC  
-----

MEDIUM: Ge Rantos

ITEMS: Mini Carrot, Conductor X 2,  
Big Berry X 2

ARMOR: Silver Circ (Kanon)

-----  
ENEMIES: Dust Man

Evil Dead

Re-Animator  
-----

First of all, check the house in the SW corner. The door on the N side is salted over, but there's a weak wall on the W side that you can destroy with Brad's bombs. Go in and pick up the Guardian of Death. In the house on the W side, break open the crates to get a conductor. You can get another in the N house, in the W room, by using Pooka to open the chest past the debris blocking your way. In the middle of this house, use a conductor from your item menu while standing on the pedestal to activate a lift. Go down, pull both levers to raise the gate below, and go back upstairs.

In the NE house, you need a duplicator to open the back room on the lower floor. Inside, you can get treasure from breaking open the crates, and you need Tim's Mist Cloak tool to reach the chests behind the fence. Also, in the NW house, there are some crates that you can't reach. Return here later once you get Brad's final tool to be able to reach the treasure inside them. Upstairs in the NW house, bomb the back wall to go onto the roof. Wire Hook to the W roof, then S, and jump into the hole in the NW corner of the middle house's roof. Pull the lever to open the front door, and insert the other conductor into the slot here and go down the lift to face the boss of the dead city.

```
* * * * * * * * * * * * * * * * * * * * * * *
Aggressive Poltergeist | HP EXP GELLA
      Jasoul | Jasoul 9000 5000 5000
-----+ Right Claw 4500 2500 2500
      Left Claw 4500 2500 2500
```

ATTACKS	EFFECT
Life Force	Suck HP from 1 target to raise own HP up to max
Spark	Lightning magic on single target
Armor Down	Decrease all targets' DFP
Kirlian Buster	Dark explosion damages all targets
Caloric Nova	Big explosion on all targets for heavy damage

This is a tricky fight, mostly due to his life force attack. He can suck away every last one of a character's HP if he needs it to heal himself. But the good news here is, he can't use that attack once you blow both of his arms off, so make that a priority. Magic isn't too useful since he halves most elements, so get your physical powerhouses out for this fight. There

is a way to defeat just the head, despite his HP sucking tendencies. Power up all character's force meters, and have Ashley transform to Knightblazer. Also bring in Brad with a rail gun shot available, and have Kanon ready to use her most powerful attack. Now, lay it all down in one round. You might also want to have your characters' HP below 2000 so he can't suck too much if he survives. Any characters that are killed can be switched out.

Stephane Lantin wrote to me to say that Jasoul actually can still use Life Force with both his arms destroyed, so another strategy (sent in by Chilly) would be to just have Tim summon Stare Roe to finish him off in a single strike.

\* \* \* \* \*

After the fight, head into the tunnel to find yourself in a Live Reflector.

-----  
Using the Live Reflector  
-----

GEAR: Missanga, Holy Grail

In the side room from the entrance, there's a chest requiring a duplicator that will give you the Missanga. Enter the reflector room and touch the wall panel to activate it, then step onto the platform. On the other side, there's another side room with another duplicator-requiring chest, this time with the valuable Holy Grail inside.

-----  
On route to Diablo Pillar Judecca  
-----

-----  
| ENEMIES: Fafnir |  
Shambler

Head along the snake road (so named because of it's shape, I guess) and you'll locate the pillar by searching at the very end of the path, all the way around the island.

-----  
DIABLO PILLAR JUDECCA Dungeon DJ  
-----

-----  
| ENEMIES: Grimlok |  
| Catoblepas |  
| Girtabryl |  
| Mimic |  
Okypete

You may want to equip the Holy Grail and the Gaze Mirror on people in your battle party so that you don't all get wiped out by the monster's status attacks. In the first warp space, you have to walk to different parts of the platform as it moves to avoid the spiky balls. If one hits you, you get knocked off and have to restart the room.

\* \* \* \* \*  
Red-Hot Lava Monster | HP EXP GELLA  
Magmalizer | Magmalizer 9500 5000 5000





Head N through the first couple of doors. You have to press X at the doors to open them. When you get a selection of doors, enter the blue one and switch the terminal inside, so that the red ones are unlocked too. Enter the left red door and head W from inside there. You find yourself in a maze. First, keep heading W until you hit the W wall, then go to the terminal just S of your position to turn on the light. That's better now, isn't it? Now head up to the N wall and step on the glowing green teleporter. Enter the door it takes you to and switch the door lock mode to blue. Now retrace your steps to the central room and enter the middle, red door. You can now enter the green door on the far side, and then the red door on the side of the next room.

This next part can get a bit confusing. From where you enter the room, you have to teleport pads you can step on. Step on the N pad, then the E pad where you end up, then jump down to the wide raised area around the wall you show up on. Jump into the pit on the E side and take the N pad in there. Take the N pad in the box you end up in, and activate the switch at the computer terminal. Jump down. Step on the teleport pad in the NW corner of the room, then the pad in the SE corner of the box you're in, then on the pad on the little wall you end up on. This takes you to the door that exits this area, also leading you to an Amazing Stone (in the pit on the E side of the other room, if you take the S pad after activating the door switch, you can reach a bunch of strong healing gems, too).

If you take the teleport pad here, you'll return to the entrance. Otherwise, head on in to the belly of the beast.

```

* * * * *
Leader of Odessa | HP EXP GELLA
Vinsfield | Vinsfield 23500 10000 0
-----+

```

ATTACKS	EFFECT
4D Hypo Blast	Dazzling light attack on single target
Incur My Wrath	Dark golems attack all, chance of instant death

His attacks are all pretty straightforward. You can handle things with a single healer as long as you stay on top of things. Keep the pain coming and it'll be over all too quickly.

```

* * * * *

```

Now, you have to figure out how to get out of this place. Head forward in the cockpit and go out the green door on the side. From here, you all split up. It can get kind of complicated switching back and forth, so I'll lay it out as clearly as I can.

1. Start with Lilka. Head E and push the crate onto the blue diamond floor panel. Cross to the S side of the room and go through the door. You can enter the blue door and pick up some healing crystals, or just switch the security mode to blue at the computer terminal. Head through the red door and stop at the wall beyond it.
2. Tim is next. Go through the red door, then stand on the blue diamond and run over the wall when it lowers. In the next room, ignore the blocks and head through the green door. Go up the stairs at the crossroads and through the green door. Stand on the diamond and shoot the block ahead of you twice with the Air Ballet.
3. As Lilka, step forward onto the wall that Tim just lowered.
4. As Tim again, shoot the block one more time to bring Lilka up. Go back to the crossroads and wait by the E raised wall.





switchblock to travel to the next platform, then repeat with the next switchblock to reach the W end. Go back down the other side and touch the NE teleport gem. Circle around the yellow column, which you will note is 4 blocks high, and teleport at the top.

#### SOUTHEAST TELEPORT GEM

You can either cross the moving blocks in turn, or freeze them in place from the lower path with Lilka's Freeze Rod. Either way, teleport at the other end. Jump down from ring to ring (turn the camera to make sure you'll land on something) to reach the S green ring. Follow the path through a couple more warps, past the heal gems, and up around the green pillar, which you will note is 2 blocks high, to reach the central SE switchblock. Shoot it.

#### SOUTHWEST TELEPORT GEM

In the room you get taken to, shoot the switchblock while standing on the NE moving block to reach the SW switchblock in the main room. Other paths from this room lead to dead ends unless you approach them from other pathways. So taking the NE block up, freeze one of the moving blocks in the next room so that they'll line up enough for you to cross on them. Follow the path until you reach the red pillar, which you will note is 3 blocks tall, and teleport at the top. Shoot the main switchblock to finish this path.

#### WEST TELEPORT GEM (optional path to SW switchblock in main room)

Go along the path and walk onto the moving blocks as each one slides into position to reach the other teleport gem. Ahead, get the heal gems and jump down to the next teleport gem. Cross the bridge and shoot both switchblocks, then jump down to the main platform. Take the N side and shoot the switchblock repeatedly to get to the far teleport gem. Jump down where it takes you. From here, the S block takes you to the SW teleport gem in the main room. Ride the NE moving block up by shooting the switchblock and the path will take you to shoot the SW switchblock in the main room. Meanwhile, the E upper teleport gem takes you to a dead end.

#### SOUTH TELEPORT GEM

Use the Amazing Stone if you wish, then use the other teleport gem. Now, remember how tall each colored column was? If not: Blue: 1 block

Red: 3 blocks

Yellow: 4 blocks

Green: 2 blocks

Stand on each color to make it rise and jump off at the appropriate height. You may now reach the S teleport gem. Climb up to the next gem, then shoot the last switchblock in the main room.

Head towards the main door to complete the puzzle, sort of.

-----  
Back in Valeria Chateau  
-----

In conversation with Irving, you receive your next mission: figure out what the heck is going on! You have two destinations from here, and you can do them in any order. You have to go to Baskar Village, and find the Grotto of Lourdes.

#### \*\*\* SIDE QUEST: Island Outpost revisited \*\*\*

If you return to the island outpost (see the side quests section of this guide for more details) at this point and have Lilka talk to John Day there, he will unlock her third force ability: Extend. And now, high-level magic has been spread all over the world, so you can inscribe level 2 spells at any magic shop.



In the room with two sets of stairs, go under the S platform supported by a column, and enter the door underneath it, leading back into the stairs. Go up the stairs to the large room. The panel on the wall in here talks about shooting flame against the flow of time. Climb the stairs at either end of the room, and jump from the middle of the W wall onto the head at the 9 o'clock position. Turn diagonally and shoot the raise head at 6 o'clock from there. This opens the door, which leads to the Stone Lion. Teleport back to the lion statue.

Back in the previous room, you could have had Brad kick the post of the platform on the N side to lower it slightly, allowing you to go up that side, get the chest and leave up top, but since you took the secret route instead, just grab the chest and go. Ahead, step on the red diamonds in the room to move the blocks into place, letting you cross on the side then go up the stairs. Circle around to the high bridge and jump down to the chest, then step on the diamond beside it. Go back S a bit and step on the previous diamond again to go back up the stairs and to the very top of the bridge, then fall onto the last red diamond in the middle of the path.

In the next room, jump into the pit and have Brad kick the blocks between the pair of columns on the E side. Once the path there is clear, head on in and climb the stairs. Read the panel on the wall for a clue. Your job here is to push the stone heads into the water in the corners. It doesn't matter which goes where, but you can't fit more than 2 heads into a single pool. Once the door opens, go open the chest and teleport back out.

Head through the E door up top to speak with the guardians. Now you have to unlock the memories of the Sword Magess...

-----  
On route to Grotto of Lourdes  
-----

-----  
| ENEMIES: Fleurety |  
| White Fear |  
Wendigo

Teleport to Sielje Region. Talk to Dr. McGregor in the W rear room of the N building, and he'll tell you that you can locate the Grotto on a nearby peninsula, but that you need a retinal scan to get in. Take the hovercraft from the beach by the entrance to this region, and head SW a little bit along the snowy coast to reach another beach. Walk to the SE tip of the island and search on the cracked rocky ground to open up the Grotto.

-----  
GROTTO OF LOURDES Dungeon GL  
-----

ITEMS: Mega Berry, Big Berry X 3, -----  
Crest, Lucky Card, Mini Carrot, | ENEMIES: Voidra |  
Duplicator X 4. | Horn Monster |  
TOOLS: Rad Blades (Kanon) | Wise Man |  
WEAPONS: Main Gauche (Kanon) -----

In the entrance, examine the door to get a retinal scan. But since this place contains information about the Sword Magess, who might have the right retinas? How about a descendant of the Sword Magess? Have Kanon examine the door to get in. Head inside to a room with an Amazing Stone and many locked doors, and one







return to him. (C'mon, it is his girlfriend who's the hostage, why would you leave him?)

In the room with the challenge on the stone, step onto the red square by the entrance first, then cross the red-blue-blue-red line and end on green. Basically, start crossing that line when red is up and blue is down, go straight across and back, and you'll be fine. Throw a knife to land on the lock at the S end while standing on the green square in front of it and climb up the path it creates.

Special Cocytus Squad Member	HP	EXP	GELLA	
Caina	Caina	16000	7500	7500

ATTACKS	EFFECT
4D Hypo Blast	Dazzling light attack on one target for damage
Gate of Isolde	Damage and multiple status effects

Since you're on your own, those status effects can really be a pain. Use War Respites as needed, and maybe even an Ambrosia if your HP is really low and you still need to remove vital effects. Try out your new abilities, but don't use Last Burst unless you're 100% positive it'll finish her off, because if she attacks you afterwards, you're dead, unless you also have a Scapegoat equipped.

-----+

Back in Valeria Chateau

The team makes ready to tackle Grauswein, the nuclear dragon that Vinsfield released before dying. Refill your ammo, buy some items, whatever, then save the game and talk to the pilot on the bridge to go to Guild Galad.

MISSION EIGHTEEN: STOP THE NUCLEAR DRAGON GRAUSWEIN

Nuclear Dragon	HP	EXP	GELLA	
Grauswein	Grauswein	8000	10000	0
Belly	Belly	8000	5000	0

ATTACKS	EFFECT
Nuclear Sphere	Explosion emanating from body slams all fighters
Killer Maser	Laser beam hits all for damage

Considering that he's the greatest threat the planet's faced in centuries, he's a little disappointing. His attacks do pretty heavy damage, so you'll have to heal pretty much every round. On the other hand, his HP for this fight is pretty low, compared to other recent boss fights, so it'll be a short battle.

-----+

And now for round 2:

Nuclear Dragon	HP	EXP	GELLA
----------------	----	-----	-------





Bullet Load - island within strip forming N of inner sea.  
Duplicator - across mountain range from S Urartu Station.  
Elven Boots - along E edge of area S of Guild Galad.  
STR Apple - tiny island SE of Guild Galad.  
Viper Fang - mid-way along peninsula into Inner Sea.

\*\*\* SIDE QUEST: Crimson Castle \*\*\*

Highly recommended! Search in the middle of the area S of Guild Galad that's surrounded by mountains to reveal the large castle. See the side quests section of this guide for further details.

\*\*\* SIDE QUEST: Werewolf's Den \*\*\*

Search on a small landing with a beach on the W side of the inner sea to reveal this cave. See the side quests section of this guide for more details.

-----  
On route to Palace Village  
-----

This is totally optional, but they have some new equipment that you might want to buy. Talk to the lady walking around the entrance to Town of Meria, and she'll reveal the village's location, on the large island in the NE of the world map. Head there and search in the grass at the S end, but not on the upper shelf, to locate this peaceful place.

-----  
PALACE VILLAGE

Town PV  
-----

Item shop: Antidote	20	Weapons/armor shop: Sonic Burst	6800
Medicine	20	Cloth Coat	7200
Violet Rose	20	Bow Parasol	6200
Pixie Dust	20	Shiny Cape	6800
Pinwheel	20	100 Knuckle	6300
Toy Hammer	20	Breastplate	7200
Softener	20	Holy Staff	7500
Peppy Acorn	20	Safe Bolero	6800
Teleport Gem	100	Bright Edge	8000
		White Chest	6500

Other shops: ARMS, Magic, Personal Skills

Talk to the elder upstairs in the large house at the N end, or the guy upstairs in the next house to the W, to learn of a raypoint N of the village. Not that you needed that tip, thanks to Kanon's sonar, but still, it's nice to talk to the villagers again as Lilka.

-----  
On route to Raypoint Flam  
-----

FIELD SEARCH: Duplicator - NW tip of island.

Scapegoat - grassy patch at S end of island, on rise.

-----  
ENEMIES: Fafnir

Head to the large island in the NE quadrant of the map. Search along the NE coast, about half-way along the length of the island, to locate the Raypoint.

TOOLS: Change Rod (Lilka)	-----
ITEMS: STR Apple, SOR Apple, VIT Apple,	ENEMIES: Haborym
RES Apple, Gimel Coin, Crest	Gigaflame
GEAR: Holy Tablet, Gauntlets	Devonova
ARMOR: Blue Blazer (Lilka)	Efreet
WEAPONS: Pulbo Calbo (Lilka)	-----

Head up the stairs to the platform on the S side and jump down to the chest. With Lilka's new rod, shoot the gold blocks (apparently, these are gem blocks). You can collect the healing gems, because you don't need them to cross. Use Kanon's hook to get across to the door. Use the Change Rod ahead to clear the path. When you reach a locked door, light only the orange torches beside it with the flame wand to open the path. In the next room, get the 4 chests at the back, then use the Change Rod to cross along the wall where the blocks and gems are, leaving the row along the pit intact. From the other side of the pit, change the middle gem into a block, then throw a knife at it so that it falls onto the door lock. Go up the stairs at the W end and through the door that you just opened. It leads you to the high chest you left behind a moment ago.

Return to the previous room and go out the S door. Descend the stairs, and light only the orange torches by firing diagonally, or by lighting everything then using the Freeze Rod to put the grey torches out. In the next room, change the crystals into blocks, and cross on them to the treasure chest. Ahead, light the purple torches all within a short time (start at the top, then jump down and do the other pair in a row) to open the door. Next, go down the stairs and shoot the gems to make blocks which will form a bridge again, to reach the chest. Continue onward through the building.

In the round room, you have to light all of the torches within a period of time again. Stand in the middle and shoot in 4 directions, then swivel the camera slightly and shoot the rest. Stairs appear in the middle, so go down them.

* * * * *	* * * * *	* * * * *
Spriggan	HP	EXP
Flam Knight		GELLA
-----+	Flam Knight	
	Shield	

ATTACKS	EFFECT
Mirror Coat	Sets up reflect on main body
Hi-Barrier	Increase single part's DFP and MGR
Blade Arm	Strong physical attack on single target
Caloric Nova	Massive fire damage on all targets

Well, the fight goes on for a while, not looking very tough. Okay, so no magic, since the body reflects and the shield absorbs. Okay, so the shield is toast... holy crap! Watch out for that Caloric Nova! Use the Flame Ring to protect your weakest, and keep on healing as much as you can. Luckily, with a few strong ARMS or Kanon's moves, and he'll fall down. Reader 'Killer Shadow' suggest have Tim summon Schturdark for mega damage, bypassing the magic immunity to cause elemental damage. I figured this strategy out by the third Raypoint, but forgot to come back and update it here.

\* \* \* \* \*

Save if you want to and keep moving in. Watch out for the fireballs that jump

over the paths. Just wait for them to go by and walk past, since they aren't frequent. At the torches, light them all with fire, and then ice the two grey ones by standing back a bit and shooting diagonally. Use Pooka to get the chest at the W end, and head through the E door. In the next room, pick up some healing gems and continue. Go S and fire the first orange torch, then go N to the second, then do the third on the E side from a long diagonal shot. Pooka can get another chest in the SE corner. Head up to the NE corner to exit.

Go up and down the stairs and flame the single orange torch, but don't forget to go back and get the chest before heading through the door. Ahead, use Kanon's Rad Blades to skate across the lava and up to the chest, then back again. On the bridge, flame the torches starting at one end and doing three in a row, then running up and getting the rest, with the last 3 in a row again. Through the door, Lilka has a personal moment, and gains her level 4 force power: DualCast!

-----  
On route to Raypoint Geo  
-----

-----  
| ENEMIES: Graboid |  
Cactus Man

If you talk to the man in the house in Holst, he'll tell you about a raypoint on a spiral island far NE of there, past the Urartu mountains (though again, you don't need anyone to tell you where it is to unlock the location). Head to the round island just N of the inner sea, slightly to the W of the middle of the world map, by hovercraft and land on the beach on the S side. Climb the spiral to the peak and search to reveal the raypoint.

-----  
RAYPOINT GEO

Dungeon RG  
-----

TOOLS: Earthquake (Brad) -----  
ARMS: Sky Eye (Brad) | ENEMIES: Alligatiger |  
ITEMS: War Respite X 4, STR Apple, | Atlas |  
VIT Apple, SOR Apple, RES Apple, | Devonova |  
Crest | Gigapoisn |  
ARMOR: Cromwell (Brad) -----  
WEAPONS: Giant Fist (Brad)

Head N into the raypoint. At the first barrier, examine the block with the brown top to learn that it's a 'special switch'. Turn it on with a bomb to lower the walls ahead. Make sure you reach the next switch before the walls rise again, which takes a few moments. Bomb your way to the end of the room. In the next room, climb the stairs and jump down toward the N wall, but not so that you get stuck in the pit in the very NW corner. Climb up the second stairs from near the exit doors and jump to the chest, then from there back to the first staircase and back around again. Take the E door. Use the Earthquake you just picked up to start the swings moving, and step onto them at the first opportunity. At the middle block, shake the room again to give the swings another boost and continue crossing them to the end.

Head S in the room with the statues to reach an ARMS chest for Brad to kick open. Head N to the next room. There, go N to the far row of impassable blocks and set a bomb near them to blow the crates underneath them and all the

way down the line. Cross to the end and go through the door on the W side. Collect the treasure chests in the corners and continue. Walk up to the middle large floating block and use the Earthquake. Quickly run across the middle block as soon as it lowers enough to do so, so that you run across it to the next blocks on the S side before the middle block lowers too far for you to step onto it. Jump off at the far side and climb the stairs. Take the S path for some stat-boosting apples in chests, and continue S. Bomb the switch and quickly cross the lowered walls to reach the chest in the far corner. You can then jump in the pit to return to the entrance to the room and head N, or, if you have time, cross the last lowered wall to return to where the path first split and retrace your steps for a while (if you do the latter, when you reach the room where you bombed all the crates, you can cross the first section by carefully walking diagonally to the blocks at the same level as the bridge). In the room where you crossed the lowering large blocks after earthquaking them, take the N door next.

Climb the stairs and jump down E twice to reach the treasure chest. From there, you have to jump into the pit. Climb the stairs again to the N wall and go down to the exit.

* * * * *						
Spriggan				HP	EXP	GELLA
Geo Knight			Geo Knight	9000	12000	12000
-----+			Shield	9000	6000	6000

ATTACKS	EFFECT
Mirror Coat	Sets up reflect on main body
Hi-Barrier	Increase single part's DFP and MGR
Blade Arm	Strong physical attack on single target
Gaia Crash	Massive earth damage on all targets

This fight is almost identical to the last spriggan knight fight, and I suspect that the others will be as well. Only the main body's elemental qualities and the element of their most powerful attack differ, in this case that last element being earth, of course. You can avoid feeling this attack by either leaving the shield intact, or by weakening the main body to a point near death, taking out the shield and then immediately finishing off the boss. 'Killer Shadow' reminded me to have Tim summon Fengalon to cause massive Earth damage while bypassing the knight's magic immunity.

\* \* \* \* \*

Head N after the fight and head E through the door half-way through the room with the healing gems. Walk along the N edge of the floating blocks to reach the middle one, use the Earthquake, and quickly move along the N-most blocks to reach the far side. Go up the stairs and pass through a couple of rooms, until you reach a tall column by a pit. Kick the column over, then retrace your steps past the room with the floating large blocks. Cross back over on the S side this time. Go down the N side of the room with healing gem and out the door. Use a bomb to trigger the switches, and stand on the moving block by the second switch to ride it up to the chest. Jump down on the side of the switch, activate it, and cross the rest of the way. Ahead, cross over the top of the column you previously kicked over to reach the door at the N end. Brad will have his time with the raypoint crystal and receive his level 4 force ability: Boost!

-----  
 On route to Raypoint Wing  
 -----

In Sylvaland castle, the guard in the middle where the path splits tells you of

a raypoint in the sky W of Sylvaland, and that you have to just spot it visually. If you fly Lombardia directly W from the castle, you'll spot it. You have to fly into it at the right altitude to get the name to appear, then press X to enter it.

```

-----
RAYPOINT WING                                     Dungeon RW
-----

```

```

TOOLS: Mist Cloak (Tim)                          -----
ITEMS: Crest                                     | ENEMIES: Briareos      |
ARMOR: Shellwind (Tim)                           |           Gigacloud   |
WEAPONS: Fate Staff (Tim)                         |           Gorbash     |
                                                    |           Typhon      |
                                                    -----

```

ARMOR: Shellwind (Tim)  
WEAPONS: Fate Staff (Tim)

Enter the raypoint, which obviously will have a wind theme. Use Tim's Air Ballet to shoot the vertical plank up the stairs to spin it into position. Do the same with the plank next to the stairs in the following room. Stand on it and use Pooka to get the treasure chest. Use the newly-acquired Mist Cloak to reach the ledge with the healing gems, then spin the planks again and mist your way to the second plank, then again to the W side. Outside, use Pooka to reach the chest and take the N door. Inside, use the Mist Cloak while standing in the stream of wind to reach the exit door.

Ride the wind stream E and read the panel on the wall there (if you haven't figured it out by now, you need to stand right on the edge of the platform to make it across). Go back via Wire Hook and go out in the NW corner. Use the Air Ballet to spin the weathervane. The way the rooster's tail points is the direction that the wind flow will be blowing back inside. Ride the wind S then use the Mist Cloak again to get through the fence to the chest. Do the same on the W, then spin the weathervane one last time to go N from the wind generator.

```

* * * * * * * * * * * * * * * * * * * * * *
Spriggan | HP EXP GELLA
Wing Knight | Wing Knight 9000 12000 12000
-----+ Shield 9000 6000 6000

```

```

ATTACKS          EFFECT
Mirror Coat      Sets up reflect on main body
Hi-Barrier       Increase single part's DFP and MGR
Blade Arm        Strong physical attack on single target
Spiral Typhoon   Wind tunnel hits all for heavy damage

```

Nothing new except the wind. I'll reiterate, though, keep high-HP characters out once you get rid of the shield, because that elemental attack hurts a lot. Remember, too, that magic is ineffective on the main body, so use ARMS for heavy damage. Though now that I think about it, guardian summoning can't be reflected, so Grudiev would be pretty painful to the main body here.

```

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

```

Head N, stand on the wind generator and use the Mist Cloak to go straight up. In this outdoor area, there are 4 side paths to take:

Going SE, go up the side of the building at the end, shoot the grey block with the Air Ballet, and get the chest with Pooka.

On the NE path, shoot the plank from the ground, then climb the stairs and



cross it. The diamond on the floor resets it, though, so mist over it, then again to the far exit.

The SW past is the trickiest of them all. First, hook to the red diamond and step on it to make the plank vertical. Now, go out the second door and spin the weathervane so the rooster faces E. Now, inside, stand at the N edge of the wind stream and use the Mist Cloak while facing N, to end up traveling diagonally to the center platform. Mist to the edge of the plank, then again to the fence, and again through the fence to the chest. Go back to the plank and hook to the post to get back out again.

In the NW corner, spin both planks, then cross them along their N edges to get past the high walls. After getting the chest outside, you can mist back to the ground without taking the planks again.

Now enter the center door for this area. You need to place the 4 pieces you collected in the proper order in the pedestals to open the door. Reading the sign at the end, you learn that you must place them in the order you would encounter them traveling to the stars. From N to S, place the cloud piece, the moon piece, the sun piece, then the star piece by selecting them from your inventory while standing by the pedestals. This brings you to the end of the Raypoint, and in releasing it, Tim learns his level 4 force skill, Hi-Combo!

-----  
On route to Raypoint Muse  
-----

ARMS: Blast 'Em (Ashley)

Now that you have the Mist Cloak, head to the Gate Bridge near Sielje Region, and run all the way to the W side of the bridge. Use the cloak to pass through the fence, get the chest and use the computer terminal to raise the bridge. Now, take the hovercraft from a beach in the outer sea and sail to the S side of the bridge, which is the S end of the main land mass on the world map. Sail through the open gate on the W end.

-----  
Piloting the Gated Sea  
-----

FIELD SEARCH: Full Carrot - larger island N of gate bridge.

-----  
In the water: | ENEMIES: Neptul |  
| Hrsvelgr |  
| Gill Serpent |  
| Simurgh |  
Xelas

-----  
On the Raypoint landing: | ENEMIES: Elephantine |  
Graboid

When you've done whatever fighting you want (note: the tough monsters are on the small island - watch out for Bad News and Murdoch!), head to the small beach on the N side, and search toward the cliffs to unveil the final raypoint.

ITEMS: Bullet Load X 3, Crest,	-----
Mega Berry X 2, Ambrosia	ENEMIES: Electigger
ARMOR: Cuirass (Kanon)	Gigafrost
WEAPONS: Quick Knife (Kanon)	Gorbash
TOOLS: Jump Shoes (Kanon)	Leviathan
GEAR: Reflex	-----

Going down the stairs at the entrance, the second-last column on the E side has a blue switch on its N face (the statues by the door hint at it), which opens the door ahead. Use the Mist Cloak to cross through the next room. To get the chest on the far ledge ahead, use Pooka while standing on the second step from the bottom of the stairs. In the room with the grid of blocks, push the first one to the side, then pull the one on the opposite side back, and push it the rest of the way to the stairs you came down. Push the other middle blocks to the same side as the first, and pull the blocks on the other side back to let you pass. Once you reach the far side, they all disappear. Get the chest up top and go through the next door, then turn the valve on the wall. Go back to the room with the floating cross of planks. Using the Mist Cloak again, you can now reach the E path.

Get the chest in the same way, using Pooka. For the block puzzle ahead, push either side block up twice, push the middle block to the side, then pull the side block back again. Go up and push the other middle blocks out of the way to reach the end. Get the chest, go in the side room and turn the valve, then back out again to reach the water room, where you can now get to the W door.

At the next block puzzle, push forward two non-adjacent blocks from the first row. Push the block that was between them to the side, then pull one of the first blocks back and push it all the way to the stairs. Go ahead, pull back a middle block and push it to the side, then again to reach the end. Go through the side door and close the final valve, then return to the water room yet again. Jump to the ground and walk through the large door.

* * * * *																	
Spriggan											HP	EXP	GELLA				
Muse Knight							Wing Knight				9000	12000	12000				
-----+							Shield				9000	6000	6000				

ATTACKS	EFFECT
Mirror Coat	Sets up reflect on main body
Hi-Barrier	Increase single part's DFP and MGR
Blade Arm	Strong physical attack on single target
Water Catastrophe	Tidal wave does big water damage on all targets

Just to remind you, if you want to hit the main body hard, either use ARMS or Moor Gault.

\* \* \* \* \*

After the fight, you can take the high road or the low road ahead. Take the bottom door first. Jump down into the pit and open the chest to receive the Jump Shoes. Use them while standing on the symbol on the ground to launch back to the top. Exit and go through the upper door now. Read the two statues to learn about the Virgin Muse (tee-hee!), and that healing her loneliness involves taking "5 steps to the cold wind (North), 3 steps to the sinking sun (West)". Now, remember the statues in the rooms with the block-pushing puzzles? The first one you saw was alone, while the others were in pairs. Go

back to the room that was previously full of water, and use the Jump Shoes from the S symbol to get up to the N door. Go to the single statue, and from standing in front of it, walk 5 blocks N and 3 blocks W, to end on a slightly darker floor panel than the others. Jump with the Jump Shoes in this spot twice to crash through to the next room below.

Go out through the N door, then the E one. Jump up the series of steps using the ground symbols. Up top, you have to jump on the wooden boards to make them collapse, but only some will be useful below. Jump on the second board from the entrance, then take the path it lets you reach below to the W. Use the upper symbol to jump over the water to the chest and back again, then jump from the lower symbol to reach the high door. Up top, jumping on the second wooden plank gets you to the exit, but the other three bring you down to the chests.

Read the pair of statues facing each other (that's a hint, by the way) and go through the door to the room with the many muse statues. The trick is to turn them so that they're all in pairs facing each other (that way, none of them have to be lonely virgins). The fact that some of the statues don't have switches to rotate them dictates the directions that the other must face. Ultimately, they have to be facing as outlined here:

```

Legend: N: facing North  -----Exit-----
      E: facing East   |           |           |           |           |           |
      S: facing South  |   S   E---W   S   |           |           |           |
      W: facing West   |   |           |   |           |           |           |
                        |   N   E---W   N   |           |           |           | | | |
                        |           |           |           |           |           |
                        |   E---W   S   S   |           |           |           |
                        |           |   |   |   |           |           |           |
                        |   E---W   N   N   |           |           |           |
                        |           |           |           |           |           |
                        -----Entrance-----

```

Enter the door, and Kanon has her turn doing some soul-searching to unlock both the raypoint and her level 4 Gat force ability.

Try to leave the room and you'll get a ring on the communicator. Call Irving up to find out what the next step is. It'll require no effort on your part, until things don't go exactly as planned.

\*\*\* NOW THAT YOU HAVE THE MIST CLOAK AND EARTHQUAKE \*\*\*

Return to the Lost City Archeim. In the house in the NE corner, the lower door leads to a fence that you can now pass through. Do so to collect the Life Orb and a Scapegoat. In the middle N house, in the W room, use the earthquake to break open the crates, then send Pooka in to collect the Full Revive, War Respite, and Ambrosia.

```

-----
On route to Trapezohedron
-----

```

```

-----
|   ENEMIES: Macabre   |
|                   Necrosaurus |
|                   Remnant   |
-----

```

Talk to folks in Valeria Chateau, and they'll hint at some interesting things about Irving. This isn't necessary to the game, but it foreshadows events in the near future. So back to the Trapezowhatzis: Like the man said, it's in the

Slayheim salt flats, so go there and search where the sonar shows a green dot. When you try to enter it, you get a call from Irving telling you to make sure that you're prepared, because you only get one shot at it.

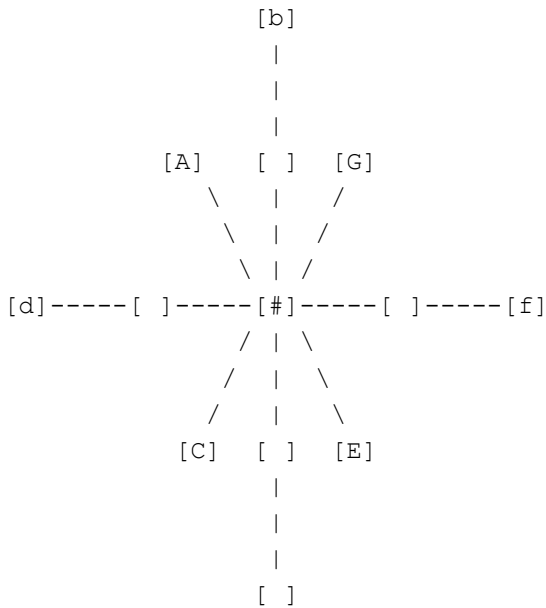
```
-----
TRAPEZOHEDRON                                     Dungeon TZ
-----
```

```
-----
| ENEMIES: Land Anemone      |
|           Asmodeus        |
|-----
```

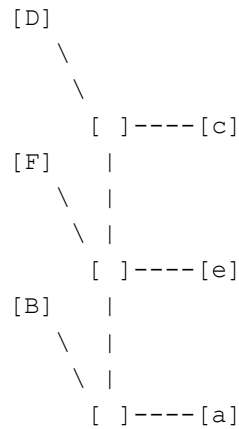
This one's a toughie to describe, since it's such a maze. What do you expect from a location based on geometry? Anyway, I'll do my best to give you an easy-to-follow description, with pictures to boot. They're not 100% to scale, but bear with me here. Most importantly, read the text mixed in with the diagrams, since it'll tell you where to actually go.

Key: UPPER CASE LETTERS = Teleport pads (always have healing gems in front)  
lower case letters = Teleport destinations  
\*\*\* the letters will correspond to each other, i.e. 'A' takes you to 'a'.  
[ ] = platforms  
----- = paths between platforms (some only appear when you step on the right platform)  
# = starting point

Start: Green platforms:

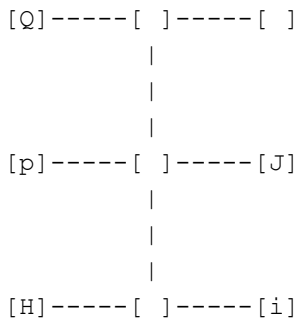


Rust-colored platforms:

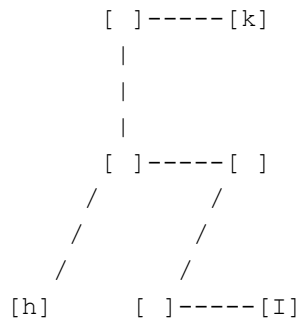


From the start, take the NE branch to point G, ending up on point g below, on the blue platforms.

Blue platforms:



Red platforms:



```

|
|
|
[g]

```

```

| [ ]-----[K]
| / |
| / |
[j]-----[ ]-----[ ] |
| [ ]-----[L]
| |
| |
[m] |
| [ ]-----[M]
| |
| |
| [ ]-----[N]

```

From the blue platforms, teleport from point H or J to end up on the red platforms, then make your way to point L.

Yellow-green platforms:

```

[ ]-----[R]
|
|
|
[ ] [ ]
| / |
| / |
| / |

```

From point l, head N to reach point R. This takes you to the Amazing Stone below on the smaller of the purple platform portions of the maze. Since I'm running out of letters, I'm only going to mark the platforms you need to take to reach the end from now on.

```

[ ]-----[ ]---[ ]-----[ ]-----[P]
| | |
| | |
| | |
[ ]-----[ ]---[ ] [ ]
| | / \
| | / \
[l] [q] [n] [M]

```

Purple platforms (both parts):

```

[S] [ ] [ ]
| / \ [T] \
| [ ]-----[ ] | [ ]-----[ ]
| | \ | / |
| | \ | / |
[ ]<-Amazing Stone | [ ] |
| [ ]-----[ ] | [ ]-----[ ]
| \ | /
| \ | /
[r] [ ] [s] [ ]

```

After the Amazing Stone, take point S, then go straight up to point T. This takes you to a grey-blue platform area.

Grey-blue platforms:

```

[t] [ ]
| /
| /
| /
[ ]-----[ ]-----[ ]
| /
[U] | /
| | [ ] [ ] [ ]
| | / | \ | / | \
| | / | \ | / | \
[ ] | [ ] | [ ]

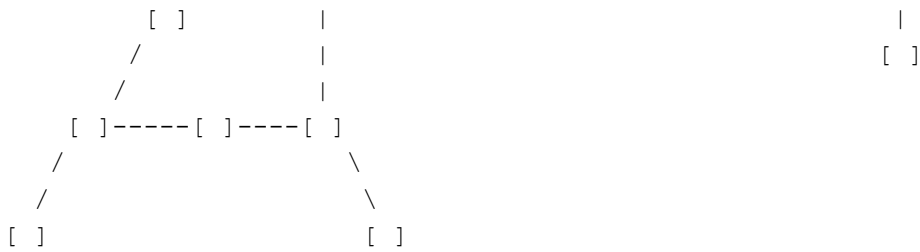
```

Aqua (greenish blue) platforms:

```

[ ]
|
|
|
[ ]-----[ ]-----[u]
|
[ ]-----[ ]-----[ ]
|
[ ]-----[ ]-----[V]
|
|

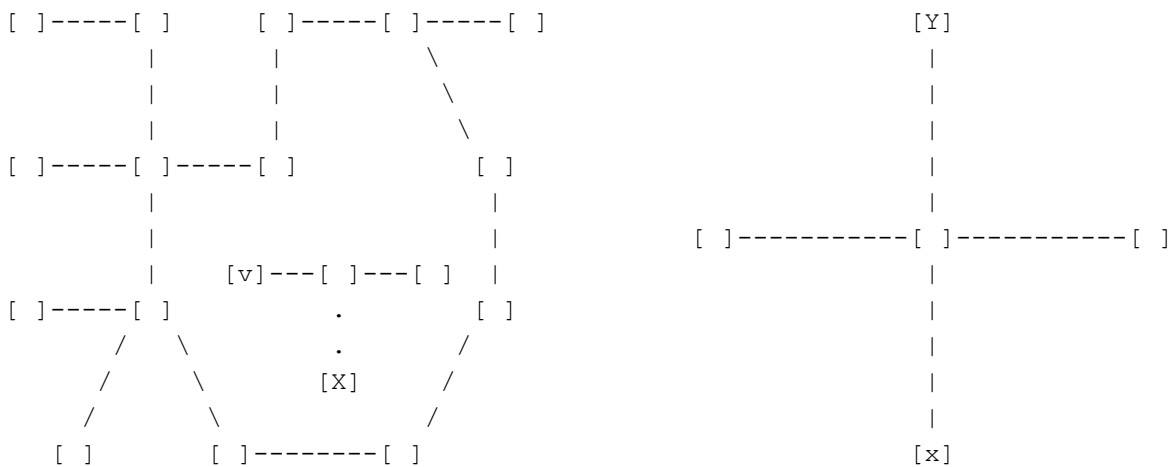
```



On the grey-blue platforms, from point t where you start, go S to point U, and from there, on the aqua-colored platforms, go to the middle, then down and E to point V. This takes you to a small section within a larger brown puzzle, pictured just below. From the middle platform, jump down, following the line of healing gems, to land on teleporter X. This takes you to the final, bluish-purple platform area, where you need to head straight North to reach the final teleporter, Y, which takes you to the area boss.

Brownish platforms:

Bluish-purple platforms:



```

* * * * *
Encroaching Parallel Universe | HP EXP GELLA
Larva | Larva 10000 12000 12000
-----+ Mouth 10000 6000 6000

```

ATTACKS	EFFECT
Arc en Ciel	Multiple status effects on all targets
Mega Crusher	Heavy physical attack on one opponent
Ability Block	Damage and cause ability block in all targets

This fight usually starts right off with an Arc en Ciel, and the status effects can be a bit of a pain. If you equip Lilka with the Silver Harp, she'll likely be able to restore the rest of the characters. Just keep attacking and curing alternately, without letting your HP get too low, though that last isn't a high priority. Cassidy Shafer suggests using Marivel's Status Lok ability (if you've acquired it by this point) to make this fight much easier.

```

* * * * *

```

After the fight, you automatically return to the Valeria Chateau to plan your next move. After a pretty creepy scene between Irving and Altaecia, the former sends you on what seems like a paltry mission, given the stakes that Filgaia is currently facing.

\*\*\* SIDE QUEST: Guardian Lords \*\*\*  
Assuming that you got the stone idols in Sacrificial Altar, you can now unlock

their secrets. See the side quests section of this guide for more details.

\*\*\* SIDE QUEST: Good Luck Zone \*\*\*

Go to T'Bok Village and have Brad talk to Merrill to learn of its location. See the side quests section of this guide for more details.

MISSION TWENTY-ONE: FIND ANOTHER WAY

On route to Fiery Wreckage

ENEMIES: Melchom
Urchin Bug

Head to Halmetz and look to the E. There's a reasonably large beach within sight. On the small piece of land above it, search to reveal the cavern.

FIERY WRECKAGE Dungeon FW

ARMOR: Red Jacket (Ashley) WEAPONS: Obelisk Gun (Ashley) ENEMIES: Sabertooth Gel Gob

First of all, upon entering this area, unleash the Earthquake to bust open a number of caved-in doors. Use the Mist Cloak to enter the first of these on the W side, opposite the first yellow piece of wreckage. Inside there, turn on the computer terminal and read the fragmented display. Go S to find a chest and return outside.

Climb the second, wider piece of wreckage and jump off at the top. Mist across the gap to the N and enter the wide door. Jump down to the chest on the W side, jump down again and go back outside, then make your way around to the wide door again and re-enter. This time, go into each side door and turn on the computer, then enter the middle door. Turn on each of the side computers, then the large central one. Doing this triggers a series of events and automatically returns you to Valeria Chateau.

However, there is one other place to go here. After climbing the large yellow debris outside, you can hook over to the far E. Enter the door there and examine the sword in the ground to start a (potentially) horribly difficult boss fight.

Table with 5 columns: Name, Type, HP, EXP, GELLA. Row 1: Remaining Poltergeist, Ghost, ?, 12000, 12000.

Table with 2 columns: ATTACKS, EFFECT. Rows: Incur My Wrath (Golems attack all, chance of instant death), 4D Hypo Blast (Dazzling light attack on single target), Gate of Isolde (Damage and cause multiple status effects to all).

Void Effect

Removes any stat bonuses on your party

This could be one of the toughest battles possible. His opening attack tends to wipe out everyone right away, and his other attacks aren't much better. You must defend, and/or use Raftina's Invincible ability (if you have it - see side quests) to survive the initial onslaught, and the rest of the time will be spent desperately trying to stay alive. Lilka's Hi-Revive comes in handy. If you get tired of killing yourself trying to defeat him, though, just use the trick: he's weak against light, and, being a ghost, he can be killed instantly using Turn Undead by Tim. Believe me, you're doing him a favour.

\* \* \* \* \*

\*\*\* SIDE QUEST: Fab Science Lab \*\*\*

Go to Damzen city and have Marivel talk to the girl by the entrance inside the bar, Gunner's Heaven. She'll tell you about this strange dungeon, located SW of Sylvaland Castle, accessible only by Lombardia. See the side quests section, below, for full details.

-----  
On route to Spiral Tower  
-----

FIELD SEARCH: Viper Fang - beside large brown rock outcrop in middle of path to tip of peninsula. You could have gotten it earlier with Lombardia.

-----			
ENEMIES: A Bao A Qu	Pantagrue		
	Agawogdent	Necromicon	
	Agion	Wojanoid	
	Agion Black	Wisglover	
	Agion Blue	Gasnoid 1st	
	Agion Red	Grendel	
	Agion White	M. Therion	
	Agion Yellow	Aello	
	Ose		
-----			

This place is located on the tip of the peninsula jutting into the middle of the Inner Sea. To get there, take Lombardia and land at the the only place you can, the area W over the mountains from Damzen City. Walk from there to the tip. To get up the mound at the end, there's a small ramp on the S side. Search on top to open up the tower.

-----  
SPIRAL TOWER Dungeon ST  
-----

ITEMS: Mega Berry X 3, Ambrosia X 2		-----	
TOOLS: Flare Gun (Ashley)		ENEMIES: Aello	
ARMS: EZ Missile (Brad)		Pabilsag	
RisingNova (Ashley)		Leprechaun	
		Mercurius	
		Balor	
		Elbucky	
		Coatl	
		Sun Flayer	
		-----	



Head on into the tower, and watch out for those curving stairs. Readjust your camera frequently to make sure that you don't fall off. In the room at the bottom of the first stairs, the blocks ahead of you have an awful tendency to collapse. The only way to get across is to use the Mist Cloak to bypass the 3rd and 5th blocks while going up the W side. Before leaving at the far end, go up the stairs and along the W path back to the chest by the entrance.

Down the stairs and in the next room, there's a puzzle in which you must press the plates on the walls in the right order based on the clue on the black stone in the center. The correct order is: Moon, Tiu, Wotan, Thor, Frigg, Saturn, Sun. Now, I couldn't figure out why this was the correct order, but came up with a couple of cockamamie ideas about how it forms a spiral, or involves the past, present and future. The truth, though, as pointed out to me by first Raiu and later Matthew Crumpler, is that these plates are named after the gods from which the days of the week are derived: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday. Now, why didn't I see that?

Further below, where the strange purple domes are, you must bomb the domes while standing on the corresponding red diamond to trigger the walls to lower (this is deduced only through trial and error, but also think back to the domed switches that you had to bomb back in Raypoint Geo). Cross toward the exit, and use the Mist Cloak to reach the exit platform, and again from there to the chest, then go back to the exit. Repeat the bomb-stand trick in the next room down, but you have to be reasonably quick and precise to get onto the right diamond in time. Try using multiple bombs to give yourself a little more time. Mist across the gap, go up the stairs, and run to the diamond once you set the bomb by the dome.

Further down, use the Mist Cloak (you're getting a lot of mileage out of this thing, aren't you? Sure it more useful than the Change Rod, anyway) to reach the rectangular blocks with blue arrows. Step on the first arrow, step on it again, then cross to the next one, then use your cloak to get off on the far end. Cross using the cloak again to the middle floor, then go up the stairs and through the door at the W end. Open the chest to receive Ashley's final tool (finally!). Go back and go across the blocks with the red triangles, then stand in front of the locked door and use the Flare Gun to hit the switch above you.

\*\*\* SIDE QUEST: Pirate's Warren \*\*\*

Talk to the right man in the bar in Damzen City, and he'll say something about seeing a building on an island E of Mt. Chug-Chug. Fly E of there, to the small island on the E point of the dark water area. Search to reveal the warren (you don't need the man's clue to open it up, you can find it just with the sonar). With the Flare Gun, you can now get past the entrance of this dungeon. See the side quests section of this guide for more details.

(Continuing in Spiral Tower)

In the room below, mist to the first red triangle block and cross to the far end of that pair. From the second block, mist and drop to the second, lower pair of red triangles. Cross them to the E edge of the room, then mist to the pair of blue triangle blocks. From the second block, mist back to the lower red triangles, then go up the stairs on the N side and mist back to the upper red triangles. Jump down to the W end of the blue triangle block from there, then to the W wall. You may now reach the exit.

In the next room down, there's an enclosed arrangement of torches and pillars. Note that only the middle torches in each row are lit. Go down one more room and recreate this picture. Use the Flare Gun to light up the rooms, by the way. In the second room, use Lilka's Fire Rod to light the torches, then use the Ice Rod to put out the corner ones by firing at them diagonally. A word of

advice, though: make sure that you're standing on or outside the ring of blocks when you snuff the last corner torch, or you'll be trapped inside. If that happens, just light an incorrect torch and the ring will lower again. Exit, now that you can, and descend further to face a boss.

```

* * * * *
Saucer Organism | HP EXP GELLA
  Grodine      | Grodine 10000 12000 12000
-----+-----+
                | Left Claw 10000 6000 6000

ATTACKS          EFFECT
Giant Scissors   Heavy attack with left claw
Bubble Cluster    Water bubbles damage and disease all

```

At this point, you should be a pro at these things. There's really nothing special about this particular fight, so just go at it. Use lightning for a fast finish.

```
* * * * *
```

An Amazing Stone appears and you get to continue your descent. Below, examine the black walls to trigger monster battles. Do both, leave the room on the far side, then come back in, go up the stairs to the NW corner, go S, and cross over the top of the S wall, which has reappeared, letting you get to the chest in the NE corner of the room. Jump down again by the exit and continue downward.

Below, there are 4 dome-diamond pairs to bomb/stand on to lower the black walls, the fourth of which is past the first center wall, and requires walking across one of the lowered side walls and jumping into the pit. Once you do this, do not examine the S center wall. Instead, examine the N center wall, then go back up the stairs and cross either side wall. Standing on top of the S center wall, use the Mist Cloak to reach the exit.

Now, climb the side stairs and cross the top of the first black wall. Go back S on the far side and go up the E edge of the room to reach a chest. Return to the top of the first black wall and use the Mist Cloak to go from wall to wall. On the second to last black wall, mist to the W ledge, then from there to the last wall and to the E ledge (make sure you're on the N edge so you don't get blocked by the torch). From there, mist and drop to the exit platform, but don't leave until you mist W and go up the stairs, then use Pooka to open the chest.

Further down yet, you have to go through a row of black walls, fighting the monsters within, to get to the end. The E row has the least walls, so it's a little quicker to take that routes. However, there is a chest past the first black wall on the W side, so go through that one first. More importantly, though, is the electric symbol on the wall in the NE corner. Shoot it with the Electel to open a door past the exit from this room, containing Brad's EZ Missile in a chest that he has to kick open.

Below, there are barriers behind some of the black walls, so choose your path carefully. Start down the W side until you reach a break in the side wall, then do the next door in the adjacent row, then the wall behind you in the third row, and finally move to the last row and battle your way to the front. Now, go up the stairs and use the tops of the remaining black walls to reach the exit (you have the use the Mist Cloak once to cross a gap on the permanent walls). It's a good thing you didn't destroy any unnecessary walls, eh?

Continuing your descent, I guess the level designers ran out of ideas, because there are a couple of plain straight hallways. Below, though, there's a wide

room with black walls along both sides. Fighting them is optional, but the second black wall from the NE corner hides an electric symbol. Hit it with the Electel (see the Crimson Castle side quest), from the nearby stairs since the symbol's a little high, and enter the room it opens in the opposite corner to receive Ashley's ultimate ARM. When done, leave the room on the S side. Go down to face the second boss of this dungeon.

```

* * * * *
Terrible Guardian Monster | HP EXP GELLA
      Manufestu | Manufestu 10000 12000 12000
-----+-----+ Right Knee 5000 6000 6000
                        Left Knee 5000 6000 6000

```

ATTACKS	EFFECT
Blast	Fiery explosion on entire party
Death Parasite	Instant death to single target

If you've been doing the side-quests and taken on a couple of sealed monsters, you'll know that this fight is no big deal. Keep Lilka on standby to revive anyone he takes out with Death Parasite, and equip fire rings if you really want to nullify the effects of his attacks.

```

* * * * *

```

Walk forward a bit to enter the final area.

```

-----
GLAIVE LE GABLE                               Dungeon GG
-----

```

GEAR: Full Libra	-----
ARMOR: Coiste Bua (Kanon),	ENEMIES: Choronzon
Nine Lives (Ashley),	Prometheus
Labyrinthos (Tim),	Doomsday
Bridal Gown (Lilka),	Will-o'-Wisp
Braver Vest (Brad)	Morlock
	Argoth
	Cyclops
	Orgon Energy
	Hyperion
	Zohak
	-----

Your first task in this area is to turn a number of solitary statues at the end of paths so that they face N. This isn't necessary to progress through the level, but it nets you a bunch of nice equipment. Pass through the entrance and you'll come to a crossroads. Start with the W path. Go on down the road. When you reach a pair of statues on either side of the path, press the switches on them until the purple sides both face the door to the W. This can be done by pressing the S statue switch once, then the N switch 3 times (each one turns it's own statue 1/4 and the other statue 1/2 turns, the top one turning them clockwise, the bottom one the reverse). Continue through the door they open and turn the statue until it faces N and rumbles into place (you can't move it anymore after this). Go back to the first crossroads.

Going E from the entrance crossroads, turn the statues flanking the path again so they both face E, then go through the door they open. There's another single statue in here. Turn it N as well. Now, all that's left is the N path from the entrance crossroads. This is slightly more complex, and can get confusing if you're not tracing your path carefully. So to help you along now that you're oh-so-close to the end, here's a handy map, including the entrance



you'll probably want Lilka with you.

For each solitary path, you cross a moving walkway. You can walk across each pretty easily by just walking forward. You'll get the 'oops' motion before you fall off the edge anywhere. If you do happen to fall into the damaging goo, just run to the nearest end. After all 3 characters cross, they each fight their respective root.

```

* * * * *
Encroaching Parallel Universe |           HP     EXP     GELLA
      First Root              | First Root  14000  0       0
-----+

```

```

ATTACKS          EFFECT
Atmosphere Reentry  Comets crash down on target
Dark Star Bow      Swirling laser attack plus multiple status effects
Blue Riot          Laser damages target
Galactic Explosion Cosmic energy damages opponent
Hyperion Inferno   Line of explosions hits foe

```

Well, there isn't much to say, really. You'll gain a lot of FP from its attacks, so use this to make powerful attacks yourself. Heal when needed, blah, blah, blah. There's nothing to steal or drop, so just work on fighting. If you get hit with statuses, one option is to just wait until you reach condition green, rather than taking a turn to cure yourself.

```

* * * * *
Encroaching Parallel Universe |           HP     EXP     GELLA
      Second Root             | Second Root 14000  0       0
-----+

```

```

ATTACKS          EFFECT
Atmosphere Reentry  Comets crash down on target
Dark Star Bow      Swirling laser attack plus multiple status effects
Blue Riot          Laser damages target
Galactic Explosion Cosmic energy damages opponent
Hyperion Inferno   Line of explosions hits foe

```

Pretty much the same as above. They seem to have different elemental resistances, so it's best not to use any if you're not sure what they might be.

```

* * * * *
Encroaching Parallel Universe |           HP     EXP     GELLA
      Third Root              | Third Root  15000  0       0
-----+

```

```

ATTACKS          EFFECT
Atmosphere Reentry  Comets crash down on target
Dark Star Bow      Swirling laser attack plus multiple status effects
Blue Riot          Laser damages target
Galactic Explosion Cosmic energy damages opponent
Hyperion Inferno   Line of explosions hits foe

```

Again, nothing too new, so just keep up the good work!

```

* * * * *

```

With Ashley and whoever else is left, head N to reach a group of 6 statues.





FIRST ACCESSIBLE: Once you get the flying Valeria Chateau.

LOCATION: From the Valeria Chateau's home landing pad, head NW until you reach a round volcano, then W a little bit until you see the landing pad's beacon. Land there and go E past the center hill and S a bit, then search to locate the entrance.

In here, Lilka's Fire Wand does the trick. In each room, you have to light all of the torches (small blocks) between blasts of wind. If you get them, the torches disappear and the door opens to let you advance. In the first room, there are 2 torches to light. In the next room, you have 3. Light the first two, then run up to the last one far on the E side and shoot it. In the last room, there are 5. Start on the W side, and shoot the 2 west-most torches by firing from the E side, so that your flame hits both torches on its way by. Quickly shoot the other two near you, then move E a bit and fire on the last one. It will likely take a few tries, just keep at it. Enter the final room and touch the runestone to receive the Guardian of the Wind.

-----  
THUNDER LION CAGE Dungeon TL  
-----

ITEMS: AlbumCoupon, Crest, Crest Cap, -----  
Mecha Boost | ENEMIES: Thunderdrake |  
ARMOR: Bloody Cape -----  
MEDIUM: Nova Shax

FIRST ACCESSIBLE: Once you get the hovercraft.

LOCATION: Along the W side of the inner sea, there is a steep beach leading to a flat orange waste, from which you can see a large snow field. Search on the S side of that area to locate the dungeon.

As soon as you enter, note the chest on a ledge on the E side. Go up the stairs near it, and send Pooka from the top of the stairs to get the chest (so that you're at the right level). There are 4 doors from here. The left door takes you up some stairs to a lever. Pull it and return. The second, highest door takes you to a pair of chests, but you need a Duplicator to open one of them. The third door holds some healing crystals. The final, right-most door leads to another lever. Once both levers are pulled, jump into the pit and throw a knife at the door lock. Enter the door it opens to receive the Guardian of Lightning. Leave via the opposite doorway, climb the path and jump off the end, then continue N back to the entrance.

Much later in the game, return here once you get the Electel, and shoot the very-hard-to-see electric symbol straight ahead in the entrance. This opens a secret room containing the Mecha Boost and Bloody Cape.

-----  
ISLAND OUTPOST (OBTAINING ADVANCED MAGIC) Quest IO  
-----

GEAR: Weathervane -----  
| ENEMIES: Saracenan |  
(in field)



FIRST ACCESSIBLE: After visiting T'Bok Village with the entire party.

LOCATION: NW of Inner Sea

The first requirement for completing this quest is that you speak to Karayan in the library in Sielje Region, and read the books in the library there that relate to the teleport orb and advanced magic (specifically the titles 'Teleport Orbs', 'Lost Magic of the Ancients', and 'Research on Combined Spells'), or just go ahead and read all of the books just to be certain. This step is the one most commonly missed by those having difficulty reaching the island outpost.

After the scene in T'Bok Village, talk to the dog again to get the Teleport Orb. Put Lilka as your main character and use either the orb or a gem to teleport anywhere, and you will accidentally end up here. Search the island to locate the outpost, then go inside. You'll receive a book. Go outside and teleport to Sielje Region, go to the library and give the book to Karayan, the guy in the corner. Go back to the island outpost, which is on your teleport list now that you've visited it, and Dr. Day will inscribe advanced magic on your Crest Graphs from now on.

Outside of the island outpost, go around the left side of the house sticking right against the fence until you reach the back, then walk out to the treasure chest to get the Weathervane.

Return to the island outpost on disc 2 and have Lilka talk to Mr. Day to unlock her level 3 force ability: Extend. Also, at this point, he no longer inscribes high-level magic, but this ability has been spread to all of the magic shops throughout the world.

-----  
DARK REASON Dungeon DR  
-----

MEDIUM: Leitea Salk

FIRST ACCESSIBLE: After getting the upgraded Hovercraft in Guild Galad.

LOCATION: NW land mass, in forest by the Closed Mine Shaft.

The following rooms are darkened, so you can only see in a circle around your character. There are also many collapsing blocks joining the main columns of these rooms. Along the south walls are multiple doors, but only one in each lets you progress. The others close off, forming an impassable brick wall, when you approach, leaving you no choice but to jump into the pit and retry the room. In addition, the red collapsing blocks, when crossed, each shrink the size of the spotlight around you, making it ever harder to navigate around. This resets when you restart a room, so no big worries.

For the first two rooms, the true doorway is the rightmost (W) one. In the third room, you want the second doorway from the left/E. In the fourth room, walk across the large expanse of collapsing blocks up the middle, then branch to either side at the end and up to the single doorway. This brings you to the end of the dungeon. Touch the floating stone to receive the Guardian of Darkness. Go back out the way you came in.

-----  
ABANDONED ICEBOX Dungeon AI  
-----

-----  
ITEMS: SOR Apple, STR Apple,  
Lucky Card X 2

-----  
| ENEMIES: Mystical Pot |  
Kerberos

MEDIUM: Aru Sularto

FIRST ACCESSIBLE: After getting the upgraded Hovercraft in Guild Galad.

LOCATION: Teleport to Halmetz, then use the Hovercraft to cross the lake to the other small beach. Search the area to locate the cave entrance.

Read the stone at the entrance and go on in. There's a plaque along the W wall of the corridor with the chests up above. In the next room, go W and up the ramps, then through the door. You are now on the left side of the corridor you just went up. Use Pooka while standing along the edge to open the chests on the other side, then go back to the previous room and go E to the far door. Pass through the corridor, reading the plaque again, and continue to the next straight corridor. Read the final plaque, and repeat the same trick to get the chests here, using the ramps in the next room. Now you're in a room with several colored buttons on the ground. Think back to the plaques that you read:

"Today is the beginning. The endless blue sky and spreading deep forest, essence of a tranquil golden era."

"On the 2nd day of battle, roaring flames burn the earth. A dark era of overflowing grief visits."

"On the last day, a rough, wild snow blows covering the world in white as if returning it to nothing."

Going by these hints, step on the buttons in the following order: blue (sky), green (forest), yellow (gold), red (flames), grey/black (dark), white (snow). If you did it correctly, the large doors ahead will open. Enter and touch the runestone to receive the Guardian of Snow. Retrace your steps to return to the entrance.

-----  
SHINING GARDEN

Dungeon SG  
-----

MEDIUM: Stare Roe

-----  
| ENEMIES: Brandt |  
Sadas

FIRST ACCESSIBLE: After sleeping in the Guild Galad inn at least 4 times, then speaking to the woman outside of it.

LOCATION: Along the N edge of the inner sea.

The yellow floating spheres are teleport orbs. Touch the first one, then read the stone where you end up. Following the instructions, head through the E door, then the W door in the next room, and then go back through the single door you just came through. Read the plaque on the side of the staircase. Following this hint, go up the stairs and look at the far wall, where you might note that the orange squares spell the word "RAY". Go into the next room and input this word at the rock in the middle, and it'll open the way to the

-----  
METEORITE CRATER Dungeon MC  
-----

MEDIUM: Rigdobrite

ITEMS: Snowflake, Thunderclap,  
Pitch Dark, Earth Groan,  
Water Drip, Light Flash,  
Zephyr Claw, Fire Rage

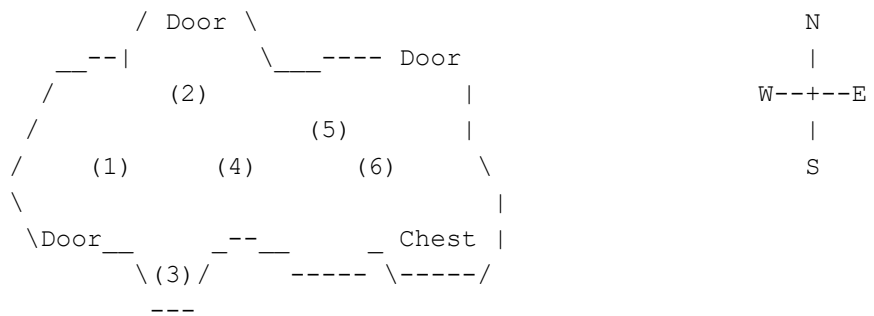
-----  
| ENEMIES: Mold Gnome |  
Troll

FIRST ACCESSIBLE: On Disc 2.

LOCATION: One of the scientists in the Sielje Region observatory tells you about it. It's on the large island in the S of the world map, in the middle of the giant crater.

Head down to the blue ground (it's not water, so you won't drown) and up the other side. Go through the door on the N wall, it can be hard to see but it's there. Go up the slope and jump into the hole. Now, walk along the E wall, jumping down where you need to, then use the Mist Cloak to reach the chest to the N (if you don't have the Mist Cloak yet, a reader named Joe says that you can use Pooka to open the chest by standing at just the right height. Jump to the ground and head through the door on the W side. In the next room, climb the ramp and jump down to the chest, then to the ground again. Enter the S low door, open the chest there and jump to the blue ground. Climb the short ramp on the other side, collect the chest and make your way up to the high door along the W wall.

You are now in a room with many holes in the floor. They are arranged something like this:



Get the chest, then jump through hole #3. Jump to the ground and come back up to this room again. Jump into hole #4 to land on the high ledge with a chest below. From this ledge, head out the E door. Open the chest here and climb the ramp to receive the Guardian of Stars. To get the last chest, go back through the first door you entered on the N, fall through the hole, and jump down on the W side, then follow the door to the chest on the next ledge ahead. Go back around to the exit.

-----  
WEREWOLF'S DEN Dungeon WD  
-----

-----  
| ENEMIES: Amon |  
BlackSabbath

FIRST ACCESSIBLE: Disc 2.

LOCATION: Along W coast of area NW of Inner Sea, on small landing with a beach, N of the Sacrificial Altar.

Enter the dark area and stick to the wall on your right. There's a doorway on the N, but it's hard to see, but since there's nothing inside it, ignore it, and take the hard-to-see door along the S wall instead. Go around the raised platform and use a bomb along the N wall to reveal a door. Inside, bomb the W wall to create another opening. Climb the ramp and jump onto the graph on the ground. The Guardian of Desire speaks. Remember his name? Enter 'Lucied' to receive his power, in the form of a new attack for Ashley while in KnightBlazer form.

-----  
CRIMSON CASTLE Dungeon CS  
-----

ITEMS: War Respite X 6

-----  
| ENEMIES: Bodysnatcher |  
| Red Barney |  
| Vermilion |  
Mystere

FIRST ACCESSIBLE: After getting Lombardia.

LOCATION: In the middle of the region S of Guild Galad surrounded by mountains.

This castle is a bit of a maze, so keep track of where you are and try to keep the camera in the same position to help yourself out. First, go up the W stairs and through the W door at the top. Stay on the top level and go through the next door. Jump off the bridge to get either chest below, then head S to return to the entrance room. Retrace your steps to get the other chest, then go the same way again and go out the other side of the bridge. Follow the path for a couple of rooms until you can jump down to a pair of chests, then keep heading S until you return to the entrance again. Follow the same path again, but where you jumped down just now, enter the N door instead to find another pair of chests. Return to the entrance room.

Go through the middle door and up the stairs at the end of the next room. The two levers control the walls below. There are 4 possible combinations of lever positions, and they each have a different effect:

W lever	E lever	Effect
Left	Left	All walls up
Left	Right	E wall down
Right	Left	W wall down
Right	Right	N wall down

Lower the W wall, then go back down the stairs and through the lower door. Pass the lowered wall and enter the rear door. Take the E-most door in the N wall and go up the stairs. The first door on the left leads to a lever which lowers part of a barrier. Pull it. The right door leads to an Amazing Stone. The rear left door leads over a bridge. On the other side, take the E door to lower another part of the barrier, then the S door. Follow the path to the lever that lowers the last piece, then backtrack to the point where you had 2

doors in the N wall, and enter the other one. Follow the path, read the stones and ignore them as you go down the stairs. At the bottom, climb to the coffin to have Marivel join your party!

With Marivel, you can go back into the castle and read all of the books that were previously illegible to you (just make sure she's your lead character), if you care about that sort of thing. More importantly, though, if you head through the upper E doorway from the main room and stay on the ground floor when you have the option of taking stairs up, you'll be in the NE library. Look at the wall by the only door in or out of this room, and you'll see a little lightning bolt inscribed on the wall. Shoot it with Marivel's Electel and it'll open up another path that leads to her level 2 force power: Asgard!

\*\*\* Now that you have the Electel \*\*\*

Return to Thunder Lion Cage and shoot the electric symbol straight ahead as soon as you enter to get a couple of goodies, and to read a very mysterious plaque.

-----  
PROMISED CATACOMBS Dungeon PC  
-----

TOOLS: Windup Key (Marivel)	-----
ARMOR: Ebony Shade (Marivel)	ENEMIES: Jacklizard
ITEMS: Mecha Boost, Crest	Potatohead
MEDIUM: Dan Dairam	(in surrounding forest)
	-----
	ENEMIES: Mycale
	Hope Diamond
	Scarecrow
	Agawogdent
	-----

FIRST ACCESSIBLE: After completing the Crimson Castle side quest, and after Marivel reads the foreign book in Meria Boule Castle. Oh, and you need Tim's last tool, too.

LOCATION: Island in SW of world map, covered in forest.

Remember, you have to read the book I just mentioned to unlock the location. Fly Lombardia to this island and land him in the only bare patch, near the NW edge of the island. Walk all the way to the E edge and search to reveal the catacombs.

Inside, use the Mist Cloak to cross the gap dead ahead, then climb the stairs and look for the electric symbol in the NW corner. Shoot it with the Electel. Go around and down the stairs behind the wall, then go past the creepy smiling block and open the chest behind it. Use your new tool on the funny block, then get the other chest and exit the room on the E side. Here, you have to use the key on the block, then it'll travel a short distance along a path in total darkness. You have to watch where it goes and then follow its course exactly, or you'll fall into the pit. If you do fall, you restart only at the last point that you wound the block up, and not right at the beginning of the room. At the end of the path, the block hops over a gap, and you need to use the Mist Cloak again to cross it (if N is up on the screen, then you can see the edge of the path against the background of the wall ahead). Pick up the chests on the side then go through the door.

In the room with the coffins, there's a door on the E wall that needs a Duplicator to open. Inside, you'll find the Guardian of Spacetime. Now, from the room with the coffins again, go N for Marivel to have a little alone time. You end up outside automatically after this. Go back in and down to the last room if you want to read the books in there.

\*\*\* And now... Tim's Space-Time trick! \*\*\*

With Dan Dairam, Tim becomes a force to be reckoned with, as long as you have a supply of Full Carrots. Here's how it works: Using Hi-Combo with Dan Dairam freezes time for everyone except Tim for 3 turns, letting him get in free attacks, peek up Lilka's skirt, etc. Once he uses this ability, he can then use a Full Carrot to bring his FP back to 100, then use a powerful non-force attack, then use Hi-Combo again on the third turn to keep time frozen. In this way, he can decimate any enemy at his leisure, and yes, it is effective on bosses. Unfortunately, Full Carrots are pretty rare; there are only 4 in the game, so reserve this trick for your most dire moments only.

\*\*\* NOW THAT YOU HAVE THE WINDUP KEY: LOST GARDEN \*\*\*

Return to the Lost Garden, on the island in the middle of the Inner Sea, only reachable via hovercraft.

-----  
Back in the Lost Garden  
-----

ITEMS: Duplicator, Crest, Mecha Boost, Full Revive  
TOOLS: My Mike (Marivel)

Enter the first room after stepping on the red squares, and use the Windup Key on the funny block to unlock a side door. Go in and open the many chests, including the one containing Marivel's last tool.

-----  
THE GUARDIAN LORDS  
-----

Quest GL  
-----

MEDIUMS: Raftina, Justine, Zephyr

FIRST ACCESSIBLE: After completing Trapezohedron.

LOCATION: Various. See below.

First of all, you need to have completed the hidden areas within the Sacrificial Altars to find the idols (see walkthrough above, section 'Dungeon SA'). You have three stone idols, and three tasks to unlock their powers:

1. Have Tim talk to Collette in Baskar Village.
2. Have Brad talk to the wheelchair-bound Billy in T'Bok Village.
3. Have Ashley talk to Marina on the 2nd floor of Valeria Chateau.

Each of these conversations will unlock one of the gold mediums held within the stone idols. These can be summoned in battle using Tim's Hi-Combo force ability.

-----  
GOOD LUCK ZONE  
-----

Dungeon GZ  
-----

-----  
MEDIUM: Chapapanga

ITEMS: Crest

ARMOR: Texas No. (Ashley)

GEAR: Amulet

-----  
ENEMIES: Golpa

FIRST ACCESSIBLE: After completing Trapezohedron. Have Brad speak to Merrill in T'Bok Village to unlock it on the world map.

LOCATION: SE edge of T'Bok Village area.

Examine the doors and learn that you need a special key. Duplicators, however, do not work. What to do? Run around in the entrance to trigger a fight, and then steal the Secret Key from the Golpa (bet you wish you did the Wind Tiger's Den quest now, eh?). Use it from the inventory menu in front of the doors (you can use one key indefinitely). Open the N door first to get a chest, then the S door. In the next room do the opposite, and in the third room switch back again. Go through to the final room and read the stone. Only a character with their luck at 'Best' will be able to open it. Check your status screen, and equip someone with the Amulet if need be, using Tiny Flowers as a last resort. Enter the last room to receive the Guardian of Luck.

-----  
FAB SCIENCE LAB

Dungeon FL  
-----

FIRST ACCESSIBLE: After getting Marivel and after completing the Fiery Wreckage. Talk to the woman in the Damzen City Saloon as Marivel to open up the location on the map.

LOCATION: S and slightly W of Sylvaland Castle, on a landing surrounded by mountains and ocean.

Man, not these two again. Sigh. Anyway, climb the platform on either side and shoot the generator behind the 'Keep Out' sign with the Electel. Head on in past the spaceship and out the far side. When you come to the next security system, you have to answer a series of questions at the computer panels. As you answer each question, correctly or incorrectly, the light above the terminal will turn blue. After you answer each question, try the door. If you get through, then you got them right. If not, you didn't, and you need to try again with some new questions. There are two such rooms in succession. Here are all of the questions I've encountered and the correct responses:

Between Tim and Kanon, which one needs less EXP to become Level 99?

A: They're both the same (all characters except Lilka and Brad need the same experience points for each level).

Which is the youngest among these charcters?

A: Tim Rhymeless (even though Lilka's only 14, look at the orphan company Tim was part of in Town of Meria).

How much does a Heal Berry cost in "Bell Ringing Halmetz?"

A: Isn't for sale (you can't buy Heal Berries anywhere except the secret shop in Odd Headquarters).

What did you finally get after suffering for 3 years?

A: Holy Grail (any idea why? Is it a Monty Python reference? There was that little \*-) after the question, possibly an emoticon?).

What parameter is changed by increasing RES (response value)?

A: Evasion Percentage (First attacks refers to surprising your opponents, which depends on luck and gear, and successful escapes also depends on luck, not RES).

What is the total number of Crest Sorcery spells that can be cast by Lilka?

A: 40 (16 in each of level 1 and level 2, plus 8 special Hi-Combo spells. See Lilka in the character section for the full details).

What is the average time for Lombardia to circle Filgaia?

A: About 40 seconds (you just have to try and time it for yourself).

The player character gender ratio is one to one in this title. So, what's Lucied's gender?

A: Man (male) (the regular playable characters balance out, and since the Sword Magess is female, that makes Lucied male).

In the hidden settings, what is the length of "Hyulkonton" in meters?

A: If an alien, 3 meters (There seems to be translation issues with this question, but if you fought it, you can gauge the monster's size).

If Ashley + Tim is "31," then what is Brad + Lilka?

A: 46 (the question is referring to their ages. Check the manual to see that Brad is 32 and Lilka is 14).

What item can be pickpocketed from the Monster "Lindwurm?"

A: Big Berry (see the monster list in this guide).

What is the origin of the name of the Boss Monster "Kalivos" who appears in "The Withered Ruins?"

A: At first, a temporary Boss (don't ask why, but the other answers make no sense either; chalk it up to a lousy translation).

What is the origin of the name of the "EMMA Motor" that powers the Valeria Chateau?

A: EMA is for electromagnetics (you were told specifically that it was NOT named for someone called Emma when you first learned of it, and the emu answer is just ridiculous).

What percentage of the characters' HP is restored by the Gems, large and small, respectively?

A: 10% and 1% (if you want to verify it for yourself, there are easy-to-reach small gems in the beginning of the Aguel Mine Shaft in Holst, and large gems in the second basement of the Odd Headquarters).

Which combination of monsters appears in the Millennium Puzzle?

A: Bogey, Gohm, Blue Book (check this guide, it's all true).

Who uses the Original Power called "Bayonet?"

A: Ashley Winchester (if you don't know this one, you really haven't been paying attention).

What is the total HP of the Boss Monster Vagesta?

A: 4500 (2500 main body, 1000 each claw. Bosses pretty much always have HP in multiples of 500).

Continue inward until you reach Liz's ultimate creation...

\* \* \* \* \*



Rampaging Monster Robot			HP	EXP	GELLA
Bulkogidon		Bulkogidon	100000	20000	30000
-----+-----		Belly	50000	10000	15000
		Drill	50000	10000	15000

ATTACKS	EFFECT
Schwartz Stahl	Dark elemental explosion on single target
Whole-Body Attack	Heavy attack on single target
Runaway Oppression	Shoot all from belly for damage + paralysis
Drill Drager	Physical attack with drill on single
Life Animation	Heals self for 7500 HP when low on HP

This one's a toughie! Not like some of the sealed monsters, but still quite challenging. His attacks can possibly wipe out your lower-HP characters in one go, which is too bad because magic is the way to go against this robot. He's weak against all elements! So do your darnedest to always have someone up front who can withstand an attack or two, while pelting him with strong magic when you can and trying to keep your characters fully healed. Sounds easy, I know. Remember, the more live characters in your battle party, the less likely he'll attack the one you most want him to stay away from, given that most of his attacks are single-target. A plus is that many of your characters will act before he does in a given turn, so use those folks for healing to make sure the rest will survive the next attack. One decent system, if your characters are at least around lvl 50, is to use Lilka, Brad, and Tim. Lilka heals and revives (put Hi-Revive on the Crest E to facilitate this), Brad attacks while wearing a Dark Ring (to add the element to his attack, and protect against Schwartz Stahl), using ARMS whenever, and Tim stores up FP to use Hi-Combo with Zephyr, for 20000+ damage to each part. Equip all with Dark Rings to help them survive, and keep HP at full. It only gets problematic when he uses Whole-Body Attack on Lilka, and another character has to revive her and restore her FP. Thanks to tofallon for pointing out Bulkogidon's healing Life Animation ability.

\* \* \* \* \*

After the fight, look at the two side computer terminals in this room. Look familiar? Anyway, head to the next room, and after the drama unfolds, have Marivel examine the cylinder by the clowns to receive not 1, but 2 new force powers!

-----  
 PIRATE'S WARREN Dungeon PW  
 -----

ITEMS: Crest E, Ambrosia	-----
GEAR: Elven Boots, Elven Cloak,	ENEMIES: Nybbas
Talisman, Kid Gloves, Power Boost	Shambler
	(outside)
	-----

FIRST ACCESSIBLE: After getting Lombardia, but you can't reach the end until you get Ashley's last tool.

LOCATION: Small island at E tip of dark water triangle in E outer sea.

First of all, you need 6 Duplicators to open the chests in here. It's likely that you won't have that many just lying around unless you've been hoarding them up to this point, so you can go to the meteorite crater on the large island in the very S of the world map and run around the crater (on the world map, not in the dungeon) and fight Babalous, from whom you can steal

Duplicators, then return and open the chests on either side of the entrance.

Next, go up the middle and stand under the dragon head, then hit it with the Flare Gun. Go through the door it opens, approach the chest to trigger a boss fight.

```

* * * * *
Monster Battleship | HP EXP GELLA
      Gatlorg | Gatlorg 75000 50000 75000
-----+

```

ATTACKS	EFFECT
Bubble Cluster	Water damage and disease all targets
Poison bubble	Damage single and chance of causing vile poison
Whole-Body Attack	Heavy attack on single using anchors
Deadly Poison	Damage and vile poison all targets
Big Strength Thief	Suck HP from one to either his max or your full HP

Due to his bubble cluster attack, you might want some high-HP characters who can take another hit or two while you're trying to restore and heal them. His high HP can make this a long fight, further complicated by the fact that he is practically impossible to hit with physical attacks, unless you use Lock-On, or Nova Shax's Aiming ability with someone with really high ATP. And to top it all off, after you do about 40000 points of damage, he starts letting loose with the Big Strength Thief, healing himself and instantly killing someone. At this point, I suggest trying to have fighters with medium HP, enough to survive an attack, but not so much so that he'll heal a lot if he sucks your life away. One strategy is to save up some big attacks (e.g. Dual Cast fire or lightning elements, Boost + Rail Gun, etc) and use them once he starts sucking HP, to overwhelm him quickly. You can also throw in a Lucky Card at some point for a major exp and gella boost.

Reader Unrealdeat03 contributed the following strategy for fighting Gatlorg: Use Mini Carrots on Ashley (you have access to an unlimited supply by buying them at the Odd Headquarters), and use Lilka and Tim to heal anyone who gets hurt. Once Ashley turns to Knightblazer and fills one force gauge, use Gun Blaze four times. This will do around 85,000 damage if you're at level 50. This way, Gatlorg doesn't have much time to start using Big Strength Thief.

```
* * * * *
```

After all that, I sure hope you have another Duplicator!

```

-----
FILLING THE MONSTER ALBUM                                Quest MA
-----

```

This is a completely optional task, one that in reality nets you very little other than bragging rights, and possible filling Marivel's list of Red Powers. There are many optional areas in the game, places that you have no business going to in pursuit of the game's objectives or even the various side-quests, but which contain monsters that cannot be found anywhere else. Of these locations, some contain an incredible number of different monsters, far more than the usual 3-4 found in most enclosed game areas. So if you want to fill your monster album, this is the place to look (in addition to the actual monster list, further down in this guide).

One tip: the best start toward achieving this goal is to trade in the Album Coupon (found in Thunder Lion Cage) for the portable monster album at Odd Headquarters. Once you do this, then the encounter warning "!" over your head

turns green whenever you encounter a new monster, i.e. one that you have not yet defeated and added to your album. This brings me to another point: if you want it in your album, you have to actually kill it, not just encounter it. So if it runs away, or you have Tim Divide it before you kill one, then it doesn't get added to the book. Anyway, when you're searching for those last few monsters, just skip any fight that doesn't produce a green "!", and your search will go much faster.

The following are the locations and names of extra monsters. If you want more details on the precise location for those you're still having trouble with, check the monster's listing in the bestiary to find out more. This will be especially useful for monsters in the seas, which often only reside in certain areas within the sea as a whole.

```

-----
"SEA OF MUD" | ENEMIES: A Bao A Qu      Pantagruel |
(Lost Garden/Spiral Tower area) |           Agawogdent      Necromicon |
|           Agion          Wojanoid      |
|           Agion Black    Wisglover     |
First accessible: after getting |           Agion Blue    Gasnoid 1st  |
the hovercraft (go to island in |           Agion Red      Grendel      |
middle of Inner Sea), but foes  |           Agion White    M. Therion   |
will be high-level compared to  |           Agion Yellow   Ose          |
you at that point.              |           Aello          |
-----

```

```

-----
INNER SEA | ENEMIES: Bower          Cuttlefish |
|           Kelpie         Aughisky   |
First accessible: after getting |           Axe Beak      |
the hovercraft.                |           Trifindrake (Disc 2) |
-----

```

```

-----
OUTER SEA | ENEMIES: Olvader        Rahab      |
|           Coral Eater    Deep One   |
First accessible: after getting |           Gryphon        Hrimthurs   |
the upgraded hovercraft in Guild |           Muspell          Oannes      |
Galad |           Veget         Vepar      |
|           Forneus (Disc 2) Brokel      |
|           Bemzuu (Disc 2) |
-----

```

```

-----
GATED SEA | ENEMIES: Xelas        Neptul    |
(inside gate bridge) |           Gill Serpent   Simurgh    |
First accessible: after Raypoint |           Hresvelgr      |
Wind |
-----

```

```

-----
SMALL ISLAND IN GATED SEA | ENEMIES: Bad News      Sekmet     |
|           Murdock       Yulunger   |
First accessible: after Raypoint |           Ariocho        Balam      |
Wing |           Beowulf      Big Critter |
-----

```

```

-----
ISLAND W OF WIND TIGER'S DEN | ENEMIES: Jabberwock |
First accessible: after Lombardia -----

```

ISLAND BY RAYPOINT WING First accessible: after Lombardia	ENEMIES: Armordrake Myrmecoleo
FAB SCIENCE LAB/COIN PURSE AREA First accessible: after getting access to outer sea (area S of Sylvaland)	ENEMIES: Humpty Crash Bunny Dumpty Dimholnos Cactus Gela Imitator Item Carrier ShapeShifter Melchom Lich N.U.E. Negalord Shambler
ILLSVEIL PRISON ISLAND First accessible: after getting access to outer sea (small isle NE of Meria Boule)	ENEMIES: Bearcat
URARTU MOUNTAIN REGION (NW of Slayheim) First accessible: after getting Lombardia	ENEMIES: Aaman Agunlaguda Albion Bamulvris Baphomet Belphegor Bockle Chrysalis Dalawa Bunny Eldersing Geldam Justa Nosferatu Pumpkinhead Zazan Bronzo
Use Divide (Tim's ability) on either a Balam or a Gagison	ENEMIES: Hyulkonton

#### SEALED MONSTERS

Quest SM

ARMOR: Mad Goggles (Marivel)

WEAPONS: Shootn Star (Ashley), Black Queen (Lilka), Omega Crush (Brad),  
Dist Dims (Tim), Violator (Kanon)

GEAR: SheriffStar, Force Unit

FIRST ACCESSIBLE: After getting Marivel's My Mike tool in the Lost Garden.

LOCATION: Various. See below.

Throughout the game, you probably noticed a number of floating blue pyramids in various locations, and if you talked to the man by the pyramid in Halmetz, you probably figured out that noise can unleash the monsters within. So, to fight the boss trapped in each pyramid, use My Mike beside each one. I strongly suggest that you have your party at around level 50 before starting to take on these beasts, though you can get away with lower than that for some of the weaker ones.

The pyramid locations are: -Closed Mine Shaft  
-Wind Tiger's Den  
-Meteorite Crater  
-Mt. Chug-Chug

- Halmetz
- Slayheim Castle
- Aguel Mine Shaft
- Golgotha Prison execution grounds

And for general good advice, save your game before taking on any of these horrible creatures! You'll be glad you did. It's a good idea to use Lucky Cards in any of these fights to maximize the already massive experience and gella that you will earn. If you're having trouble, especially with Angolmois and Ragu O Ragula, then you might want to invest in some more personal skills that could be useful, like Restore HP. Of course, also make sure that you're using your very best equipment (and that could mean waiting until you get the stuff in Glaive Le Gable to take on the worst of these monsters), and you enter each battle fully healed.

-----  
 Closed Mine Shaft:  
 -----

* * * * *	* * * * *	* * * * *	* * * * *	
Bodyguard Monster		HP	EXP	GELLA
Kobold King	Kobold King	85000	50000	75000

ATTACKS	EFFECT
Buried Alive!	Throw earth at all opponents
Prepare to Attack	Store power for next turn
Critical	Heavy attack
Tactless	Very heavy physical attack on single target

Between this guy and Zolinge in the Wind Tiger's Den, I don't know who's easier. Anyway, the only threat is his Tactless attack, which can easily kill a single character, but then you can just revive them, so no big deal. And to make things even easier, reader Dalton of Zeal points out that Kobold King is susceptible to sleep status. Enjoy the little break. It won't last, if you're fighting all the sealed monsters. You pick up the Omega Crush after the fight.

\* \* \* \* \*

-----  
 Wind Tiger's Den:  
 -----

Play your tune while standing below the pyramid.

* * * * *	* * * * *	* * * * *	* * * * *	
Limb-from-Limb Ripping Monster		HP	EXP	GELLA
Zolinge	Zolinge	75000	50000	75000
-----+	Belly	50000	25000	50000

ATTACKS	EFFECT
Ripper Boomerang	Chance of instant kill on single target
Blade Arm	Heavy physical attack on single
Prepare to Attack	Store power for next turn
RF Blade	Crystal beam of random element attacks all
Endocrine Boost	Raise own stats

This might be the easiest fight of all of the sealed monsters. It sure felt like it at the time, anyway. Even your lower-HP magic users can withstand his attacks easily enough, and earth element spells will make short work of

this monster. Ripper Boomerang can cause instant death, but fortunately it misses more often than not. It never worked whenever I played the game, so thankfully Charflare and T.M. wrote and told me what it does. T.M. also suggest using MageWeapon on Brad and Ashley for massive damage, and Quick on everyone else. You receive the Dist Dims after defeating this foe.

\* \* \* \* \*

-----  
 Meteorite Crater:  
 -----

The pyramid is right inside the entrance.

\* \* \* \* \*

Giant Armored Bug		HP	EXP	GELLA
Zavorg	Zavorg	75000	50000	75000
-----+	Belly	50000	25000	50000

ATTACKS	EFFECT
Barrier	Increase own DFP and MGR by 100 each
Schwartz Strahl	Powerful dark explosion on single target
Whole-Body Attack	Body slam on single target
Unmodified Spell??	Magic spheres attack all foes
Power Up	Raise ATP a lot after belly is destroyed

First of all, note that all attack magic misses! So don't use it, 'kay? This fight usually starts out with Zavorg using Barrier a few times, so this gives you time to store up some FP. If using normal attacks, arm your strongest character with the Dark Ring for more damage, since that's his weakness. His single-target attacks will kill all but your highest-HP characters, so you'll be doing a fair amount of reviving. For that reason, I suggest keeping Lilka in your main party to use Hi-Revive, and have her use Invincible (Raftina) or Hide in Shadows (Ge Ramtos) on turns when she doesn't need to revive or heal anyone. Alternately, equip her with the Reflex so she'll reflect Schwartz Strahl. If she does get killed, bring Tim in and use Odoryuk to bring her back, then switch him back out again to save him for later. Brad will be your main damage-inflicter until you get Ashley up to KnightBlazer mode. This is actually one of the easier sealed boss fights. Just remember to use a Lucky Card at some point, as always. You get the Black Queen, a new umbrella for Lilka, for your trouble.

\* \* \* \* \*

-----  
 Mt. Chug Chug:  
 -----

\* \* \* \* \*

Vortex Monster Brothers		HP	EXP	GELLA
Zyclus & Zetrim	Zyclus	60000	50000	75000
-----+	Zetrim	50000	50000	75000

ATTACKS	EFFECT
(Zyclus) Red Gilas	Giant red explosion damages all
40,000 Tons	Heavy body slam on single target
Blood Brothers	Fully heal Zetrim
(Zetrim) Black Gilas	Giant dark explosion damages all
39,000 Tons	Heavy body slam on single target
(Both) Gilas Spin	Summon tidal wave to wash over party

This fight wouldn't be so bad, if there weren't two of them, meaning that you receive two attacks each turn. The worst is when they both use red and black gilgas at the same time. They often get the first move, too, so that causes heavy damage before you can heal it. For that reason, I suggest inputting a healing command (e.g. First Aid) even if you don't need it yet, because there's a good chance that you will that turn. Most of your characters should be able to withstand a couple of attacks without dying, but your weaker characters probably can't take a third. Concentrate your attacks on Zyclus, the red one, until you kill him, making the fight a lot easier from then on. I chose him because he uses Blood Brothers to heal Zetrim, so attacks on Zetrim could be futile. It's possible that Zetrim can use Blood Brothers too, but I've never seen it. Anyway, use lightning elemental attacks whenever you can, since that's both brothers' weakness. Also remember to use a Lucky Card during the fight for a massive influx of experience and gella. You get the Mad Goggles for your troubles, too.

\* \* \* \* \*

-----  
 Halmetz:  
 -----

In Halmetz, the pyramid is in the NE corner, and there's a man standing next to it who will tell you about it. Conveniently, there's a save point right in town.

\* \* \* \* \*

Dragon of the Bowels of the Earth	HP	EXP	GELLA
Titanius   Titanius	75000	50000	75000

-----+

ATTACKS	EFFECT
Begin Regeneration	Heal self fully - used every third turn
Barrier	Raise own DFP and MGR by 200 - only works once
Mega Crusher	Heavy physical hit on single target
Kirlian Buster	Non-elemental magic on all for heavy damage
Plasma Leader	Lightning magic attack on all for heavy damage

Fight him a bit, and you'll figure out that he heals himself completely every third turn. So that means that you only have 3 rounds to do 75000 points of damage, which is no easy task. Fortunately, his other attacks, though heavy, are not killers, so you can survive pretty easily. It's just killing him that's more difficult. Here's a way to do it: First, get everyone's FP up to 100, including Ashley's while in KnightBlazer form, and HP at or near full. Now, starting on the turn that he will use Begin Regeneration (the third turn after the last time he used it), start the assault. He will heal himself before your characters start taking their actions, so they won't be wasted. Here's what to do with each of your folks, taking advantage of Titanius' wind weakness too:

Lilka - armed with the best SOR-enhancing equipment (Dan Dairam, Necromicon) she can use Hi-Vortex (put it on your Crest S, too) in the first 2 rounds, then Dual Cast Vortex + Hi-Vortex in the final round.

Brad - he is only useful once, using Boost with the Rail Gun (unless you've massively boosted the ATP on another of his ARMS), again with stat-boosting equipment on.

Kanon- again, only useful once, using Gat Lv. 4 with Eagle Claw.

Tim - if you boost his SOR with equipment/mediums, his Tempest isn't too bad, but you want to use his Hi-Combo with Zephyr in the last round.

Ashley - Gun Blaze in the first 2 rounds works well, and in the last round,

you must use his Last Burst.

Marivel - not particularly useful.

If you can't do in within the three rounds even using your bona fide most powerful attacks, then you need to go level up or you're missing the primo equipment listed here, so go get it.

There is an easier way, and it involves using Marivel's Power Seal ability to prevent him from using his special attacks, especially regeneration (it works, too!) But that would just be boring, now, wouldn't it?

Ascon Darkcross sent me this tip for defeating him more easily, too. Equip Brad with Aru Sularto and power-boosting gear. Ideally, he will have also maxed his 'Up P Attack' personal skill. Basically, just keep using Power Charge each round for many turns, while the others just keep the party healed, and then unleash a boosted physical attack to do up to 99,999 HP damage in one hit, wiping this sucker out.

And finally, in keeping with Titanius' status effect weakness, he is actually vulnerable to instant kill attacks, so try Ashley's DeadOrAlive, Tim's Arcana13 or summon Raftina. Thanks to Dalton of Zeal and Dragon Reaper for this tip.

So as it turns out, after my massive 3-turn-kill strategy, there are immensely easier ways to deal with this boss. Go figure. In addition to the experience and gella, you also get Ashley's Shootn Star for defeating him.

\* \* \* \* \*

-----  
Slayheim Castle:  
-----

The pyramid is in the entrance room on the E side. I suggest you buy several Light Rings at Valeria Chateau before engaging this beast. I only had one my first times fighting him, and I had a hell of a time before I realized that I could just buy more.

\* \* \* \* \*

Giant Monster of Light		HP	EXP	GELLA
Xenon	Xenon	75000	50000	75000
-----+-----	Belly	50000	25000	50000

ATTACKS	EFFECT
Barrier	Raise own DFP and MGR
Xenon Ray Force	Powerful light rain on all for very heavy damage
Knockdown	Heavy attack on single with paralysis
Horn Spike	Massive physical assault on one target
Life Returner	Heal self for 8500 HP

So he starts off with Barrier, which has no effect, meaning that his stats are already maxed out. Scary. Anyway, he uses Xenon Ray Force on his next turn, and that's what you need to prepare for. Equip your party with the invaluable Light Rings, and also defend if you want your characters to live. After this, he could use this attack again at any time, so remain prepared with someone who can revive the others. Hit him with Dark attacks. Summoning Leitea Salk is particularly effective. In face, a couple of those right at the start makes it quite easy to finish off the belly and then the head with a couple more powerhouse attacks. This doesn't mean that it'll be a breeze, though, because once he starts killing you off it's a struggle to recover. Use Defencer, Invincible, and a lot of switching characters out



and rearranging equipment to make it happen. When he's getting weak, Xenon will start to heal himself, so start using some seriously powerful attacks to push him over the edge. It'll take a bit of luck, too, to see that he doesn't rain on you too often. When he does, if you survive because you defended, it gives you a nice boost to your FP to help you lay it on him next turn. He drops the Violator when he finally falls.

\* \* \* \* \*

-----  
Aguel Mine Shaft:  
-----

Your party should be at least level 60 before taking on this clown, and Brad should have a max HP of at least 7000 or so. Head to Holst and enter the mine in the back of town. You have to head in a ways to reach the pyramid. When the path first branches, go E, then, once you cross the bridge and reach the railroad gates, go E again. Enter the hole in the N wall to the room that had a heavy ARMS chest in it, and there you'll find the pyramid. Play My Mike and... Aaaaarrgh!

\* \* \* \* \*

Master of the Beginning and the End	HP	EXP	GELLA
Ragu O Ragula   Ragu	100000	0	0

-----+

ATTACKS	EFFECT
1 Trillion Degrees	Massive fire explosion on all
Black Nova	Massive dark-element explosion on all
Smitereens	Massive physical assault on single target
Impact Bomber	Large non-elemental explosion on whole party
Void Effect	Removes any positive status effects on party

Aaaaarrgh! First of all, give everyone Fire Rings for the first turn, then Dark Rings for the next turn. After that, the best way to ensure your survival and eventual victory is the following strategy: Equip Brad with the Talisman and Raftina, then use Invincible whenever you need to heal him at all (He'll be invulnerable to any damage from the very start of the round, but he'll still heal at the end of it). Once he's at max HP, then you can attack with him however you want. As for the rest of the party, whatever they can do is pretty much gravy. Stay focused on the strategy with Brad, which will keep him alive through any single attack (as long as you use Invincible whenever he gets hurt, until he's at full HP again), letting him attack whenever he's at full health. Try summoning some guardians, using normal attacks to gain FP, however you want to approach it, but you'll have to use Boost with some powerful ARMS if you don't want the fight to last forever. Reader Dalton of Zeal told me that Ragu is actually vulnerable to sleep status, so give that a try to give yourself a few turns without receiving any damage. You receive the SheriffStar, but no experience or gella, when he falls.

\* \* \* \* \*

-----  
Golgotha Prison:  
-----

When you re-enter this area from the execution grounds side, the pyramid is on the ground to the side. If you didn't do it earlier, also go through the side door here and use Pooka to collect the chests, and go through to your old prison cell for another chest outside of it.

```

* * * * * * * * * * * * * * * *
Demon King | HP EXP GELLA
Angolmois | Angolmois 100000 0 0
-----+

```

ATTACKS	EFFECT
Great Disaster	Explosion of fire damages and confuses all targets
The 7th Moon	Cosmic power massively harms all targets
Aura Bomber	Explosion hits all opponents
Regeneration	Heal self up to 15000 HP
Smithereens	Devastating physical attack on one
Void Effect	Removes positive status enhancements on party

Wow, what a monster! Angolmois is by far the toughest monster in the game, and will require some special strategies to defeat. I must humbly admit that I was unable to do it on my own, so I turned to Kilgamesh's pyramid boss FAQ (also on GameFAQs) for inspiration. My strategy here, which indeed works though it may take a few tries, is slightly adapted from his.

You will want to keep close track of exactly how much total damage you've done to Angolmois throughout the fight, so grab a calculator or at least a pen and paper. You'll see why momentarily. You will also need to make sure that you've collected the Life Orb (from Lost City Archeim), Clear Chime (from Sylvaland Castle), Full Libra (from Glaive Le Gable), and the one and only Viper Fang (found outside the Spiral Tower, use Kanon's radar to locate it), for use with Stare Roe's 'Shoot Item' ability.

Your party will be Ashley, Lilka and Kanon. Equip Ashley with the SheriffStar (which requires first defeating Ragu o Ragula), Lilka with the Full Libra and Kanon with the Clear Chime, all to avoid getting confused by Angolmois' Great Disaster attack. Also equip them with mediums that will nicely boost their stats, and of course with the best weapons and armor you've got. In the first round of the battle, have Ashley use a Big Berry on Lilka (to heal her from the attack she's about to receive), have Lilka cast Quick on herself (so that from this point she'll act before Angolmois does in a given round), and have Kanon defend. For the second round, everyone needs to defend to have any hope of surviving The 7th Moon (you can also equip Lilka with Raftina and use Invincible if you're concerned about her not surviving). Now, everyone's force gauges will be nicely filled up, and Lilka at least is able to act before Angolmois does.

On the third round, have Ashley use Access to transform into Knightblazer, have Lilka use Mystic with the Life Orb to fully heal the entire party, and have Kanon use Eagle Claw. Next, Ashley attacks or uses a carrot to get his force gauge up to the first level, while Lilka again uses Mystic with the Life Orb and Kanon uses Eagle Claw. For the next several rounds, Ashley will use Mad Lucied, Lilka uses Mystic with the Life Orb, and Kanon uses Eagle Claw. All the while, keep track of how much damage you're doing to Angolmois, and keep repeating these actions until you've caused almost 50000 damage.

On occasion, Angolmois will use Void Effect and Lilka will lose her Quick status, meaning that she will no longer act before Angolmois in a round. This doesn't affect things much, though, since the party will still be fully healed at the end of that round (as Void Effect causes no damage), so you can afford to have Lilka act later from that point on. Of course, since you start the next round fully healed, Lilka can again cast Quick on herself to restore the previous status quo. Angolmois will also sometimes just use a basic punch attack, which will likely be dodged by the target. This gives

you another free round where you don't need to heal, so Lilka can, say, cast Quick on Kanon or something like that to give you a little boost. His use of Regeneration also gives you a free turn in this manner, but it also offsets a lot of your hard work by restoring 15000 HP to himself.

Now, once you've caused 50000 damage, Angolmois starts using The 7th Moon frequently, and this attack will kill Lilka and Kanon if they aren't defending. If you've followed the damage you've caused closely, you can avoid seeing this attack entirely (except for the second round of the fight, of course), though this also requires a bit of luck because sometimes Angolmois will start using The 7th Moon earlier, which can be quite frustrating. Just before the 50000 damage mark, you now need to have Ashley use Last Burst, and have Kanon equip Stare Roe and use the ability 'Shoot Item' with the Viper Fang. These two attacks should cause over 50000 damage on their own, finishing off Angolmois swiftly. If you don't pull this off before Angolmois unleashes a 7th Moon, then as long as Ashley survived (which he should have enough HP for), he can still use Last Burst (in Knightblazer mode, he is faster than Angolmois) and you can switch in Brad to throw the Viper Fang in Kanon's place in the next round (I chose Brad since he can survive a second 7th Moon if necessary).

If after using these two attacks Angolmois isn't quite finished off, then just lay it on him with whoever and whatever you've got left to try and push him over the edge. If you're unsuccessful, just try again, paying close attention again to how much damage you're causing and at exactly what point The 7th Moon comes out to play. It may take a few tries (it took me two tries the first time I attempted it, and more the second time since Angolmois kept starting with the 7th Moons earlier for some reason), but it will work soon enough. Thanks, Kilgamesh!

---

Another possible way to deal with this monster revolves around the same basic strategy as for Ragu above, but please note that I haven't been able to use this one successfully yet, due to some bad luck, slip-ups and lack of patience to keep retrying it, since it eats up a lot of time: Use Brad equipped most of the time with Raftina, using her special ability 'Invincible' to avoid any damage or effects, and also equipped with the Talisman gear to recover damage at the end of each turn. Once he's at full or nearly-full HP, then switch to equipping the Full Libra or Clear Chime (in case Angolmois uses Great Disaster), and Aru Sularto, then use the Power Charge ability. Switch back to Raftina and the Talisman and use Invincible until your health is restored again, then repeat the Power Charge. You can't just attack and then re-heal, because he sometimes uses Regeneration, and will heal HP faster than you can take it away. So, saving up Power Charge to stack your hits, you can create a situation where you can finish him off with a little help. You'll need to do Power Charge at least 50 (!) times, which takes about an hour and a half, to do this successfully. You have to make sure not to take any other active actions (like using any items) in between power charges, or the counter will reset and you'll have wasted all of your work up to that point.

As for the other characters, I suggest having Ashley around for the first turn and have him use Zephyr's Force Charge ability, which with being hit by Great Disaster (also equip him with the Clear Chime or Full Libra to avoid getting confused), should bring his , then switch him out for the second turn to avoid the 7th Moon, then bring him back in on the third and use Access to transform to KnightBlazer. Let Tim and Lilka be with Brad the rest of the time, and just let them die. Before powering Brad up, you can use his turns that he can act (once he has full health) to use a Full Carrot or Mega Berry on Ashley, who you rotate in only for that round. Once he's



4. Access Draw on hidden power to transform into KnightBlazer. First available after Golgotha Prison.

ORIGINAL POWERS: ARMS - BAYONET ATTACKS

Ashley acquires new attacks through finding new bayonet cartridges in treasure chests. You have to use them from the item menu before the attacks become available. They can be upgraded by spending gella at any ARMS shop, but remember that each attack can only be upgraded a total of nine times, split how you choose between attack power (ATP), hit percentage (HIT%), and bullet capacity (BLT). Ammo is consumed and must be replenished at an ARMS shop, bullet load shop, or using the Bullet Load item.

```
+-----+
| ShotWeapon | Fires a special explosive round at single target.
+-----+      FP: 6   Found: Initial equipment
```

ATP	Cost	HIT%	Cost	BLT	Cost
10	Start	83	Start	7	Start
15	500	85	100	8	200
20	1000	87	300	9	500
25	2000	89	500	10	1000
30	5000	91	700	11	1500
35	10000	93	1200	12	2000
40	20000	95	1500	13	3000
45	30000	97	2000	14	4000
50	40000	99	3000	15	5000
55	50000	101	5000	16	8000

```
+-----+
| MultiBlast | Shoots into the air and rains down on a group of enemies.
+-----+      FP: 10  Found: Under Traffic
```

ATP	Cost	HIT%	Cost	BLT	Cost
7	Start	79	Start	5	Start
12	1500	81	100	6	200
17	2500	83	300	7	500
22	3500	85	500	8	1000
27	7000	87	700	9	1500
32	15000	89	1200	10	3000
37	25000	91	2000	11	5000
47	35000	93	5000	12	8000
57	45000	95	8000	13	12000
67	55000	97	12000	14	18000

```
+-----+
| BoltAction | Slice with bayonet's blade, then follow up with a bullet.
+-----+      FP: 16  Found: Raline Observatory
```

ATP	Cost	HIT%	Cost	BLT	Cost
20	Start	80	Start	5	Start
25	500	82	300	6	500
30	1000	84	500	7	1000

35	2000		86	700		8	1500
45	5500		88	1200		9	3000
50	11000		90	2000		10	5000
55	22000		92	5000		11	8000
65	33000		94	8000		12	12000
70	44000		96	12000		13	16000
80	55000		98	16000		14	20000

+-----+

| DeadOrAlive | Shot and slash may cause instant death to non-bosses.

+-----+ FP: 20 Found: Mt. Chug-Chug, tunnel to Sielje Region

ATP	Cost		HIT%	Cost		BLT	Cost
30	Start		79	Start		5	Start
35	500		81	300		6	500
40	1000		83	500		7	1000
45	2000		85	700		8	1500
50	5000		87	1200		9	3000
55	10000		89	2000		10	5000
65	22000		91	5000		11	8000
75	33000		93	8000		12	12000
95	50000		95	12000		13	16000
105	75000		97	16000		14	20000

+-----+

| ShockSlide | Shot fired into the ground erupts beneath a group of enemies.

+-----+ FP: 24 Found:

ATP	Cost		HIT%	Cost		BLT	Cost
15	Start		78	Start		3	Start
20	1500		80	500		4	1000
25	2500		82	1000		5	3000
30	3500		84	3000		6	7000
35	7000		86	6000		7	10000
40	15000		88	9000		8	15000
45	25000		90	15000		9	20000
55	35000		92	20000		10	30000
65	45000		94	25000		11	40000
75	55000		96	30000		12	50000

+-----+

| PhantomFang | Missile attack on single enemy.

+-----+ FP: 30 Found: Lost Garden

ATP	Cost		HIT%	Cost		BLT	Cost
40	Start		77	Start		3	Start
45	500		79	500		4	1000
50	1000		81	1000		5	3000
55	2000		83	3000		6	7000
60	5000		85	6000		7	10000
65	10000		87	9000		8	15000
75	22000		89	15000		9	20000
85	33000		91	20000		10	30000
105	50000		93	25000		11	40000

115 75000 | 95 30000 | 12 50000

=====

+-----+

| Blast 'Em | Concussion missile blast hits all opponents.

+-----+ FP: 40 Found: Gate Bridge (with Mist Cloak)

ATP	Cost	HIT%	Cost	BLT	Cost
25	Start	77	Start	3	Start
30	3000	79	1000	4	5000
35	4000	81	3000	5	7000
40	5000	83	5000	6	10000
45	8500	85	7000	7	15000
50	20000	87	12000	8	20000
55	30000	89	20000	9	30000
65	40000	91	30000	10	45000
75	50000	93	40000	11	60000
85	60000	95	50000	12	65000

+-----+

| RisingNova | Explosive slash and missile shot at one foe.

+-----+ FP: 50 Found: Spiral Tower (with Electel)

ATP	Cost	HIT%	Cost	BLT	Cost
60	Start	75	Start	2	Start
65	500	77	1000	3	5000
70	1000	79	3000	4	7000
75	2000	81	5000	5	10000
80	5000	83	7000	6	15000
90	15000	85	12000	7	20000
100	30000	87	20000	8	30000
110	45000	89	30000	9	45000
135	75000	91	30000	10	45000
160	99990	93	30000	11	45000

ORIGINAL POWERS AS KNIGHTBLAZER:

Attack	FP	Description
Hot Fencer (1)	4	Energy lance strike on single target. Available at start.
Gun Blaze	25	Fiery burst is shot at single target. Causes fire damage. Available at start.
Banisher	50	Energy burst damages all foes and returns Ashley to normal form. Available at start.
Hot Fencer (2)	4	Double-lance attack on one target. Available after Lost Garden, replaces first Hot Fencer attack.
Last Burst	99	Ultimate attack on all enemies, returns Ashley to normal form and reduces his HP to 1. Available after Lost Garden.
Mad Lucied	4	Supreme double-lance strike on single target. Replaces Hot Fencer after completing the Werewolf's Den side quest.

=====  
BRAD EVANS  
=====

Once a soldier in the Slayheim Liberation Army, he now finds himself a prisoner due to alleged war crimes. Physically bulky and powerful, but inside he is quiet, gentle and honorable.

TOOLS: 1. Kick Boots: Deliver a solid boot to objects directly in front of you, smashing open rusted doors, heavy ARMS chests, pushing or knocking over unstable objects. Acquired in Brad's intro (Greenhell).

2. Bombs: Time-delay bombs break open crates and weak walls, and the explosions can trigger certain switches. You can place up to 5 or 6 at a time. Acquired in Holst.

3. Earthquake: Hammer creates shockwaves that break open all crates in the room and break open walls that are otherwise out of reach. Acquired in Raypoint Geo.

FORCE POWERS:

1. Lock-On	The ARM selected after this command will hit it's target with 100% accuracy and cause extra damage. Available at start of game.
2. Combine	Equipped Medium takes form and unleashes a powerful Guardian attack. Only useable when Tim is in the battle party. First available after Hidden Trial Arena.
3. ARM X 2	Use 2 heavy ARMS in one turn. First available after Coffin of 100 Eyes.
4. Boost	This ultimate heavy ARM attack locks on and hits enemies with 3X the normal attack power of the selected ARM. Available after completing Raypoint Geo.

ORIGINAL POWERS: ARMS - HEAVY ARMS

Brad uses heavy artillery to inflict massive damage on his enemies. New ARMS are generally located in special heavy ARMS chests that Brad has to open using his Kick Boots. These weapons can be upgraded at any ARMS shop, but you can only upgrade each ARM a total of 9 times, split how you like between attack power (ATP), hit percentage (HIT%), and bullet capacity (BLT), with each upgrade costing gella. Using these ARMS consumes ammo, which can be replenished at any ARMS shop, bullet load shop, or by using the Bullet Load item. Use Brad's ARMS in combination with his force powers for maximum effectiveness.

+-----+  
| Bazooka | Over-the-shoulder cannon fires missile at single target.  
+-----+ FP: 6 Found: Initial equipment

ATP	Cost		HIT%	Cost		BLT	Cost
-----	------	--	------	------	--	-----	------

=====



15	Start		83	Start		6	Start
25	500		85	100		7	200
30	1000		87	300		8	500
35	2000		89	500		9	1000
40	5000		91	700		10	1500
45	10000		93	1200		11	2000
50	20000		95	1500		12	3000
55	30000		97	2000		13	4000
60	40000		99	3000		14	6000
65	50000		101	5000		15	8000

=====

+-----+

| Pineapple | Grenade explodes and rains shrapnel on a group of enemies.  
+-----+ FP: 11 Found: Telepath Tower

ATP	Cost		HIT%	Cost		BLT	Cost
10	Start		79	Start		5	Start
15	1500		81	100		6	200
20	2500		83	300		7	500
25	3500		85	500		8	1000
30	7000		87	700		9	1500
35	15000		89	1200		10	3000
40	25000		91	2000		11	5000
50	35000		93	5000		12	8000
60	45000		95	8000		13	12000
70	55000		97	12000		14	18000

=====

+-----+

| AM Cluster | Missile barrage hits all opponents randomly.  
+-----+ FP: 17 Found: Aguel Mine Shaft

ATP	Cost		HIT%	Cost		BLT	Cost
8	Start		75	Start		4	Start
13	1500		77	300		5	500
18	2500		79	500		6	1000
23	3500		81	700		7	1500
28	7000		83	1200		8	3000
33	15000		85	2000		9	5000
38	25000		87	5000		10	8000
48	35000		89	8000		11	12000
58	45000		91	12000		12	16000
68	55000		93	16000		13	20000

=====

+-----+

| Lawnmower | Concussion grenade knocks down all opponents.  
+-----+ FP: 21 Found: T'Bok Village

ATP	Cost		HIT%	Cost		BLT	Cost
8	Start		79	Start		5	Start
13	3000		81	300		6	500
18	4000		83	500		7	1000
23	5000		85	700		8	1500
28	8500		87	1200		9	3000
33	20000		89	2000		10	5000

38	30000		91	5000		11	8000
48	40000		93	8000		12	12000
58	50000		95	12000		13	16000
68	60000		97	16000		14	20000

=====

+-----+

| Rail Gun | Mega light beam pounds on single target.

+-----+ FP: 99 Found: after Coffin of 100 Eyes

ATP	Cost		HIT%	Cost		BLT	Cost
100	Start		50	Start		1	Start
105	500		52	1000		2	5000
110	1000		54	3000		3	7000
115	2000		56	5000		4	10000
120	5000		58	7000		5	15000
130	15000		60	12000		6	20000
140	30000		62	20000		7	30000
150	45000		64	30000		8	45000
175	75000		66	40000		9	60000
200	99990		68	50000		10	65000

=====

+-----+

| Mini Scud | Single missile hits a single enemy.

+-----+ FP: 25 Found: Sleeping Volcano

ATP	Cost		HIT%	Cost		BLT	Cost
30	Start		70	Start		4	Start
35	500		72	500		5	1000
40	1000		74	1000		6	3000
45	2000		76	3000		7	7000
50	5000		78	6000		8	10000
55	10000		80	9000		9	15000
65	22000		82	15000		10	20000
75	33000		84	20000		11	30000
95	50000		86	25000		12	40000
105	75000		88	30000		13	50000

=====

+-----+

| Sky Eye | Satellite beam fries a group of opponents.

+-----+ FP: 31 Found: Raypoint Geo

ATP	Cost		HIT%	Cost		BLT	Cost
20	Start		73	Start		3	Start
25	1500		75	500		4	1000
30	2500		77	1000		5	3000
35	3500		79	3000		6	7000
40	7000		81	6000		7	10000
45	15000		83	9000		8	15000
50	25000		85	15000		9	20000
60	35000		87	20000		10	30000
70	45000		89	25000		11	40000
80	55000		91	30000		12	50000

=====

```

+-----+
| EZ Missile | Missile produces shockwaves that damage all foes.
+-----+      FP: 55   Found: Spiral Tower (with Electel)

```

ATP	Cost	HIT%	Cost	BLT	Cost
40	Start	79	Start	2	Start
45	3000	81	1000	3	5000
50	4000	83	3000	4	7000
55	5000	85	5000	5	10000
60	8500	87	7000	6	15000
65	20000	89	12000	7	20000
70	30000	91	20000	8	30000
80	40000	93	30000	9	45000
90	50000	95	30000	10	45000
100	60000	97	30000	11	45000

```

=====
LILKA ELENIAK
=====

```

A young sorceress as yet lacking confidence in her abilities, which is offset by her spunky personality. The youngest member of ARMS and the heart of the team.

- TOOLS:
1. Fire Rod: Shoots a ball of flame away from Lilka in a straight line, triggering switches and lighting torches. Available at start of game.
  2. Ice Rod: Shoots a freezing magic stream in a straight line. Extinguishes torches and hits switches. Acquired in Mt. Chug-Chug's tunnel to Sielje Region.
  3. Change Rod: Magic converts large healing gems to blocks, and vice-versa. Blocks are strong enough to walk on. Acquired in Raypoint Flam.

- FORCE POWERS:
1. Mystic Enhances use of items from inventory. Most commonly, will allow you to apply the effect of a single-person item to all allies in battle. See below for other special effects. Available at start of game.
  2. Combine Equipped Medium takes form and unleashes a powerful Guardian attack. Only useable when Tim is in the battle party. First available after Hidden Trial Arena.
  3. Extend Makes a magic spell 50% more powerful, and increases the number of targets it would normally affect. Available after speaking to the magic researcher on the Island Outpost on disc 2 (you must complete the Level 2 Magic side-quest first). Make sure you've spoken to Karayan in Sielje after talking to Mr. Day the first time.

4. DualCast Lets you cast any two spells in the same turn. Also, some combinations create new spells (see below for a list of those). Acquired in Raypoint Flam.

Special Mystic Abilities:

Item/equipment	Effect
Fire Ring	Casts Flame on group of enemies
Water Ring	Casts Aqua on group of enemies
Wind Ring	Casts Vortex on group of enemies
Earth Ring	Casts Break on group of enemies
Ice Ring	Casts Freeze on group of enemies
Thor Ring	Casts Spark on group of enemies
Dark Ring	Casts Black Gate on group of enemies
Light Ring	Casts Nova Rain on group of enemies
Holy Grail	Casts Thanatos X on entire party
Talisman	Casts Heal on entire party
Life Orb	Casts Hi-Heal on entire party
Full Libra	Casts Restore on entire party

Dual cast combo	Spell produced	Effect
Heal + Hi-Heal	Critical Heal	Fully heal entire party
Flame + Hi-Flame	Caloric Nova	Flame explosion on all foes
Aqua + Hi-Aqua	Water Catastrophe	Tidal wave drowns all foes
Freeze + Hi-Freeze	Snow White	Blizzard freezes all foes
Vortex + Hi-Vortex	Spiral Typhoon	Tornado slams everyone
Break + Hi-Break	Gaia Crash	Meteors rain down on foes
Spark + Hi-Spark	Thunder Break	Massive lightning storm
Saber + Saber	Acacic Rewriter	Non-elemental explosion

ORIGINAL POWERS: CREST MAGIC

Lilka is a crest sorceress, and can use spells inscribed on magic Crests through a combination of basic elements. Once a crest is obtained, the spell written on it can be erased and replaced with a different spell at any time by visiting any magic shop. Level 1 spells are all available from the start of the game. Level 2 spells may or may not become available, depending on whether you locate the secret magic researcher (see the Side Quests section for full details on obtaining advanced magic, specifically section 'Quest IO' for the Island Outpost).

-----  
 | LEVEL 1 MAGIC |

Name	FP	Description
Heal	5	Heal some HP in single target
Revive	10	Return ally to life with some HP
Flame	12	Fire magic on single target
Aqua	12	Water magic on single target
Vortex	12	Wind magic on single target
Break	12	Earth magic on single target
Freeze	12	Ice magic on single target
Spark	12	Lightning magic on single target
Protect	8	Raise ally's MGR for battle

Shield	8	Raise ally's DFP for battle
MageWeapon	25	Raise ally's ATP for battle
Air Screen	8	Raise ally's PRY for battle
Quick	15	Raise ally's RES for battle
Rise&Shine	10	Cure or prevent sleep status
Reflect	65	Target's magic damage goes to caster
Dispel	12	Remove magic effects, stat bonuses

-----  
LEVEL 2 MAGIC

Name	FP	Description
Hi-Heal	55	Heal a lot of HP in single target
Hi-Revive	50	Bring ally back to life with full HP
Hi-Flame	50	Strong fire magic on single target
Hi-Aqua	50	Strong water magic on single target
Hi-Vortex	50	Strong wind magic on single target
Hi-Break	50	Strong earth magic on single target
Hi-Freeze	50	Strong ice magic on single target
Hi-Spark	50	Strong lightning magic on one target
Saber	40	Non-elemental magic damage on single target
Restore	9	Cure all abnormal statuses
Irresist	70	Reduce enemy group's MGR
Might Body	5	Ups stats in target, makes target auto-battle
HypeWeapon	70	Greatly increase ATP for one ally
Armor Down	70	Drop enemy group's DFP
Slowdown	70	Drop enemy group's RES
Field	10	Make one ally resist 1/2 of element damage

-----  
TIM RHYMELESS  
-----

A young orphan living in Baskar Village, he was gifted early on with the ability to communicate with the Guardians, though this gift may be setting him up for tragedy.

TOOLS: 1. Pooka: This sub-spirit floats at the same level as the party and can move about independently within the current screen. Can open chests and press switches that are otherwise unreachable. Acquired in Hidden Trial Arena.

2. Air Ballet: Magic wand shoots a burst of air in a straight line, pushing crates and other objects, and triggering some switches. Acquired in Emulator Zone.

3. Mist Cloak: Makes Tim intangible and floats him forward two steps. Can pass through chain-link fences and float across small gaps. Acquired in Raypoint Wing.

FORCE POWERS: 1. Shift FP Adds one force level (25 FP) to the two other party members during battle. Available at start of game.

2. Combine Equipped Medium takes form and unleashes a

powerful Guardian attack. First available after Hidden Trial Arena.

3. Divide A.k.a. 'Power Divider'. If input when facing multiple enemies, it will cut their HP in half. If input when fighting a single enemy, it will transform it into a monster with a level equal to 1/2 of the original's, rounded up to the nearest whole number. Available after completing Sacrificial Altar.

4. Hi-Combo Special Combine-type attack useable only with golden-colored mediums. Available after completing Raypoint Wing.

ORIGINAL POWERS: GUARDIAN MAGIC

Tim can use energy from defeated monsters to extract magic abilities from Mediums in the party's possession. Check pg. 3 under Tim's status in the menu to see his list of abilities. To learn abilities, equip Tim with the appropriate Medium, and have him kill the listed number of enemies in battles. Other party members can wound the monsters, but Tim has to deal the finishing blow, either through physical attacks or with magic.

Medium	FP	Ability	Effect	Kills
Odoryuk	24	First Aid	Heal entire party a little	5
	4	TurnUndead	Light magic to banish undead monsters	15
Grudiev	12	Rock Bolt	Earth magic hits single target	3
	50	Graviton	Earth magic hits group of targets	15
Schturdark	12	Water Gun	Water magic douses single target	3
	50	Submerge	Water magic drowns group of targets	15
Moor Gault	12	Red Beaut	Fire magic fries single target	3
	50	Napalm Hit	Fire magic burns group of targets	15
Fengalon	12	Sonic Claw	Wind magic slices single target	3
	50	Tempest	Wind magic blows group of targets	15
Nova Shax	12	Lightnin'	Lightning magic zaps single target	10
	50	Plasma Tap	Lightning magic shocks group of foes	20
Aru Sularto	12	Ice Beam	Ice magic freezes single target	10
	50	Arctic	Ice magic chills group of targets	20
Leitea Salk	12	Black Gate	Dark magic hits single target	10
	50	Dark Star	Dark magic slams group of foes	20
Ge Ramtos	20	Arcana 13	Chance of instant death to one foe	30
	12	Thanatos X	Protect party from instant death	50
Stare Roe	12	Arrow Shot	Light magic pierces single target	10
	50	Nova Rain	Light magic falls on group of foes	20
Rigdobrite	50	Valkyrie	Non-elemental magic on all foes	10
	75	Cosmic Ray	Stronger non-elemental magic on all	20
Chapapanga	77	Goldhammer	???	50
	7	Lucky Word	Raise allies' luck by 1 in battle	77
Dan Dairam	70	Speed Down	Decrease group of foes' RES & PRY	15
Raftina	50	Full Heal	Restore one ally's HP completely	50
Justine	80	Bold Lance	Laser non-elemental strike on one foe	99
Zephyr	99	Apocalypse	All-elemental attack on all foes	99

She has replaced much of her body with Victor-Series bionic implants, in order to fulfill what she believes is her destiny as a descendent of the Sword Magess of legend. Her real name is Aisha Bernadette, but she has long given up that identity. She wanders the land as a Merc, a ruthless bounty hunter.

TOOLS: 1. Wire Hook: Shoots a grapple on a wire straight ahead. When it hits a hook post, Kanon will be pulled across the intervening space to arrive at the post. Acquired in Coffin of 100 Eyes.

2. Rad Blades: Rocket skates that propel Kanon forward until an obstacle is encountered. Allows you to travel safely over hazardous terrain. Acquired in Grotto of Lourdes.

3. Jump Shoes: When used while standing on special symbols, will propel Kanon to new heights. Acquired in Raypoint Muse.

FORCE POWERS:

- 1. Gat Lv. 1      Combo attack with bionic left foot, combined with any level 1 original power. Available at start of game.
- 2. Gat Lv. 2      Combo attack using bionic arm, followed by any level 2 original power. Available as soon as any level 2 powers are sparked.
- 3. Gat Lv. 3      Quick attack using bionic parts, followed by any level 3 original power. First accessible after Grotto of Lourdes.
- 4. Gat Lv. 4      Multi-hit combo with all bionic parts, followed by any level 4 original power. First accessible after Raypoint Muse.

ORIGINAL POWERS: BIONICS

Kanon has replaced much of her body with bionic implants. These can deliver powerful superhuman attacks on her opponents. To learn new moves, simply use the current ones. Each time, there is a chance that the bionic governor keeping the other parts in check will be overridden, and a new ability will be added to her repertoire. The higher-level abilities are more difficult to learn, so be patient and persistent (there are set percentage chances of learning the new skills using the appropriate lower-level skill, and it takes either a lot of luck or a lot of patience and persistence to learn the more powerful abilities). All abilities hit only single targets.

Ability	FP	Description	Learned from	Difficulty
(Level 1)				
Left Edge	20	Rising spiral cut	Start	
Pike Kick	40	Driving flying kick	Start	
Drive Cut	45	Slash plus explosion	Start	
(Level 2)				
Wire Fist	50	Punch with detachable fist	Left Edge	Easy
Arc Kick	70	Double somersault kick	Pike Kick	Easy
			or Left Edge	Easy
(Level 3)				

Phalanx	90	Shockwave thrust forward	Drive Cut	Hard
Vortex Cut	75	Forward stab with shockwave	Phalanx	Easy
(Level 4)			or Pike Kick	Medium
			or Drive Cut	Medium
Eagle Claw	99	Ultimate full-body drive	Phalanx	Very Hard

=====

-----

MARIVEL

-----

A mysterious figure who seems to know Ashley, though he has no memory of her. She appears to shun sunlight...

TOOLS: 1. Electel: Electric charge fires straight ahead. Charge ignites fuses and other electrical devices. Available at start.

2. Windup Key: Winds up springs in special blocks to make them move. Acquired in Promised Catacombs.

3. My Mike: Musical microphone summons monsters if there are any in the room and automatically initiates battle. Acquired in Lost Garden using Windup Key. Needed to release pyramid bosses.

FORCE POWERS:	1. Qubeley	Drill golem burrows out from underground and explodes, damaging all enemies with non-elemental power. Available at start.
	2. Asgard	Summons level 3 heavy armor golem, assaults all enemies with ground punch. Found in Crimson Castle secret room.
	3. Lucifer	Type '0' long-range air attack from transforming golem on all foes. Found in Fab Science Lab.
	4. Asgard 2	Level 3 heavy armor golem with jetpack slams ground and sends all enemies flying. Found in Fab Science Lab.

ORIGINAL POWERS: RED POWER

Marivel acquires her personal abilities by absorbing them from certain monsters. This is accomplished by using her Skill Drain ability, which she can use from the start, on the appropriate monsters. This attack will miss if the creature doesn't have any absorbable abilities, but even when they do, there is a chance that Marivel will still miss absorbing it. Keeping her luck high will minimize this possibility. The attacks she can learn are all unique to the monster that uses it too. Even if the animation and effect is the same as another attack, as long as the name is unique, then Marivel might be able to learn it. Please see the monster album in this guide and the walkthrough for more details on the locations of these monsters if necessary.

Ability	FP	Description	Monster	Location
Skill Drain	4	Absorb new ability from foe	At start	--
Life Drain	5	Suck HP from single target	At start	--



Firebolt	12	Fire magic on single target	Urchin Bug	by Greenhell
Cremation	55	Fire magic on all targets	Efreet	Raypoint Flam
Geyser	12	Water magic on single target	Cuttlefish	Inner Sea
Maelstrom	55	Water magic on all targets	Vepar	N Outer Sea
Rock Gazer	12	Earth magic on single target	Alligatiger	Raypoint Geo
Tera Break	55	Earth magic on all targets	Myrmecoleo	island in W
Air Slash	12	Air magic on single target	Briareos	Raypoint Wing
Twister	55	Air magic on all targets	Gargoyle	Wind Tiger's
Frigid	12	Ice magic on single target	Fleurety	Sielje area
Absolute 0	55	Ice magic on all targets	Gigafrost	Raypoint Muse
Inspire	12	Thunder magic on single target	Furfur	DiabloP Caina
Thunderbolt	55	Thunder magic on all targets	Thunderdrake	Thund Lion's
Shadowbolt	12	Dark magic on single target	Twin Tail	Quartly area
Armageddon	55	Dark magic on all targets	Dumpty	by Sylvaland
Aport	12	Non-elemental hit on single	Bockle	near Slayheim
Megaton	55	Non-elemental hit on all	Nybbas	island in E
Erg Phasor	90	Strong non-elemental on one	Buckbaird	Coffin of 100
GellaCrazy	99	Throw your gella to damage all	Melchom	by Greenhell
Guillotine	4	Chance of instant death on one	Hope Diamond	Prmsd Catcmts
Demonangle	60	Chance of instant death on all	BlackSabbath	Werewolf's Dn
Status Lok	30	Prevent status effects in ally	Skid Lancer	Outer Sea
Booster	70	Boost stats and auto-battle	Agion	Sea of Mud
Def Down	85	Decrease DFP & MGR of group	Elbucky	Spiral Tower
Esc Down	80	Drop group's PRY to 0	Potatohead	island in SW
Sleep	8	Put group of enemies to sleep	Man Trap	Sylvaland
Power Seal	8	Cause ability block in single	Earth Figure	Holst area
Anti-Magic	25	All magic misses on that turn	Humpty	by Sylvaland
Canceller	25	Try to cancel target's command	Aaman	by Sylvaland
Wildcard	4	Randomly cast a learned power	Balloon	Meria Boule
Sacrifice	4	Kill an ally to slam all foes	Will-o'-Wisp	G. Le Gable

=====

=====

ANASTASIA

=====

The Sword Magess, a member of the family Valeria and hero of legend.

- FORCE POWERS:
1. Impulse            Use sword's power of light to attack single target for heavy damage. Available at start.
  2. BladeHeal        Heal entire party's HP fully and remove abnormal statuses. Available at start.

ORIGINAL POWERS: ARGETLAHM

Anastasia's powers are derived from her legendary sword.

Ability	FP	Description
Refresh	35	Restore status and heal single ally
Providence	50	Increase all allies' DFP and MGR for the rest of the fight
Air Guard	50	Increase all allies' RES and PRY for the rest of the fight
Salvation	80	Give each ally one chance to revive automatically upon dying

=====

LUCIED







```

-----
| CUSTOM COMMAND: Move Cancellor   Chance of canceling target's |
|                                   action for that turn                |
-----

```

```

| STAT BONUSES: SOR + 50% |
-----

```

```

+-----+
| Raftina | Love Guardian   Found: Sacrificial Altar/see side quests |
+-----+

```

```

| HI-COMBO: Seraphim Goat   Chance of instant death to all and |
|                                   heals party unless fight is over   |
-----

```

```

| CUSTOM COMMAND: Invincible   Render character immune to all   |
|                                   attacks and effects that turn       |
-----

```

```

| STAT BONUSES: STR +5%, VIT +20%, SOR +30%, RES +5% |
-----

```

```

+-----+
| Justine | Courage Guardian Found: Sacrificial Altar/see side quests |
+-----+

```

```

| HI-COMBO: Justine Attack   Non-elemental assault on all foes |
|                                   Voltron-style robot attack         |
-----

```

```

| CUSTOM COMMAND: Branch Zap   Normal attack hits all targets   |
|                                   in same turn, dividing damage       |
-----

```

```

| STAT BONUSES: STR +20%, VIT +10%, RES +30% |
-----

```

```

+-----+
| Zephyr  | Hope Guardian   Found: Sacrificial Altar/see side quests |
+-----+

```

```

| HI-COMBO: Terra Faust     All-element cosmic supernova     |
|                                   Exploits any elemental weakness     |
-----

```

```

| CUSTOM COMMAND: Force Charge   Increase force meter by one     |
|                                   level (i.e. 25 FP)                   |
-----

```

```

| STAT BONUSES: STR +20%, VIT +20%, SOR +10% |
-----

```

```

=====
9b) ITEMS
=====

```

Name	Effect	Sale Price	Location found
TeleportGem	Travel instantly to known town	--	Any shop
TeleportOrb	Same as above but permanent inventory	--	T'Bok Village
Heal Berry	Restore up to 500HP in one	15	Various
Big Berry	Restore up to 2000HP in one	150	Various
Mega Berry	Restore HP fully in one	750	Various
ReviveFruit	Bring dead character back to life	1500	Various
Full Revive	Revive with full HP	3750	Various
Mini Carrot	Add 25 FP to single character	37	Various
Full Carrot	Raise FP to 100 in single character	75	Various
Bullet Load	Refill ammo of one ARM	15	Various

Antidote	Cure poison/vile poison	15	Various
Medicine	Cure disease in one	15	Various
Toy Hammer	Cure forgetfulness in one	15	Various
Violet Rose	Cure ability block in one	15	Various
Peppy Acorn	Cure downhearted in one	15	Various
Pinwheel	Cure confusion in one	15	Various
Pixie Dust	Cure paralysis in one	15	Various
Softener	Cure petrification in one	15	Various
War Respite	Cure all statuses in one	3750	Various
Ambrosia	Cure all and fully heal one	7500	Various
Tiny Flower	Raise LCK by one level	--	Various
Lucky Card	Double EXP and gella from fight	15	Various
STR Apple	Increase STR permanently by 2	--	Various
VIT Apple	Increase VIT permanently by 2	--	Various
SOR Apple	Increase SOR permanently by 2	--	Various
RES Apple	Increase RES permanently by 2	--	Various
Duplicator	Open magical locks on chest and doors	--	Various
Secret Key	Open doors in Good Luck Zone	1500	Steal from Golpa
Stone	Use with Stare Roe's Shoot, lvl 1	1	Dropped by various
Boomerang	Use with Stare Roe's Shoot, lvl 2	150	Dropped by various
Chakram	Use with Stare Roe's Shoot, lvl 3	450	Dropped by various
Bust	Use with Stare Roe's Shoot, lvl 4	900	Dropped by various
Spoon	Use with Stare Roe's Shoot, lvl 5	1875	Dropped by various
Grenade	Use with Stare Roe's Shoot, lvl 6	3750	Dropped by various
Shuriken	Use with Stare Roe's Shoot, lvl 7	6000	Bad News/Murdoch
Viper Fang	Use with Stare Roe's Shoot, lvl 8	9999	Spiral Tower area
Earth Groan	Use with Rigdobrite's Artifact, earth	--	Meteorite Crater
Water Drip	Use with Rigdobrite's Artifact, water	--	Meteorite Crater
Fire Rage	Use with Rigdobrite's Artifact, fire	--	Meteorite Crater
Zephyr Claw	Use with Rigdobrite's Artifact, wind	--	Meteorite Crater
Snowflake	Use with Rigdobrite's Artifact, ice	--	Meteorite Crater
Thunderclap	Use with Rigdobrite's Artifact, spark	--	Meteorite Crater
Light Flash	Use with Rigdobrite's Artifact, light	--	Meteorite Crater
Pitch Dark	Use with Rigdobrite's Artifact, dark	--	Meteorite Crater
Crest Cap	Holds a spell for one use by anyone	--	Various
Crest	For inscribing a spell	--	Various
Crest E	Inscribed spell uses 1/2 the FP	--	Pirate's Warren
Crest S	Inscribed spell is 50% stronger	--	Lost Garden
Mecha Boost	Raise Hob&Nob's ATP by 5%	--	Various
Gimel Coin	Lets you restart a battle when dead	--	Various
Jail Card	Opens doors in Illsveil Prison	--	Illsveil Prison
Map Scope	Shows map of your area	--	Under Traffic
Data Tablet	Odessa data device	--	Inner Sea
Recorder	Records and plays back voices	--	Alchemic Plant
Conductor	Powers elevators in Lost City Archeim	--	Lost City Archeim
Stone Drago	Contains Zephyr	--	Sacrificial Altar
Stone Lion	Contains Justine	--	Sacrificial Altar
Stone God	Contains Raftina	--	Sacrificial Altar

=====

-----

9c) EQUIPMENT - WEAPONS

=====

In case you can't figure it out for some reason: Gun Warrior = Ashley  
Prisoner 666 = Brad  
Crest Sorceress = Lilka  
Zoa Priest = Tim  
Bounty Hunter = Kanon

Weapons for a Gun Warrior (Bayonets)

Name	ATP	Buy	Sell	Location
Longhorn	0	--	7	Initial equipment
Rhino Shot	+3	110	82	Town of Meria shop
Riot Ram	+8	500	375	Damzen City shop
Greyhound	+15	1450	1087	Halmetz shop
Raid Blast	+24	3100	2325	Sielje Region shop
Dual Shot	+35	4200	3150	Quartly shop
SniperShark	+48	5500	4125	Guild Galad shop
D Bison	+63	--	4650	Coffin of 100 Eyes
Sonic Burst	+80	6800	5100	Palace Village shop
Obelisk Gun	+120	--	6600	Fiery Wreckage
Shootn Star	+250	--	9000	Defeat Titanus

Weapons for Prisoner 666 (Might Gloves)

Name	ATP	Buy	Sell	Location
Iron Fist	0	--	7	Initial equipment
Hammer Fist	+3	120	90	Town of Meria shop
Punch Drunk	+9	600	450	Damzen City shop
Knuckle Arm	+16	1600	1200	Halmetz shop
Crisis Arm	+28	3500	2625	Sielje Region shop
Mirage Hand	+42	4600	3450	Quartly shop
Uppercut	+96	--	3900	Battle with FakeBrad
100 Knuckle	+118	6300	4725	Palace Village shop
Giant Fist	+144	--	6750	Raypoint Geo

Weapons for a Crest Sorceress (Umbrellas)

Name	ATP	Buy	Sell	Location
Mumbrella	0	--	7	Initial equipment
Flumrella	+2	90	67	Town of Meria shop
PixyParasol	+5	400	300	Damzen City shop
Sunshade	+10	1200	900	Halmetz shop
Gay Parasol	+16	2500	1875	Sielje Region shop
Elf Parasol	+25	3900	2925	Quartly shop
Geranium	+33	4800	3600	Guild Galad shop
Dumbrella	+44	--	4050	Coffin of 100 Eyes
Bow Parasol	+56	6200	4650	Palace Village shop
Pulbo Calbo	+84	--	6600	Raypoint Flam
Black Queen	+182	--	8625	Defeat Zavorg

Weapons for a Zoa priest (Staffs)

Name	ATP	Buy	Sell	Location
Magic Staff	0	--	7	Initial equipment

Dream Wand		+5		2300		1725		Sielje Region shop
Rune Staff		+13		3600		2700		Quartly shop
Magic Wand		+22		4500		3375		Guild Galad shop
Crest Wand		+34		--		3825		Coffin of 100 Eyes
Holy Staff		+45		7500		5625		Palace Village shop
Fate Staff		+73		--		6750		Raypoint Wing
Dist Dims		+171		--		9000		Defeat Zolinge

-----

Weapons for a Bounty Hunter (Blades)

Name		ATP		Buy		Sell		Location
Baserade		0		--		7		Initial equipment
Main Gauche		+23		--		5250		Grotto of Lourdes
Bright Edge		+37		8000		6000		Palace Village shop
Quick Knife		+52		--		6750		Raypoint Muse
Violator		+150		--		7500		Defeat Xenon

-----

Weapon for a Crimson Noble (Telepathic attack robots)

Name		ATP		Buy		Sell		Location
Hob & Nob		0		--		--		Initial equipment

-----

Weapon for a Sword Saint

Name		ATP		Buy		Sell		Location
Argetlahm		0		--		--		Initial equipment

=====

9d) EQUIPMENT - ARMOR

=====

Protective Gear for a Gun Warrior

Name		DFP		Buy		Sell		Location
(body)								
Jean Jacket		0		--		7		Initial equipment
Hard Jumper		+2		90		67		Town of Meria shop
Flak Jacket		+6		450		337		Damzen City shop
Ti Jacket		+12		1300		975		Holst shop
Chain Mail		+19		3000		2250		Sielje Region shop
Full Metal		+27		4000		3000		Quartly shop
Bounty Gard		+36		5300		3975		Guild Galad shop
Trench Coat		+46		--		?		Coffin of 100 Eyes
Cloth Coat		+57		7200		5400		Palace Village shop
Red Jacket		+82		--		6750		Fiery Wreckage
Nine Lives		+180		--		9750		Glaive Le Gable

(also MGR+100)

- - - - -



(head)

Cowboy Hat	0	--	7	Initial equipment
10-Gal Hat	+5	--	450	Town of Meria
Red Cap	+11	--	900	Sylvaland Castle
Migrant Hat	+18	--	1425	Tunnel to Sielje
Lone Wolf	+27	--	2100	Slayheim Castle
Sunbird Hat	+37	--	2850	Sacrificial Altar
Texas No.	+59	--	4500	Good Luck Zone

Protective Gear for Prisoner 666

Name	DFP	Buy	Sell	Location
------	-----	-----	------	----------

(body)

Army Vest	0	--	7	Initial equipment
Ti Plate	+3	100	75	Town of Meria shop
Travel Vest	+7	500	375	Damzen City shop
Camo Vest	+15	1400	1050	Holst shop
Metal Plate	+23	3200	2400	Sielje Region shop
Ferdinand	+33	4500	3375	Quartly shop
Best Vest	+69	--	4575	Defeat Belleclaire
Breastplate	+83	7200	5400	Palace Village shop
Cromwell	+99	--	6675	Raypoint Geo
Braver Vest	+216	--	8250	Glaive Le Gable

(also MGR+100)

(head)

Bandanna	0	--	7	Initial equipment
Head Gear	+6	--	375	Mt. Chug-Chug
Hard Gear	+13	--	750	Baskar Village
Plus Band	+22	--	1200	Slayheim Castle
Hyper Gear	+45	--	1725	Sacrificial Altar
Dead Heat	+71	--	3000	Defeat Geo Knight

Protective Gear for a Crest Sorceress

Name	DFP	MGR	Buy	Sell	Location
------	-----	-----	-----	------	----------

(body)

Breeze Cape	0	0	--	7	Initial equipment
Mage Robe	+1	+3	80	60	Town of Meria shop
Mist Blazer	+4	+5	300	225	Damzen City Shop
Purple Vest	+8	+8	1000	750	Holst shop
Silky Robe	+13	+11	2100	1575	Sielje Region shop
Shield Cape	+19	+12	3500	2625	Quartly shop
Maygas Robe	+25	+14	4200	3150	Guild Galad shop
Azure Vest	+32	+18	--	4275	Defeat Prismus
Shiny Cape	+40	+21	6800	5100	Palace Village shop
Blue Blazer	+57	+29	--	6750	Raypoint Flam
Bridal Gown	+126	+200	--	9000	Glaive Le Gable

(head)

Hairband	0	--	--	7	Initial equipment
Cute Ribbon	+3	--	--	300	Illsveil Prison
Barrette	+7	--	--	600	Raline Observatory
Serenade	+12	--	--	975	Sielje Region

Blue Ribbon		+19		--		--		1425		Closed Mine Shaft
Moon Pin		+26		--		--		1950		Sleeping Volcano
Tiara		+41		--		--		3375		Defeat Flam Knight

---

Protective Gear for a Zoa Priest

Name		DFP		MGR		Buy		Sell		Location
=====										
(body)										
Chic Poncho		0		0		--		7		Initial equipment
Sand Poncho		+5		+4		2000		1500		Sielje Region shop
Cute Bolero		+11		+7		3300		2475		Quartly shop
Sun Poncho		+17		+11		4300		3225		Guild Galad shop
Blue Wind		+24		+18		--		4125		Defeat Drawdo
Safe Bolero		+32		+25		6800		5100		Palace Village shop
Shellwind		+49		+41		--		6675		Raypoint Wing
Labyrinthos		+118		+121		--		7875		Glaive Le Gable
-	-	-	-	-	-	-	-	-	-	-
(head)										
White Plume		0		--		--		7		Initial equipment
Eagle Quill		+5		--		--		825		Sielje Region, behind library
Lucky Comb		+12		--		--		1275		Guild Galad train station
Mir Feather		+19		--		--		1875		Sacrificial Altar
Nisaba Wing		+34		--		--		3225		Defeat Wing Knight

---

Protective Gear for a Bounty Hunter

Name		DFP		Buy		Sell		Location
=====								
(body)								
Breast Mail		0		--		7		Initial equipment
Lamellar		+19		--		4125		Defeat Magmalizer
White Crest		+30		6500		4875		Palace Village shop
Cuirass		+42		--		6000		Raypoint Muse
Coiste Bua		+130		--		7125		Glaive Le Gable
(also MGR+90)								
-	-	-	-	-	-	-	-	-
(head)								
Circlet		0		--		7		Initial equipment
Silver Circ		+9		--		2250		Lost City Archeim
Shamir		+29		--		3600		Defeat Muse Knight

---

Protective Gear for a Crimson Noble

Name		DFP		MGR		Buy		Sell		Location
=====										
(body)										
Black Cape		0		0		--		7		Initial equipment
Ebony Shade		+12		+4		--		7		Promised Catacombs
Bloody Cape		+47		+20		--		7		Thunder Lion Cage
-	-	-	-	-	-	-	-	-	-	-
(head)										
Goggles		0		--		--		7		Initial equipment
Mad Goggles		+26		--		--		7		Defeat Zyclus

-----

Protective Gear for a Sword Saint

Name	DFP	Buy	Sell	Location
=====				
(body)				
Ankh Cross	0	--	--	Initial equipment
- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
(head)				
SilverTiara	0	--	--	Initial equipment
-----				

-----

9e) EQUIPMENT - GEAR (ACCESSORIES)

-----

Name	Effect	Found
=====		
Memo Pen	Prevent forgetfulness status completely	Halmetz
Blue Anklet	Prevent paralysis status completely	Sylvaland Castle
Clear Chime	Prevent confusion status completely	Sylvaland Castle
Heart Leaf	Prevent downhearted status completely	Hidden Trial Arena
Gaze Mirror	Prevent petrified status completely	Holst
Hazel Sprig	Prevent diseased status completely	Sylvalnd Castle
Silver Harp	Prevent ability block status completely	Sylvaland Castle
Moonstone	Prevent poison and vile poison	Under Traffic
Holy Grail	Prevent instant death completely	Slayheim Reflector
Full Libra	Prevent all status abnormalities	Glaive Le Gable
Power Boost	Increase base STR and ATP by 20%	Pirate's Warren
Mystic Word	Increase base SOR and MGR by 10%	Damzen City
Secret Sign	Increase base SOR and MGR by 20%	Slayheim Castle
Holy Tablet	Increase base SOR and MGR by 30%	Raypoint Flam
Necromicon	Increase base SOR and MGR by 50%	Necromicon drops
Mittens	Increase base DFP by 10%	Damzen City
Kid Gloves	Increase base DFP by 20%	Pirate's Warren
Gauntlets	Increase base DFP by 30%	Raypoint Flam
Reflex	Increase base DFP by 50% and cast Reflect	Raypoint Muse
Missanga	Raise Luck by 1 level	Slayheim Reflector
Amulet	Raise Luck by 2 levels	Good Luck Zone
Teddy Bear	Stop Luck from dropping during inn stay	Odd Headquarters
Talisman	Restore 10% of max HP after each turn	Pirate's Warren
Life Orb	Fully restore HP at end of battle	Lost City Archeim
Odd Sandals	Increase monster encounter rate	Odd Headquarters
Weathervane	Prevents all surprise-type encounters	Island Outpost
Elven Boots	Gain surprise on a 1/3 probability	Slayheim Castle
Elven Cloak	Increases the time to cancel a battle	Pirate's Warren
Scapegoat	Takes killing blow in place of wearer	Various
SheriffStar	Increase base STR+20%, SOR+50%, & LCK+2 and prevent all negative statuses	Defeat Ragu
Force Unit	FP charges twice as quickly in battle	Defeat Angolmois
Fire Ring		
Ice Ring	All rings add their element to	All rings found
Water Ring	normal attacks by the wearer, and	in flying
Wind Ring	divide elemental damage received	Valeria Chateau
Earth Ring	of that type by half	ring shop
Thor Ring		
Dark Ring		

```

=====
-----
9f) PERSONAL SKILLS
-----

```

Name	Description	#levels	Points/Lvl
Cut FP use	Reduce FP cost of attacks by 1	3	2
Restore HP	Heal 15% of max HP when force level rises	3	4
Critical	Increase chance of making critical hits	3	2
Counter	Increase chance of making counterattacks	3	2
Convert HP	After battle, change remaining FP into HP	3	3
FP Up	Increase FP when near death	2	2
Down Guard	Increases protection against instant death	2	2
Up M Attack	Increases magic attack power	3	3
Up M Defend	Decreases damage received from magic	3	3
Up HP	Max HP increases more when leveling up	3	3
Up Param.	Increases all stats when force level rises	3	4
Adv. Guard	Repel normal attacks before they hit	3	2
Restore HP2	Heals character when level increases	2	1
RES Up	Increases physical defense when near death	3	2
Auto Guard	Automatically defends when near death	2	1
Up P Attack	Increases physical attack power	3	4
Up P Defend	Increases physical defense	3	4
Poison	Increases resistance to poison status	3	1
Disease	Increases resistance to disease status	3	1
Forgetful	Increases resistance to forgetful status	3	1
Blocking	Increases resistance to ability blocking	3	1
Downhearted	Increases resistance to downhearted status	3	1
Confusion	Increases resistance to confused status	3	1
Sleep	Increases resistance to falling asleep	3	1
Paralysis	Increases resistance to paralyzed status	3	1
Petrify	Increases resistance to petrification	3	1

```

-----
** NOTES ON PERSONAL SKILLS: **

```

First of all, all of the following is my opinion, which may or may not be shared by others. Ultimately, it's your decision how to spend your PS points. I'll list the most useful ones first, and the essentially useless ones last. In most cases, you want to increase the useful skills to their highest level at some point, but it's up to you if you raise one skill in one go or spread your points out to increase many skills gradually.

```

--- USEFUL SKILLS ---

```

Up HP: This should be the first skill that each character invests in, as early in the game as possible (and when a new character joins the party, get to a town and buy it at the first opportunity). This provides greater Max HP increases when you level up. Doing this early will significantly enhance your Max HP when you've reached higher levels, and could be essential to surviving attacks by the most powerful bosses. Unfortunately, the lower-HP characters (Lilka and Tim) will still never be HP powerhouses, but it will still help to keep them alive so that they have the chance to heal themselves and others in battle.

Up Param.: Also highly useful, especially against the later powerful bosses.

All of your stats increase as your Force meter increases. You can wait to buy it until late in the game, though.

Restore HP: You gain HP with every force level increase during battle. This is a great counter to strong enemy attacks, the damage from which will boost your force meter and thus heal a good chunk of the damage, largely negating the effect of the attack.

Up M/P Attack: There's never harm in being able to do more damage to your enemies. In order to not waste PS point, however, only buy Up P Attack for your physical fighters, and Up M Attack for your magic users.

Up M/P Defend: These are especially useful when applied to characters whose strength is in the opposite realm, i.e. buy Up P Defend for the physically weak (e.g. Lilka, Tim), and Up M Defend for the magically deficient (e.g. Ashley, Brad), in order to make them a bit better able to withstand all types of attacks.

Adv. Guard: This gives your characters a surprisingly effective parry move to block physical attacks. When an attack is successfully avoided in this way, you also receive quite a bit of an FP boost, often more than the attack would have provided had it connected. Use in conjunction with the Counter skill to lay waste with your fist fighters.

Critical: A critical hit, on top of an already powerful blow, increases the damage caused by 50%.

Counter: Allows a free attack after receiving a physical hit, even if it was blocked or dodged. Most useful on Brad, still useful on Kanon or Ashley as well. Be careful, though, about using a character with this ability in your battle party when you're trying to let Tim get kills to learn his Guardina Magic, have Marivel learn Red Skills, or have Kanon learn her upper level Bionic attacks, because a countering character can remove your target from the battle before you accomplish your intended task.

#### === USELESS SKILLS ===

FP Up: Most of the time, if you're near death you've already taken a good amount of damage, which should boost your FP on its own, and there aren't many particular high-FP cost actions that will miraculously get you out of a jam on their own. By the time your next turn comes around, if you're still alive you should just go ahead and use a healing item.

Restore HP2: Healing a character when he/she levels up? This happens infrequently enough to make this skill a waste of points.

Down Guard: Actually, this one is borderline useful, defending against instant death attacks as it does. However, those types of attacks frequently miss on their own, and there is almost never a risk of one wiping out your entire party at once, so you will have the opportunity to revive fallen members. And equipping the Holy Grail is the only thing that will grant you 100% protection.

Auto Guard: If you're near death, then whatever you're fighting is likely powerful enough to kill you off with another attack regardless of whether you're defending or not.

RES up: Same as above.

Convert HP: Healing after a battle can be easily accomplished using healing items, or at the start of the next fight with a spell. Besides, if you have FP in a fight, you should use it effectively rather than just save it to provide you with a little bit of healing afterwards.

Cut FP use: Narrowly decreases the FP cost of actions, but not enough to make any significant difference.

Poison \  
Disease \  
Forgetful \  
Blocking \  
Downhearted } : Even at their highest level, these skills will still not give  
Confusion / you 100% protection against the respective status ailments.  
Sleep / If a monster's (or more commonly, a boss's) attack is truly  
Paralysis / meant to cause a status ailment, it will do so regardless of  
Petrify / your degree of resistance. The only absolute protection from  
status changes is to equip the appropriate gear.

=====  
9g) EXPERIENCE POINTS/LEVEL  
=====

Here are the number of points each character must gain to reach each next level. The number refers to the points needed since reaching the previous level. So for example, to go from level 10 to level 11, each character must gain an additional 1650 points.

Lvl	Exp	Lvl	Exp	Lvl	Exp	Lvl	Exp
11	+1650	12	+1800	13	+1800	14	+2000
15	+2500	16	+3000	17	+4000	18	+5000
19	+6000	20	+6500	21	+6500	22	+9500
23	+10000	24	+12000	25	+14000	26	+17000
27	+17000	28	+17000	29	+18000	30	+19000
31	+23000	32	+24000	33	+26000	34	+26000
35	+26000	36	+26000	37	+27000	38	+27000
39	+29000	40	+29000	41	+38000	42	+38000
43	+38000	44	+44000	45	+45000	46	+54000
47	+61000	48	+62000	49	+62000	50	+62000
51	+70000	52	+76000	53	+82000	54	+88000
55	+94000	56	+100000	57	+100000	58	+100000
59	+100000	60	+100000	61	+100000	62	+100000
63	+100000	64	+100000	...I could keep going, but you get the point from here on in.			

=====  
9h) DUPLICATOR LOCATIONS  
=====

This list was specially requested, as these are difficult to locate in the game, but are invaluable for opening all of those magically-sealed chests and doors. Most of them found using the field search function, and these are much easier to locate once you have Kanon with her radar ability in your party.



Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Canceller	Cancel all targets' remaining actions
	Resonance Quake	Vibrations damage entire party
	Combination Form	Heavy attack on single

Divides into: Fleurety

---

003. Aello

Lv: 40    HP: 700            Weak: Earth  
Exp: 750                      Half:  
Gella: 2000                  Resist: Wind  
                                Absorb:  
Drop: Mini Carrot  
Steal: Mega Berry

Location: Lost Garden island

	Name	Effect
Special attacks:	Pelitt	Damage single target
	Pickpocket	Steal item from your inventory

Divides into: Fleurety

---

004. Agawogdent

Lv: 43    HP: 2000            Weak: Ice  
Exp: 750                      Half:  
Gella: 3000                  Resist:  
                                Absorb: Water  
Drop: Antidote  
Steal: Big Berry

Location: Lost Garden island, Promised Catacombs

	Name	Effect
Special attacks:	Contaminate Crust	Damage all targets with earth
	Capillary Ray	Poison all targets via laser beam

Divides into: Blue Snail

---

005. Agion

Lv: 40    HP: 700            Weak:  
Exp: 750                      Half:  
Gella: 500                    Resist: All elements  
                                Absorb:  
Drop:  
Steal: Heal Berry

Location: Lost Garden Island

	Name	Effect
Special attacks:	Booster	Raise ally's stats & cast reflect
	Summon Hero	Call a colored Agion to the fray

Divides into: Agion [of whatever color it summons]

\*Note: only appears by surprise. A particular Agion will always summon



the same colored Agion. Summon Hero is only used when an Agion is fighting alone (i.e. his partner is dead).

---

006. Agion Black

Lv: 42    HP: 2000            Weak: Light  
Exp: 750                      Half:  
Gella: 2500                  Resist:  
                                Absorb: Dark

Drop:  
Steal: Heal Berry

Location: Spiral Tower/Lost Garden area

	Name	Effect
Special attacks:	Black Heart	Dark explosion on single target

Divides into: HelterSkelter

\* Note: summoned by Agion \*

---

007. Agion Blue

Lv: 42    HP: 2000            Weak: Lightning  
Exp: 750                      Half:  
Gella: 2500                  Resist:  
                                Absorb: Water

Drop:  
Steal: Heal Berry

Location: Spiral Tower/Lost Garden area

	Name	Effect
Special attacks:	Voge	Tidal wave drowns all targets

Divides into: HelterSkelter

\* Note: summoned by Agion \*

---

008. Agion Red

Lv: 42    HP: 2000            Weak: Ice  
Exp: 750                      Half:  
Gella: 2500                  Resist:  
                                Absorb: Fire

Drop:  
Steal: Heal Berry

Location: Spiral Tower/Lost Garden area

	Name	Effect
Special attacks:	Fire Breath	Fire-element gas blown at single

Divides into: HelterSkelter

\* Note: summoned by Agion \*

---

009. Agion White

Lv: 42    HP: 2000            Weak: Fire  
Exp: 750                      Half:  
Gella: 2500                  Resist:  
                                Absorb: Water

Drop:  
Steal: Heal Berry

Location: Spiral Tower/Lost Garden area

	Name	Effect
Special attacks:	Anti-Ground Laser	Light rain on all targets

Divides into: HelterSkelter

\* Note: summoned by Agion \*

---

010. Agion Yellow

Lv: 42    HP: 2000            Weak: Water  
Exp: 750                      Half:  
Gella: 2500                  Resist:  
                                Absorb: Lightning

Drop:  
Steal: Heal Berry

Location: Spiral Tower/Lost Garden area

	Name	Effect
Special attacks:	Thunder Break	Lightning assault on all

Divides into: HelterSkelter

\* Note: summoned by Agion \*

---

011. Agungaluda

Lv: 41    HP: 800                Weak: Earth  
Exp: 500                      Half:  
Gella: 1000                  Resist:  
                                Absorb: Wind

Drop: Full Revive  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Wind Ripper	Air blade hits one target
	Chew Up	Heavy attack on single

Divides into: Fleurety

---

012. Albion

Lv: 39    HP: 750                Weak: Wind  
Exp: 500                      Half:  
Gella: 1000                  Resist:  
                                Absorb:

Drop: War Respite  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Aqua	Water magic on single target
	Pickpocket	Steal random item from you
	Statue Form	Invulnerable for rest of turn

Divides into: Stolas

---

013. Alligatiger

Lv: 35	HP: 680	Weak: Wind
Exp: 600		Half: Earth
Gella: 1200		Resist:
		Absorb:
Drop: ReviveFruit		
Steal: Heal Berry		

Location: Raypoint Geo

	Name	Effect
Special attacks:	Petro Touch	Gas petrifies single target
	Rock Gazer	Earth erupts under one foe
	Combination Form	Heavy attack

Divides into: Carbuncle

---

014. Alphael - BOSS

Lv: 18	HP: 5000	Weak: Earth
Exp: 2700		Half:
Gella: 2700		Resist:
		Absorb: Wind
Drop:		
Steal:		

Location: Town of Meria Air Battle

	Name	Effect
Special attacks:	Leg Claw	Strike target with either leg
	RF Blade	Laser from head hits all targets

Other parts:	HP	EXP	GELLA	Other effects
Right Leg	2500	1350	1350	Both are Weak: Earth Half: Wind
Left Leg	2500	1350	1350	Both drop RES Apples

---

015. Amon

Lv: 41	HP: 560	Weak:
Exp: 500		Half: All elements
Gella: 1000		Resist:
		Absorb:
Drop:		
Steal: Mega Berry		

Location: Werewolf's Den

	Name	Effect
Special attacks:	White Dagger	Ice spear pierces single target
	Frost Bomb	Ice explosion hits all targets

Divides into: Fleurety

---

016. Angolmois - BOSS

Lv: 87 HP: 100000 Weak:  
Exp: 0 Half: All elements  
Gella: 0 Resist:  
Absorb:

Drop: Force Unit  
Steal:

Location: Golgotha Prison (sealed monster)

	Name	Effect
Special attacks:	Great Disaster	Fire damages and confuses all targets
	The 7th Moon	Cosmic power destroys all targets
	Aura Bomber	Explosion hits all opponents
	Regeneration	Heal self fully
	Smithereens	Devastating physical attack on one
	Void Effect	Remove positive effects from party

---

017. Ant Lion

Lv: 20 HP: 240 Weak: Water, Ice  
Exp: 195 Half:  
Gella: 390 Resist: Earth  
Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: Quartly desert

	Name	Effect
Special attacks:	Buried Alive!	Wave of earth hits all targets

Divides into: Jelly Blob

---

018. Antenora (1) - BOSS

Lv: 20 HP: 6000 Weak:  
Exp: 1500 Half:  
Gella: 0 Resist:  
Absorb:

Drop:  
Steal: Mini Carrot

Location: Valeria Chateau assault

	Name	Effect
Special attacks:	Ephemeron	Crystal beam damages + various statuses
	Shockwave	Crystal beam damages all targets

---

019. Antenora (2) - BOSS

Lv: 27 HP: 7000 Weak:  
Exp: 3700 Half:  
Gella: 0 Resist:  
Absorb:

Drop:

Steal: War Respite

Location: Alchemic Plant

	Name	Effect
Special attacks:	Ephemeron	Crystal beam damages + various statuses
	Shockwave	Crystal beam damages all targets

---

020. Antenora (3) - BOSS

Lv: 36    HP: 16000    Weak:  
Exp: 7000    Half:  
Gella: 7000    Resist:  
Absorb:  
  
Drop: War Respite  
Steal: Tiny Flower

Location: Diablo Pillar Antenora

	Name	Effect
Special attacks:	Ephemeron	Crystal beam damages + various statuses
	Shockwave	Crystal beam damages all targets

---

021. Ard (1) - BOSS

Lv:17    HP: 3000    Weak:  
Exp: 750    Half:  
Gella: 0    Resist:  
Absorb:  
  
Drop:  
Steal: Antidote

Location: Raline Observatory

	Name	Effect
Special attacks:	Bomb Punch	Heavy explosive punch to single
	Dump Truck Tackle	Body slam single target

---

022. Ard (2) - BOSS

Lv: 23    HP: 4000    Weak:  
Exp: 1750    Half:  
Gella: 0    Resist:  
Absorb:  
  
Drop:  
Steal: Medicine

Location: Gate Bridge

	Name	Effect
Special attacks:	Antitank Punch	Very heavy hit on single target
	Dump Truck Tackle	Body slam on single target

---

023. Ard (3) - BOSS

Lv: 32    HP:5000    Weak:  
Exp: 2250    Half:  
Gella: 4500    Resist:  
Absorb:  
  
Drop: Tiny Flower

Steal: War Respite

Location: Coffin of 100 Eyes

	Name	Effect
Special attacks:	Alter Ego Punch	Heavy explosive punch to single
	Dump Truck Tackle	Body slam single target

---

024. Argoth

Lv: 45    HP: 1200    Weak: Lightning  
Exp: 800    Half:  
Gella: 2000    Resist:  
Absorb:  
Drop: Antidote  
Steal: Medicine

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Ozom Pulse	Confuse all targets with beam
	Capillary Ray	Poison all targets with laser

Divides into: Blackou

---

025. Ariocho

Lv: 2    HP: 3000    Weak: Earth  
Exp: 1500    Half:  
Gella: 5000    Resist:  
Absorb: All elements except Earth  
Drop: Antidote  
Steal: Medicine

Location: Gated Sea small island

	Name	Effect
Special attacks:	Disease Cloud	Cause disease in all targets
	Toxic Breath	Poison single target with gas
	Hurricane Bolt	Wind storm hits all opponents

Divides into: Kobold

---

026. Armordrake

Lv: 25    HP: 1000    Weak:  
Exp: 230    Half: All elements  
Gella: 460    Resist:  
Absorb:  
Drop: Big Berry  
Steal: Heal Berry

Location: small island on W of world map, near Raypoint Wing

	Name	Effect
Special attacks:	Hi-Barrier	Raise own DFP and MGR
	Critical	Heavy physical attack

Divides into: Bonedrake

---

027. Arms Killer - BOSS

Lv: 32    HP: 8000            Weak: Dark  
Exp: 5000                    Half:  
Gella: 5000                 Resist: Light  
                             Absorb:  
  
Drop:  
Steal: Mini Carrot

Location: Coffin of 100 Eyes

	Name	Effect
Special attacks:	Repulser Blast	Heavy damage on single target
	Biolaser	Moderate damage on single target
	Black Heart	Dark explosion on single target
	Rayxander	Massive explosion damages entire party
	Capillary Ray	Laser from claw poisons each target
	Coldray Gimlet	Claw uses ice attack on all targets
	Fire Crystal	Claw uses fire attack on all targets

Other parts:	HP	EXP	GELLA	Other effects
Right Claw	3000	2500	2500	Drops Bullet Load
Left Claw	3000	2500	2500	Drops Bullet Load

---

028. Asmodeus

Lv: 36    HP: 6000            Weak: Light  
Exp: 1000                    Half: All elements except Light and Dark  
Gella: 2000                 Resist:  
                             Absorb: Dark  
  
Drop: Mega Berry  
Steal: Full Revive

Location: Trapezohedron, Monster Island

	Name	Effect
Special attacks:	Prohibited Spell??	Explosion damages all targets
	Tactless	Heavy physical attack

Divides into: Rock Buster

---

029. Assassin Bug

Lv: 13    HP: 170                Weak: Ice  
Exp: 70                     Half:  
Gella: 210                 Resist:  
                             Absorb:  
  
Drop: ReviveFruit  
Steal: ReviveFruit

Location: Holst region, Raline Observatory region

	Name	Effect
Special attacks:	Dead End	Cause instant death in single

Divides into: Dryad

---

030. Atlas

Lv: 36    HP: 3500                Weak: Wind

Exp: 1000 Half: All elements except Wind and Earth  
Gella: 1500 Resist:  
Absorb: Earth

Drop: Mega Berry  
Steal: Heal Berry

Location: Raypoint Geo

	Name	Effect
Special attacks:	Planet Dust	Meteors rain down on all targets

Divides into: Rock Buster

---

### 031. Aughisky

Lv: 35 HP: 900 Weak: Lightning  
Exp: 425 Half:  
Gella: 850 Resist:  
Absorb: Water

Drop: Pinwheel  
Steal: Mega Berry

Location: Inner Sea/Likikis River (disc 2)

	Name	Effect
Special attacks:	Eleweed Extract	Damage and confuse all targets

Divides into: Carbuncle

---

### 032. Axe Beak

Lv: 18 HP: 200 Weak: Earth  
Exp: 150 Half: Wind  
Gella: 300 Resist:  
Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Inner Sea, SE corner

	Name	Effect
Special attacks:		

Divides into: Shrieker

---

### 033. Babalou

Lv: 25 HP: 320 Weak: Earth  
Exp: 230 Half:  
Gella: 460 Resist:  
Absorb:

Drop: Antidote  
Steal: Duplicator

Location: Meteorite Crater island

	Name	Effect
Special attacks:	Contaminate Crust	Earth + poison attack on all

Divides into: Lilly Pad



---

034. Bad News

Lv: 14    HP: 15000    Weak:  
Exp: 0                    Half:  
Gella: 0                  Resist:  
                         Absorb:  
  
Drop: Shuriken  
Steal: Tiny Flower

Location: Gated Sea small island

	Name	Effect
Special attacks:	Bombilla	Greatly increase one ally's ATP
	Power Lord Mount	Shake earth to damage one target
	No Stinkin' Rules	Very heavy physical attack on one
	Sniper in Darkness	Spheres hit all for damage
	Pro Wrestling Star	Heal one ally
	Knuckle Part	Damage and confuse single target

Divides into: cannot be divided

\*Note: always appears with Murdoch

---

035. Balam

Lv: 2    HP: 3000    Weak:  
Exp: 1500            Half:  
Gella: 5000          Resist: Fire, Lightning, Ice  
                         Absorb:  
  
Drop: Antidote  
Steal: Heal Berry

Location: Gated Sea small island

	Name	Effect
Special attacks:	Snow White	Snowstorm causes heavy ice damage
	Cold Sleep	Ice coffins damage and cause sleep

Divides into: Hyulkonton

---

036. Balloon

Lv: 1    HP: 60    Weak: Light  
Exp: 6                    Half: Dark  
Gella: 12                  Resist:  
                         Absorb:  
  
Drop: Stone  
Steal: Heal Berry

Location: Meria Boule region, Baskar Village region, Area NW of Slayheim

	Name	Effect
Special attacks:	Ominous Inquiry	No visible effect. Scan, maybe?
	Asexual Repro	Summon a new Balloon to fight

Divides into: Kobold

---

037. Balor

Lv: 45    HP: 1000    Weak: Dark  
Exp: 750                    Half:  
Gella: 2000                Resist:  
                             Absorb:

Drop: Full Revive  
Steal: Pixie Dust

Location: Spiral Tower

	Name	Effect
Special attacks:	Evil Eye	Instant death on all targets
	Paralysis Gaze	Paralyze all targets with beam

Divides into: Shanzen

---

#### 038. Balphon

Lv: 30    HP: 500    Weak:  
Exp: 375                    Half:  
Gella: 750                Resist:  
                             Absorb:

Drop: Antidote  
Steal: Heal Berry

Location: Diablo Pillar Antenora

	Name	Effect
Special attacks:	Poison Injection	Cause poison in single target

Divides into: Pas de Chat

---

#### 039. Bamulvris

Lv: 41    HP: 560    Weak:  
Exp: 500                    Half:  
Gella: 1000                Resist:  
                             Absorb: Fire, Ice

Drop: Mini Carrot  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Hi-Flame	Strong fire magic on one target
	Hi-Freeze	Strong ice magic on one target

Divides into: Fleurety

---

#### 040. Baphomet

Lv: 41    HP: 560    Weak:  
Exp: 500                    Half: Light  
Gella: 1000                Resist:  
                             Absorb: Dark

Drop: Mega Berry  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Hi-Freeze	Strong ice magic on single

Divides into: Fleurety

---

041. Barghest

Lv: 2    HP: 65    Weak: Earth  
 Exp: 4            Half: Lightning  
 Gella: 16        Resist:  
                  Absorb:

Drop: Heal Berry  
 Steal: Big Berry

Location: Brad's intro/Greenhell, Illsveil Prison

	Name	Effect
Special attacks:	Hunting Time	Heavy attack
	Howl	Summon another Barghest
	Killer Bite	Decrease target's DFP
	Defensive Posture	Raise own DFP

Divides into: Kobold

---

042. Basilisk

Lv: 26    HP: 350    Weak:  
 Exp: 240        Half: Earth  
 Gella: 460     Resist:  
                  Absorb:

Drop: Softener  
 Steal: Softener

Location: Closed Mine Shaft, Holst region after hovercraft

	Name	Effect
Special attacks:	Petrification	Gas petrifies single target

Divides into: Assassin Bug

---

043. Bearcat

Lv: 25    HP: 700    Weak:  
 Exp: 230        Half:  
 Gella: 460     Resist:  
                  Absorb:

Drop: Big Berry  
 Steal: Heal Berry

Location: Illsveil Prison island

	Name	Effect
Special attacks:	Blade Arm	Heavy attack on one
	Whole-Body Attack	Body slam one target

Divides into: Lilly Pad

---

044. Beast Pillar

Lv: 4    HP: 40    Weak: Lightning

Exp: 10                      Half:  
Gella: 40                    Resist:  
Absorb:

Drop: Heal Berry  
Steal: Heal Berry

Location: Illsveil Prison

	Name	Effect
Special attacks:	Vortex	Wind magic
	Slowdown	Reduce RES & PRY, single target
	Taunting	No effect

Divides into: Blue Book

---

045. Belleclaire - BOSS

Lv: 36    HP: 10000    Weak: Wind  
Exp: 5000              Half:  
Gella: 5000            Resist:  
Absorb: Earth

Drop: Best Vest  
Steal: Mega Berry

Location: Diablo Pillar Ptolomea

	Name	Effect
Special attacks:	Resonance Quake	Earthquake damages all
	Drill Drager	Spear single with drill
	Megaton attack	Massive damage on single target
	Weakness	Decrease all targets' DFP and MGR

Other parts:	HP	EXP	GELLA	Other effects
Drill	5000	2500	2500	
Chest	5000	2500	2500	

---

046. Belphegor

Lv: 41    HP: 1500    Weak: All elements  
Exp: 500              Half:  
Gella: 1000            Resist:  
Absorb:

Drop: Full Revive  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Weakness	Drop all targets' DFP and MGR

Divides into: Fleurety

---

047. Bemzuu

Lv: 40    HP: 560    Weak:  
Exp: 550              Half:  
Gella: 1100            Resist:  
Absorb:

Drop: Antidote  
Steal: Mega Berry

Location: Outer sea (disc 2)

	Name	Effect
Special attacks:	Poison Breath	Poison all targets

Divides into: Fleurety

---

048. Beowulf

Lv: 2	HP: 5000	Weak:
Exp: 1500		Half:
Gella: 5000		Resist:
		Absorb:
Drop:		
Steal: Heal Berry		

Location: Gated sea small island

	Name	Effect
Special attacks:	Critical	Very heavy physical attack
	Endocrine Boost	Raise own RES and PRY

Divides into: Bogey

---

049. Berserker

Lv: 14	HP: 180	Weak: Water, Ice
Exp: 70		Half: Earth
Gella: 210		Resist:
		Absorb:
Drop: Heal Berry		
Steal: Heal Berry		

Location: Holst region, Raline Observatory region

	Name	Effect
Special attacks:	I Hate You!	Heavy attack

Divides into: Critter

---

050. Big Critter

Lv: 14	HP: 8000	Weak: All elements
Exp: 1500		Half:
Gella: 5000		Resist:
		Absorb:
Drop: Spoon		
Steal: Heal Berry		

Location: Gated sea small island

	Name	Effect
Special attacks:	Body Press	Rolls onto target for heavy damage
	16t	Squash single target for damage

Divides into: Critter

---

051. BlackSabbath

Lv: 40    HP: 560            Weak: Light  
Exp: 500                      Half:  
Gella: 1000                  Resist:  
Absorb:

Drop: Antidote  
Steal: Big Berry

Location: Werewolf's Den

	Name	Effect
Special attacks:	Poison Breath	Poisons all targets with gas
	Petrification	Petrifies one target

Divides into: Fleurety

---

#### 052. Blackou

Lv: 22    HP: 260            Weak: Light  
Exp: 200                    Half: Everything other than Light or Dark  
Gella: 400                  Resist:  
Absorb: Dark

Drop: Boomerang  
Steal: Heal Berry

Location: Alchemic Plant, Monster Island

	Name	Effect
Special attacks:	Governor Off	Raise own stats and cast reflect

Divides into: Ghoul

---

#### 053. Blastodon - BOSS

Lv: 20    HP: 6000            Weak: Fire, Ice  
Exp: 2500                   Half: Water  
Gella: 2500                  Resist:  
Absorb:

Drop:  
Steal: War Respite

Location: Valeria Chateau assault

	Name	Effect
Special attacks:	Paralyzer	Gas from left pouch paralyzes single
	Terrible Shade	Gas from right pouch causes explosion
	Evil Quasar	Head causes dark damage to all
	Poison Bubble	Damage and vile poison to single

Other parts:	HP	EXP	GELLA	Other effects
Right Pouch	3000	1000	1000	Both drop VIT apple, same
Left Pouch	3000	1000	1000	elemental effects as body

---

#### 054. Blood Ruby

Lv: 21    HP: 150            Weak: Light  
Exp: 200                    Half:  
Gella: 400                  Resist: All elements except Light or Dark  
Absorb: Dark

Drop: Lucky Card  
Steal: Heal Berry

Location: Slayheim Castle

	Name	Effect
Special attacks:	Life Eater	Very heavy physical assault
	Dead End	Cause instant death in one target

Divides into: Jelly Blob

---

055. Blue Book

Lv: 2    HP: 100    Weak: Fire  
Exp: 5            Half:  
Gella: 30        Resist:  
                  Absorb:  
  
Drop: Heal Berry  
Steal:

Location: Millennium Puzzle

	Name	Effect
Special attacks:	Spark	Lightning magic, single
	Freeze	Ice magic, single
	Aqua	Ice magic, single
	Break	Earth magic, single

Divides into: Kobold

---

056. Blue Snail

Lv: 21    HP: 1200    Weak: Ice  
Exp: 190            Half:  
Gella: 380        Resist:  
                  Absorb: Water  
  
Drop: Antidote  
Steal: ReviveFruit

Location: T'Bok Village region, islands inside Gate bridge

	Name	Effect
Special attacks:	Biolaser	Laser damages single target
	Toxic Breath	Poison single target

Divides into: Jelly Blob

---

057. Bockle

Lv: 38    HP: 560    Weak:  
Exp: 500            Half:  
Gella: 1000        Resist:  
                  Absorb:  
  
Drop: Big Berry  
Steal: Mega Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Aport	Drop a pan on one's head
	Impact Bomber	Non-elemental explosion on all

Divides into: Stolas

---

058. Bodysnatcher

Lv: 41    HP: 750            Weak: Light  
Exp: 500                      Half: Dark  
Gella: 1000                  Resist:  
                                Absorb:

Drop:  
Steal: Tiny Flower

Location: Crimson Castle

	Name	Effect
Special attacks:	Big Strength Thief	Suck HP from one to return to max
	Paralysis Bite	Paralyze single target

Divides into: Fleurety

---

059. Bogey

Lv: 1    HP: 45            Weak:  
Exp: 3                      Half: Wind  
Gella: 12                  Resist:  
                                Absorb:

Drop:  
Steal:

Location: Millennium Puzzle, Monster Island

	Name	Effect
Special attacks:	Drift	Do nothing that turn

Divides into: Kobold

---

060. Bonedrake

Lv: 12    HP: 160            Weak: Light  
Exp: 60                      Half: Dark  
Gella: 180                  Resist:  
                                Absorb:

Drop: Heal Berry  
Steal: Big Berry

Location: Golgotha Prison

	Name	Effect
Special attacks:	Rhodon Breath	Damage all targets a little

Divides into: Dryad

---

061. Bower

Lv: 16    HP: 190            Weak: Lightning  
Exp: 150                      Half:  
Gella: 300                  Resist:  
                                Absorb: Water

Drop: Heal Berry  
Steal: Heal Berry



Location: Inner Sea

	Name	Effect
Special attacks:		

Divides into: Dakleit

---

062. Brandt

Lv: 25	HP: 320	Weak: Dark
Exp: 230		Half:
Gella: 460		Resist:
		Absorb:
Drop: Peppy Acorn		
Steal: Heal Berry		

Location: Shining Garden

	Name	Effect
Special attacks:	Don't Forget Me!	Suicide explosion near single

Divides into: Lilly Pad

---

063. Briareos

Lv: 36	HP: 700	Weak: Earth
Exp: 600		Half:
Gella: 1200		Resist: All elements except Earth
		Absorb:
Drop:		
Steal: Tiny Flower		

Location: Raypoint Wing

	Name	Effect
Special attacks:	Air slash	Wind rips up single target
	Wind Ripper	Air blade slashes one foe

Divides into: Carbuncle

---

064. Brokel

Lv: 24	HP: 1550	Weak: Lightning
Exp: 230		Half: Fire
Gella: 460		Resist:
		Absorb: Water
Drop: Big Berry		
Steal: Heal Berry		

Location: Outer sea, strip of water between island that Holst is on and main continent

	Name	Effect
Special attacks:	Aqua	Water magic on single target
	Hi-Aqua	Powerful water magic on single

Divides into: Bonedrake

\*\* Thanks to Cyclone for helping me find this last monster for my album \*\*

---

065. Buckbaird

Lv: 26    HP: 1480            Weak: Lightning  
Exp: 300                      Half:  
Gella: 600                    Resist:  
                              Absorb:  
  
Drop: Pinwheel  
Steal: Big Berry

Location: Coffin of 100 Eyes

	Name	Effect
Special attacks:	Ozom Pulse	Confuse all targets with beam
	Pure Literature	Bore all targets to sleep
	Erg Phasor	Non-elemental attack on single

Divides into: Assassin Bug

---

066. Buer

Lv: 32    HP: 470            Weak:  
Exp: 410                    Half: All elements  
Gella: 820                  Resist:  
                              Absorb:  
  
Drop: Mini Carrot  
Steal: Mega Berry

Location: Memory Maze, Monster Island

	Name	Effect
Special attacks:	Spark	Lightning magic on single target

Divides into: Fairy Light

---

067. Bulkogidon - BOSS

Lv: 87    HP: 100000            Weak: All elements  
Exp: 20000                  Half:  
Gella: 30000                Resist:  
                              Absorb:  
  
Drop:  
Steal: Tiny Flower

Location: Fab Science Lab

	Name	Effect
Special attacks:	Schwartz Stahl	Dark elemental explosion on single
	Whole-Body Attack	Heavy attack on single target
	Runaway Oppression	Belly hits all and paralyzes
	Drill Drager	Drill attacks single target

Other parts:	HP	EXP	GELLA	Other effects
Belly	50000	10000	15000	Both weak to all elements, Both
Drill	50000	10000	15000	drop Coin Purse, Steal Stone from Drill, Steal Heal Berry from Belly

---

068. Cactus Man

Lv: 25    HP: 320            Weak:

Exp: 230                      Half:  
Gella: 460                    Resist:  
Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Raypoint Geo island

	Name	Effect
Special attacks:	Hi-Break	Strong earth magic on one target
	Hi-Aqua	Strong water magic on one target
	Hi-Flame	Strong fire magic on single target
	Wind Edge	Blade of wind hits all opponents

Divides into: Lilly Pad

---

069. Caina - BOSS

Lv: 28    HP: 6750            Weak:  
Exp: 3700                    Half:  
Gella: 0                      Resist:  
Absorb:

Drop:  
Steal: War Respite

Location: Emulator Zone

	Name	Effect
Special attacks:	4D Hypo Blast	Dazzling light attack on single
	Gate of Isolde	Damage + multiple statuses on all

---

070. Caina (2) - BOSS

Lv: 36    HP: 17500            Weak:  
Exp: 7000                    Half:  
Gella: 7000                  Resist:  
Absorb:

Drop:  
Steal: Full Revive

Location: Diablo Pillar Caina

	Name	Effect
Special attacks:	4D Hypo Blast	Dazzling light attack on single
	Gate of Isolde	Damage + multiple statuses on all

---

071. Caina (3) - BOSS

Lv: 42    HP: 16000            Weak:  
Exp: 7500                    Half:  
Gella: 7500                  Resist:  
Absorb:

Drop: War Respite  
Steal: Tiny Flower

Location: Lost Garden

	Name	Effect
Special attacks:	4D Hypo Blast	Dazzling light attack on single
	Gate of Isolde	Damage + multiple statuses on all

---

072. Captor

Lv: 24    HP: 340            Weak:  
Exp: 240                    Half: Ice  
Gella: 500                  Resist:  
                             Absorb: Water

Drop: Big Berry  
Steal: Heal Berry

Location: Closed Mine Shaft

	Name	Effect
Special attacks:	Human Experiment	Damage and multiple statuses to one

Divides into: Lilly Pad

---

073. Carbuncle

Lv: 18    HP: 200            Weak: Light  
Exp: 150                    Half: Dark  
Gella: 300                  Resist:  
                             Absorb:

Drop: Pixie Dust  
Steal: Big Berry

Location: Shining Garden region

	Name	Effect
Special attacks:	Caloric Nova	Explosion on all targets
	Biolaser	Beam damages single opponent

Divides into: Dakleit

---

074. Catoblepas

Lv: 30    HP: 600            Weak: Dark  
Exp: 375                    Half:  
Gella: 750                  Resist:  
                             Absorb:

Drop: Softener  
Steal: Pinwheel

Location: Diablo Pillar Judecca

	Name	Effect
Special attacks:	Petro Gaze	Petrify all targets
	Paralysis Gaze	Paralyze all targets with beam

Divides into: Pas de Chat

---

075. Cave Torus

Lv: 18    HP: 220            Weak:  
Exp: 155                    Half:  
Gella: 310                  Resist:  
                             Absorb:

Drop:  
Steal:

Location: Tunnel to Sielje Region

	Name	Effect
Special attacks:	Whole-Body Attack	Powerful body slam
	Buried Alive	Wave of earth hits all targets

Divides into: Shrieker

---

076. Chimera

Lv: 32	HP: 3000	Weak:
Exp: 1000		Half:
Gella: 200		Resist:
		Absorb:

Drop: Mega Berry  
Steal: Heal Berry

Location: Lost Garden

	Name	Effect
Special attacks:	Tail Smash	Heavy attack
	Tactless	Heavy attack

Divides into: Owlbear

---

077. Choronzon

Lv: 45	HP: 3550	Weak:
Exp: 1000		Half:
Gella: 1000		Resist: All elements
		Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Hi-Heal	Heal self a lot
	Saber	Non-elemental magic on single
	Armor Down	Reduce all opponents' DFP
	Acacic Rewriter	Strong non-elemental magic on all

Divides into: Blackou

---

078. Chrysalis

Lv: 40	HP: 560	Weak:
Exp: 500		Half:
Gella: 1000		Resist:
		Absorb: All elements

Drop:  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Defensive Posture	Raise own DFP

Divides into: Fleurety

---

079. Clay Puppet

Lv: 20    HP: 220            Weak: Water  
Exp: 175                      Half:  
Gella: 350                    Resist: Fire  
                                 Absorb: Earth  
  
Drop: Lucky Card  
Steal: Heal Berry

Location: Gate Bridge, Monster Island

	Name	Effect
Special attacks:	Heat Beam	Fire laser on one target
	Critical	Heavy attack

Divides into: Jelly Blob

---

080. Coatl

Lv: 44    HP: 4200            Weak: Earth  
Exp: 1000                     Half:  
Gella: 2500                   Resist:  
                                 Absorb:  
  
Drop: Mega Berry  
Steal: Heal Berry

Location: Spiral Tower

	Name	Effect
Special attacks:	Wind Edge	Air blades hit all targets
	Hurricane Bolt	Twister slams all targets
	Prepare to Attack	Store power for next turn

Divides into: Shanzen

---

081. Cockatrice

Lv: 14    HP: 210            Weak:  
Exp: 80                      Half:  
Gella: 240                    Resist:  
                                 Absorb:  
  
Drop: Antidote  
Steal: Pixie Dust

Location: Holst region

	Name	Effect
Special attacks:	Poison Breath	Poison all with gas

Divides into: Rat Monkey

---

082. Coral Eater

Lv: 23    HP: 320            Weak:  
Exp: 230                      Half:  
Gella: 460                    Resist:  
                                 Absorb:  
  
Drop: Lucky Card  
Steal: Heal Berry

Location: N Outer Sea in bright blue waters

	Name	Effect
Special attacks:	Statue Form	Avoid all remaining attacks that turn
	Tidal Wave	Water damages all targets

Divides into: Ghoul

---

083. Crab Bubbler

Lv: 23	HP: 320	Weak: Lightning
Exp: 230		Half:
Gella: 460		Resist:
		Absorb: Water

Drop: Antidote  
Steal: Medicine

Location: Outer Sea

	Name	Effect
Special attacks:	Bubble Cluster	Water damage and disease all

Divides into: Ghoul

---

084. Crash Bunny

Lv: 39	HP: 600	Weak: Dark
Exp: 700		Half: All elements except Dark
Gella: 2000		Resist:
		Absorb:

Drop: Bullet Load  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Hi-Quick	Raise ally group's RES
	Slimy Bind	Lower all targets' RES and PRY

Divides into: Stolas

---

085. Critter

Lv: 7	HP: 110	Weak:
Exp: 20		Half:
Gella: 80		Resist:
		Absorb:

Drop: Heal Berry  
Steal: Big Berry

Location: Telepath Tower

	Name	Effect
Special attacks:	16t	Drop on target from above

Divides into: Pill Bug

---

086. Cuttlefish

Lv: 20	HP: 220	Weak: Lightning
--------	---------	-----------------

Exp: 150                      Half: Ice  
Gella: 300                    Resist:  
Absorb: Water

Drop: ReviveFruit  
Steal: Heal Berry

Location: Inner Sea

	Name	Effect
Special attacks:	Geyser	Water attack on single target
	Aqua	Water magic on single target

Divides into: Jelly Blob

---

#### 087. Cyclops

Lv: 42    HP: 4200            Weak: Dark  
Exp: 1200                    Half:  
Gella: 5000                 Resist:  
Absorb:

Drop: Full Revive  
Steal: Pixie Dust

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Dead End	Instant death on single target
	Monster Beam	Laser shoots each opponent

Divides into: Necrosaurus

---

#### 088. Dakleit

Lv: 8    HP: 200                Weak:  
Exp: 20                        Half: All elements  
Gella: 80                      Resist:  
Absorb:

Drop: ReviveFruit  
Steal: Heal Berry

Location: Damzen City region, Telepath Tower

	Name	Effect
Special attacks:	Water Catastrophe	Tidal wave hits entire party
	Break	Earth magic, single
	Hi-Aqua	Powerful water magic, single
	Hi-Freeze	Powerful ice magic, single
	Hi-Flame	Powerful fire magic, single

Divides into: Beast Pillar

---

#### 089. Dalawa Bunny

Lv: 41    HP: 560                Weak: Dark  
Exp: 500                        Half: All elements except Dark  
Gella: 1000                    Resist:  
Absorb:

Drop: Big Berry  
Steal: Heal Berry



Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Weakness	Decrease all targets' DFP and MGR

Divides into: Fleurety

---

#### 090. Daphne

Lv: 1	HP: 300	Weak: Fire
Exp: 16		Half: Water
Gella: 100		Resist:
		Absorb:
Drop: Big Berry		
Steal: Lucky Card		

Location: Meria Boule Forest (Live Reflector area)

	Name	Effect
Special attacks:	Short of Breath	No apparent effect

Divides into: Another Daphne

---

#### 091. Death Tiles

Lv: 25	HP: 300	Weak:
Exp: 230		Half: All elements
Gella: 460		Resist:
		Absorb:
Drop: Boomerang		
Steal: Heal Berry		

Location: Guild Galad region

	Name	Effect
Special attacks:	Flame	Fire magic on single target
	Hi-Flame	Strong fire magic on single
	Hi-Spark	Strong lightning magic on single
	Water Catastrophe	Tidal wave hits all targets
	Hi-Heal/Extend	Heal all members of own group
	Shield	Increase own or ally's DFP

Divides into: Lilly Pad

---

#### 092. Decarabia

Lv: 31	HP: 1200	Weak:
Exp: 375		Half:
Gella: 750		Resist: All elements
		Absorb:
Drop: Big Berry		
Steal: Big Berry		

Location: Diablo Pillar Ptolomea

	Name	Effect
Special attacks:	Thunder Break	Lightning rains down on all
	Blast	Fiery explosion damages all
	Vortex	Wind magic on single target
	Critical Heal	Completely heal self + all allies

Divides into: Pas de Chat

---

093. Deep One

Lv: 25    HP: 320            Weak: Lightning  
Exp: 230                    Half: Ice  
Gella: 460                  Resist:  
Absorb: Water

Drop: Big Berry  
Steal: Heal Berry

Location: Outer sea, W of Sylvaland region

Name	Effect
------	--------

Special attacks:

Divides into: Lilly Pad

---

094. Dendrobium

Lv: 33    HP: 2800            Weak: Fire  
Exp: 450                    Half: Water  
Gella: 900                  Resist:  
Absorb:

Drop: War Respite  
Steal: Heal Berry

Location: Sleeping Volcano

Name	Effect
------	--------

Special attacks:	Bug Poison	Poison and disease single target
	Monster Beam	Laser attack on all opponents

Divides into: Owlbear

---

095. Devonova

Lv: 33    HP: 3000            Weak: Earth  
Exp: 1000                    Half:  
Gella: 2000                  Resist: Wind  
Absorb:

Drop: Full Revive  
Steal: War Respite

Location: Raypoint Flam, Raypoint Geo

Name	Effect
------	--------

Special attacks:	Arc en Ciel	Multiple status effects on all
	Disintegrate	Damage on all with dark power
	Critical	Heavy attack

Divides into: Owlbear

---

096. Dimholnos

Lv: 42    HP: 2000            Weak: All elements  
Exp: 700                    Half:  
Gella: 2000                  Resist:  
Absorb:

Drop: War Respite  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:		

Divides into: HelterSkelter

---

097. Doomsday

Lv: 36    HP: 8000    Weak:  
Exp: 500            Half: All elements  
Gella: 10000        Resist:  
                     Absorb:

Drop: Full Revive  
Steal: Mega Berry

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Schwartz Strahl	Heavy damage on single target
	Shockwave	Crystal beam hits all for damage
	Elixir	Fully heal self

Divides into: Rock Buster

---

098. Doppelganger

Lv: 31    HP: 460    Weak:  
Exp: 400            Half:  
Gella: 800           Resist:  
                     Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Heimdal Gazzo

	Name	Effect
Special attacks:	Data Install	Take a party member's form

Divides into: the Fake it would have changed into

\* note: fakes of your characters can use any of your original powers \*

---

099. Drawdo - BOSS

Lv: 36    HP: 9600    Weak: Earth, Fire  
Exp: 5000            Half:  
Gella: 5000           Resist: Dark  
                     Absorb: Water

Drop: Blue Wind  
Steal: Mega Berry

Location: Diablo Pillar Caina

	Name	Effect
Special attacks:	Optochemical Bomb	Damages, confuses and poisons all
	Mercury Cadmium	Damage, sleep and forget on all
	Gas Pressure	Gas explosion damages all targets

Other parts:	HP	EXP	GELLA	Other effects
Left Head	4800	2500	2500	Same elemental effects as
Right Head	4800	2500	2500	main head

---

100. Dryad

Lv: 6	HP: 100	Weak: Fire
Exp: 15		Half: Water
Gella: 60		Resist:
		Absorb:

Drop: Antidote  
Steal: Heal Berry

Location: Under Traffic

	Name	Effect
Special attacks:	Gas Cloud	Attempt to cause poison in target
	Taunting	No effect

Divides into: Pill Bug

---

101. Dumpty

Lv: 43	HP: 650	Weak:
Exp: 700		Half:
Gella: 2000		Resist:
		Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Kirlian Buster	Dark explosion on all targets
	Planet Dust	Meteor rocks rain on all
	Armageddon	Dark magic hits all targets
	Thunder Break	Lightning storm on all targets

Divides into: HelterSkelter

---

102. Dust Man

Lv: 28	HP: 380	Weak: Light
Exp: 325		Half:
Gella: 650		Resist:
		Absorb: Earth

Drop: Peppy Acorn  
Steal: Heal Berry

Location: Lost City Archeim

	Name	Effect
Special attacks:	Don't Forget Me!	Self-destruct near single target

Divides into: Jackolantern

---

103. Dwergar

Lv: 9      HP: 130      Weak: Wind  
Exp: 50      Half:  
Gella: 150      Resist:  
Absorb: Earth

Drop: Heal Berry  
Steal: Heal Berry

Location: Sylvaland region

	Name	Effect
Special attacks:	Buried Alive!	Throws earth at all target

Divides into: Beast Pillar

---

#### 104. Earth Figure

Lv: 25      HP: 320      Weak: Water  
Exp: 230      Half:  
Gella: 460      Resist: Fire  
Absorb: Earth

Drop: Bust  
Steal: Heal Berry

Location: Holst region after getting hovercraft

	Name	Effect
Special attacks:	Power Seal	Cause ability block in one target

Divides into: Lilly Pad

---

#### 105. Efreet

Lv: 36      HP: 2800      Weak: Water  
Exp: 1000      Half: All elements except Water and Fire  
Gella: 1500      Resist:  
Absorb: Fire

Drop: Mega Berry  
Steal: Heal Berry

Location: Raypoint Flam

	Name	Effect
Special attacks:	Firestorm	Stream of fire at all targets
	Fire Breath	Fiery gas spewed at one target
	Cremation	Fire explosion hits all targets

Divides into: Rock Buster

---

#### 106. Elbucky

Lv: 43      HP: 700      Weak:  
Exp: 750      Half:  
Gella: 2000      Resist:  
Absorb:

Drop: Peppy Acorn  
Steal: Big Berry

Location: Spiral Tower

	Name	Effect
Special attacks:	No Way, Meow!	Cause downhearted status in all

Heal/Extend	Heal self
Hi-Barrier	Increase own group's DFP and MGR
Might Body	Increase own stats
Def Down	Lower your party's DFP and MGR

Divides into: HelterSkelter

---

107. Eldersing

Lv: 41	HP: 560	Weak:
Exp: 500		Half:
Gella: 1000		Resist:
		Absorb: All elements
Drop: Antidote		
Steal: Big Berry		

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Sweet Smell	Put all targets to sleep
	Euthanasia Gas	Sleep and poison for all

Divides into: Fleurety

---

108. Elebart - BOSS

Lv: 13	HP:	Weak: Earth
Exp:		Half: Wind
Gella: 1400		Resist:
		Absorb: Lightning
Drop:		
Steal:		

Location: Live Reflector

	Name	Effect
Special attacks:	Stun Gun Blow	Heavy shock, needs both claws
	Elebalt Corrida	Lightning strike with either claw

Other parts:	HP	EXP	GELLA	Other effects
Right Claw	1250	700	700	Both claws resist lightning,
Left Claw	1250	700	700	halve wind, weak to earth, drop STR apples

---

109. Electrigger

Lv: 35	HP: 690	Weak: Fire
Exp: 600		Half: Earth, Wind, Ice, Light, Dark
Gella: 1200		Resist:
		Absorb: Water, Lightning
Drop: Pixie Dust		
Steal: Heal Berry		

Location: Raypoint Muse

	Name	Effect
Special attacks:	Voge	Tidal wave hits all targets
	Bioelectricity	Lightning attack on single foe

Divides into: Carbuncle

---

110. Elephantine

Lv: 38    HP: 650            Weak: Light  
Exp: 500                      Half:  
Gella: 1000                  Resist:  
                                Absorb: Dark

Drop: Full Revive  
Steal: Heal Berry

Location: Raypoint Muse region

	Name	Effect
Special attacks:	Big Strength Thief	Suck HP from one character

Divides into: Stolas

---

111. Empusa

Lv: 4      HP: 40            Weak: Lightning  
Exp: 10                      Half:  
Gella: 40                    Resist:  
                                Absorb:

Drop: ReviveFruit  
Steal: ReviveFruit

Location: Illsveil Prison

	Name	Effect
Special attacks:	Strength Thief	Suck HP from target
	Gimlet	Heavy drill attack

Divides into: Blue Book

---

112. Ettin

Lv: 32    HP: 600            Weak:  
Exp: 410                    Half:  
Gella: 820                  Resist:  
                                Absorb:

Drop: Mega Berry  
Steal: Heal Berry

Location: Memory Maze

	Name	Effect
Special attacks:	Blink Around	Heavy attack

Divides into:

---

113. Eurynome

Lv: 32    HP: 1500            Weak: All elements  
Exp: 450                      Half:  
Gella: 900                    Resist:  
                                Absorb:

Drop:  
Steal: Mega Berry

Location: Lost Garden

	Name	Effect
Special attacks:	Irresist	Lowers all targets' MGR
	Unmodified Spell??	Spheres attack all targets
	Hi-Barrier	Raise group's DFP and MGR
	Saber	Non-elemental magic on one target

Divides into: Fairy Light

---

114. Evil Dead

Lv: 27    HP: 350            Weak:  
Exp: 325                      Half:  
Gella: 650                    Resist:  
                                 Absorb:

Drop: ReviveFruit  
Steal: ReviveFruit

Location: Lost City Archeim

	Name	Effect
Special attacks:	Defensive Posture	Raise own DFP

Divides into: Assassin Bug

---

115. Fafnir

Lv: 25    HP: 320            Weak: Wind  
Exp: 230                      Half:  
Gella: 460                    Resist:  
                                 Absorb: Earth

Drop: Antidote  
Steal: Big Berry

Location: Large island in NE, including Snake Road

	Name	Effect
Special attacks:	Gas Cloud	Poison single target with gas

Divides into: Lilly Pad

---

116. Fairy Light

Lv: 16    HP: 170            Weak: Dark  
Exp: 100                      Half:  
Gella: 300                    Resist:  
                                 Absorb: Light

Drop: Big Berry  
Steal: Big Berry

Location: Hidden Trial Arena

	Name	Effect
Special attacks:	Gravv	Dark element explosion engulfs one
	Rayxander	Lightning explosion hits all
	Life Returner	Heal self

Divides into: Dakleit

---



117. First Root - BOSS

Lv: 52    HP: 15000    Weak:  
Exp: 0                    Half: Fire  
Gella: 0                  Resist: Water  
                         Absorb:  
  
Drop:  
Steal:

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Atmosphere Reentry	Comets crash down on target
	Dark Star Bow	Laser attack + multiple statuses
	Blue Riot	Laser damages target
	Galactic Explosion	Cosmic energy damages opponent
	Hyperion Inferno	Line of explosions hits foe

---

118. Flam Knight - BOSS

Lv: 46    HP: 9000    Weak: Water  
Exp: 12000            Half: Ice  
Gella: 12000          Resist:  
                         Absorb: Fire  
  
Drop: Tiara  
Steal: Mega Berry

Location: Raypoint Flam

	Name	Effect
Special attacks:	Mirror Coat	Cast reflect on main body
	Hi-Barrier	Increase own DFP and MGR
	Blade Arm	Heavy physical attack on single
	Caloric Nova	Powerful flame explosion on all

Other parts:	HP	EXP	GELLA	Other effects
Shield	9000	6000	6000	Drops Mega Berry, steal Full Revive, absorbs all elements

---

119. Flauros

Lv: 25    HP: 320    Weak:  
Exp: 230                    Half:  
Gella: 460                  Resist:  
                         Absorb: Dark  
  
Drop: Big Berry  
Steal: Heal Berry

Location: Meteorite Crater island

	Name	Effect
Special attacks:	Aura Nova	Damage all with laser pulse
	Magic Ball	Light attack on single target

Divides into: Lilly Pad

---

120. Fleurety

Lv: 20    HP: 220    Weak: Fire  
Exp: 165                    Half:

Gella: 330                      Resist:  
                                 Absorb: Ice

Drop: Chakram  
Steal: Heal Berry

Location: Sielje Region area

	Name	Effect
Special attacks:	Blizzard Breath	Ice damage to all targets
	Frigid	Powerful ice magic on single

Divides into: Jelly Blob

---

#### 121. Forneus

Lv: 36    HP: 750              Weak: Lightning  
Exp: 425                      Half: Ice  
Gella: 850                    Resist:  
                                 Absorb: Water

Drop: Mega Berry  
Steal: Heal Berry

Location: Outer Sea (disc 2)

	Name	Effect
Special attacks:	White Dagger	Ice shard pierces single target
	Frost Bomb	Ice explosion on all targets

Divides into: Carbuncle

---

#### 122. Furfur

Lv: 30    HP: 1000              Weak: Earth  
Exp: 375                      Half: Wind  
Gella: 750                    Resist:  
                                 Absorb: Lightning

Drop: ReviveFruit  
Steal: Heal Berry

Location: Diablo Pillar Caina

	Name	Effect
Special attacks:	Thor's Hammer	Lightning strike on everyone
	Inspire	Lighting attack on single target

Divides into: Pas de Chat

---

#### 123. Gagison

Lv: 2    HP: 85                    Weak: Wind  
Exp: 10                      Half:  
Gella: 50                    Resist:  
                                 Absorb:

Drop: Medicine  
Steal: Medicine

Location: Withered Ruins

	Name	Effect
Special attacks:	Disease	Cause disease, single

Divides into: Hyulkonton

---

124. Galeion

Lv: 15    HP: 700            Weak: Ice  
Exp: 2500                    Half: Fire  
Gella: 0                     Resist:  
                             Absorb:

Drop:  
Steal:

Location: Aguel Mine Shaft

	Name	Effect
Special attacks:	Suicide	Kills self, you get 0 experience

Divides into: Critter

---

125. GAONIM - BOSS

Lv: 8      HP: 2000            Weak: Lightning  
Exp: 300                     Half:  
Gella: 600                  Resist:  
                             Absorb:

Drop:  
Steal:

Location: Illsveil Prison

	Name	Effect
Special attacks:	Hammer Swing	Strike with huge right claw
	Chew Up	Bite with teeth in belly

Other parts:	HP	EXP	GELLA	Other effects
Right Claw	1000	150	300	

---

126. Gargoyle

Lv: 15    HP: 250            Weak: Wind  
Exp: 90                     Half:  
Gella: 270                  Resist:  
                             Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: Wind Tiger's Den

	Name	Effect
Special attacks:	Twister	Tornado hits all opponents
	Statue Form	Invulnerable for rest of turn

Divides into: Critter

---

127. Gasnoid 1st

Lv: 42    HP: 650            Weak:  
Exp: 750                    Half:  
Gella: 2000                 Resist: All elements  
                             Absorb:

Drop: Antidote  
Steal: Full Revive

Location: Lost Garden island

	Name	Effect
Special attacks:	Ominously Inquire	Scan party
	Gas Cloud	Poison single target
	Euthanasia Gas	Put all to sleep and poison
	Deadly Poison	Instant death or vile poison to all

Divides into: HelterSkelter

---

128. Gatlorg - BOSS

Lv: 44    HP: 75000    Weak: Fire, Lighting  
Exp: 50000    Half:  
Gella: 75000    Resist:  
Absorb: Water

Drop:  
Steal: Mini Carrot

Location: Pirate's Warren

	Name	Effect
Special attacks:	Bubble Cluster	Water damage and disease all
	Poison bubble	Damage single and vile poison
	Whole-Body Attack	Heavy anchor attack on single
	Deadly Poison	Damage and vile poison all targets
	Big Strength Thief	Suck HP from one to fully heal

---

129. Geag Mantis

Lv: 31    HP: 900    Weak: Water, Ice  
Exp: 450    Half:  
Gella: 900    Resist:  
Absorb: Fire

Drop: Lucky Card  
Steal: Mega Berry

Location: Sleeping Volcano

	Name	Effect
Special attacks:	Mantis Fu	Very heavy physical attack

Divides into: Pas de Chat

---

130. Gehenna Neros - BOSS

Lv: 19    HP: 3000    Weak: All elements  
Exp: 2000    Half:  
Gella: 2000    Resist:  
Absorb:

Drop:  
Steal: Big Berry

Location: Hidden Trial Arena

	Name	Effect
Special attacks:	Replicate	Create a double of self
	Pill	Heal self up to 410 HP

-----  
131. Gel Gob

Lv: 40    HP: 630            Weak:  
 Exp: 700                      Half:  
 Gella: 2000                  Resist:  
                                  Absorb:

Drop: Mega Berry  
 Steal: Heal Berry

Location: Fiery Wreckage

	Name	Effect
Special attacks:	Anti-Ground Laser	Rain of light hits entire party
	Gob Soul in a Bug	Chance on instant death on single

Divides into: Fleurety

-----  
132. Gela Cactus

Lv: 41    HP: 630            Weak:  
 Exp: 700                      Half:  
 Gella: 2000                  Resist:  
                                  Absorb:

Drop: Grenade  
 Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Stone Javelin	Earth magic on single target
	Aqua Breath	Water bubbles hit single target
	Wind Ripper	Blade of air hits one person
	Flare Bomb	Explosion of fire on one target

Divides into: Fleurety

\*Note: only appears by surprise.

-----  
133. Geldam

Lv: 39    HP: 1000            Weak: Earth, Fire  
 Exp: 500                      Half: Ice  
 Gella: 1000                  Resist:  
                                  Absorb: Water

Drop: Antidote  
 Steal: Big Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Sweet Smell	Put entire party to sleep
	Poison Injection	Poison single target
	Toxic Breath	Gas causes vile poison to single

Divides into: Stolas

-----  
134. Geo Knight - BOSS

Lv: 46    HP: 9000            Weak: Wind  
Exp: 12000                    Half: Lightning  
Gella: 12000                 Resist:  
Absorb: Earth

Drop: Dead Heat  
Steal: Mega Berry

Location: Raypoint Geo

	Name	Effect
Special attacks:	Mirror Coat	Cast reflect on main body
	Hi-Barrier	Increase own DFP and MGR
	Blade Arm	Heavy physical attack on single
	Gaia Crash	Massive earth barrage on all

Other parts:	HP	EXP	GELLA	Other effects
Shield	9000	6000	6000	Drops Mega Berry, steal Full Revive, absorbs all elements

---

135. Gespenst

Lv: 32    HP: 480            Weak:  
Exp: 425                    Half:  
Gella: 850                 Resist:  
Absorb:

Drop:  
Steal: Mega Berry

Location: Sacrificial Altar

	Name	Effect
Special attacks:	Hi-Break	Strong earth magic on one target
	Hi-Vortex	Strong wind magic on one target
	Water Catastrophe	Tidal wave drowns all targets

Divides into: Fairy Light

---

136. Ghost - BOSS

Lv: 49    HP: ?                Weak: Light  
Exp: 12000                 Half:  
Gella: 12000               Resist:  
Absorb: Dark

Drop: Full Carrot  
Steal: Tiny Flower

Location: Fiery Wreckage

	Name	Effect
Special attacks:	Incur My Wrath	Damages all, chance of instant death
	4D Hypo Blast	Dazzling light attack on single target
	Gate of Isolde	Damage and multiple statuses to all
	Void Effect	Removes any stat bonuses on your party

---

137. Ghoul

Lv: 11    HP: 150                Weak: Light  
Exp: 60                     Half: Dark  
Gella: 180                 Resist:

Absorb:

Drop: Pixie Dust  
Steal: Heal Berry

Location: Golgotha Prison

	Name	Effect
Special attacks:	Stun Cloud	Cause paralysis to single target

Divides into: Gob

---

#### 138. Giant Crab

Lv: 15    HP: 190            Weak: Lightning  
Exp: 90                      Half:  
Gella: 270                  Resist:  
Absorb: Water

Drop: Antidote  
Steal: Big Berry

Location: Aguel Mine Shaft

	Name	Effect
Special attacks:	Gas Cloud	Damage and poison single target
	Crab Brains	Cause vile poison in target

Divides into: Rat Monkey

---

#### 139. Gigacloud

Lv: 36    HP: 1400            Weak: Earth  
Exp: 600                    Half:  
Gella: 1200                Resist:  
Absorb: Lightning

Drop: Pixie Dust  
Steal: Heal Berry

Location: Raypoint Wing

	Name	Effect
Special attacks:	Bioelectricity	Lightning shocks single target
	Plasma Leader	Lightning bolts hit all
	Thunder Pulse	Lightning power hits all

Divides into: Carbuncle

---

#### 140. Gigaflame

Lv: 36    HP: 1400            Weak: Water  
Exp: 600                    Half:  
Gella: 1200                Resist:  
Absorb: Fire

Drop:  
Steal: Heal Berry

Location: Raypoint Flam

	Name	Effect
Special attacks:	Fire Breath	Fiery gas spewed at single target
	Smithereens	Very heavy physical assault on one

Divides into: Carbuncle

---

141. Gigafrost

Lv: 36    HP: 1400    Weak: Fire  
Exp: 600                Half: Water  
Gella: 1200             Resist:  
                         Absorb: Ice

Drop:  
Steal: Heal Berry

Location: Raypoint Muse

	Name	Effect
Special attacks:	Cold Sleep	Cause ice damage and sleep in one
	Absolute 0	Snowstorm causes ice damage to all

Divides into: Carbuncle

---

142. Gigapoisson

Lv: 36    HP: 1400    Weak: Wind  
Exp: 600                Half:  
Gella: 1200             Resist:  
                         Absorb:

Drop: Antidote  
Steal: Heal Berry

Location: Raypoint Geo

	Name	Effect
Special attacks:	Planet Dust	Meteors rain down on all targets
	Toxic Breath	Poisons single target
	Poison Breath	Poisons all targets with gas

Divides into: Carbuncle

---

143. Gila Monster

Lv: 15    HP: 180    Weak:  
Exp: 90                Half: Fire  
Gella: 270             Resist:  
                         Absorb:

Drop: Antidote  
Steal: Heal Berry

Location: Wind Tiger's Den region, various islands in outer sea

	Name	Effect
Special attacks:	Flame Tongue	Spits fire at single target
	Gas Cloud	Cause poison in single target

Divides into: Rat Monkey

---

144. Gill Serpent

Lv: 39    HP: 650    Weak: Lightning  
Exp: 500                Half: Ice  
Gella: 1000             Resist:



Absorb: Water

Drop: Pixie Dust  
Steal: Mega Berry

Location: Gated Sea

	Name	Effect
Special attacks:	Knockdown	Damage and paralyze single

Divides into: Stolas

---

#### 145. Girtabryl

Lv: 30    HP: 900    Weak: Ice  
Exp: 375    Half:  
Gella: 750    Resist:  
Absorb:

Drop: War Respite  
Steal: Big Berry

Location: Diablo Pillar Judecca

	Name	Effect
Special attacks:	Barrier	Raise own/ally's DFP and MGR
	Bug Poison	Poison and disease single target

Divides into: Pas de Chat

---

#### 146. Gizmo

Lv: 31    HP: 510    Weak:  
Exp: 450    Half:  
Gella: 900    Resist:  
Absorb: All elements

Drop: ReviveFruit  
Steal: Mega Berry

Location: Lost Garden

	Name	Effect
Special attacks:	Taunting	No effect

Divides into: Pas de Chat

---

#### 147. Gob

Lv: 7    HP: 110    Weak:  
Exp: 15    Half:  
Gella: 60    Resist:  
Absorb:

Drop: Heal Berry  
Steal: Big Berry

Location: Under Traffic, Damzen City region

	Name	Effect
Special attacks:	Gobs & Gobs!	Changes target's HP to 110
	Critical	Heavy attack

Divides into: Pill Bug

---

148. Gohm

Lv: 1    HP: 65            Weak: Ice  
Exp: 4                      Half: Fire  
Gella: 16                   Resist:  
                             Absorb:

Drop: Heal Berry  
Steal:

Location: Millennium Puzzle

	Name	Effect
Special attacks:	Shock Beam	Laser attack, single

Divides into: another Gohm

---

149. Golpa

Lv: 38    HP: 560            Weak:  
Exp: 500                    Half:  
Gella: 1000                 Resist:  
                             Absorb:

Drop:  
Steal: Secret Key

Location: Good Luck Zone

	Name	Effect
Special attacks:	Contaminate Crust	Earth damage + poison all targets
	Resonance Quake	Vibrations damage all opponents

Divides into: Stolas

---

150. GomorrahToad

Lv: 3    HP: 100            Weak: Ice  
Exp: 15                      Half:  
Gella: 60                    Resist:  
                             Absorb: Water

Drop: Heal Berry  
Steal: Big Berry

Location: Sword Cathedral region

	Name	Effect
Special attacks:		

Divides into: Kobold

---

151. Gorbash

Lv: 33    HP: 3000            Weak: Wind  
Exp: 900                      Half:  
Gella: 1800                 Resist: Earth  
                             Absorb:

Drop: Mega Berry  
Steal: Heal Berry

Location: Raypoint Wing, Raypoint Muse

	Name	Effect
Special attacks:	Flare Stream	Fire hits single target
	Resonance Quake	Earthquake damages all foes

Divides into: Owlbear

#### 152. Graboid

Lv: 25	HP: 320	Weak: Wind, Ice
Exp:		Half:
Gella: 460		Resist: Earth
		Absorb:
Drop: Pixie Dust		
Steal: Heal Berry		

Location: Shining Garden region and others

	Name	Effect
Special attacks:	Paralysis Gaze	Paralyze all targets with beam

Divides into: Lilly Pad

#### 153. Grabsk

Lv: 31	HP: 400	Weak:
Exp: 410		Half: Ice
Gella: 820		Resist:
		Absorb: Water
Drop: Spoon		
Steal: Mega Berry		

Location: Millennium Puzzle (2), Monster Island

	Name	Effect
Special attacks:	Giant Knuckle	Heavy attack on single target

Divides into: Pas de Chat

#### 154. Grauswein (1) - BOSS

Lv: 43	HP: 8000	Weak:
Exp: 10000		Half:
Gella: 0		Resist:
		Absorb:
Drop:		
Steal: Bullet Load		

Location: Guild Galad (automatic on disc 2)

	Name	Effect
Special attacks:	Nuclear Sphere	Nuclear explosion hits everyone
	Killer Maser	Laser beam damages all targets

Other parts:	HP	EXP	GELLA	Other effects
Belly	8000	5000	0	

#### 155. Grauswein (2) - BOSS

Lv: 43	HP: 8000	Weak:
--------	----------	-------

Exp: 10000                   Half:  
Gella: 10000                 Resist:  
                              Absorb:

Drop:  
Steal: Bullet Load

Location: Guild Galad (automatic on disc 2)

	Name	Effect
Special attacks:	Nuclear Sphere	Nuclear explosion hits everyone
	Killer Maser	Laser beam damages all targets
	Meltdown	Fiery explosion on single target

Other parts:	HP	EXP	GELLA	Other effects
Belly	8000	5000	5000	Drops Full Carrot

---

156. Gremalkin - BOSS

Lv: 5    HP: 650               Weak:  
Exp: 60                       Half:  
Gella: 250                    Resist:  
                              Absorb:

Drop:  
Steal:

Location: Brad's intro

	Name	Effect
Special attacks:	Parasite Battalion	Bees swarm from belly
	Chest Buster	Body slam
	Roaring Burst	Energy wave along ground

Other parts:	HP	EXP	GELLA	Other effects
Belly	500	40	250	

---

157. Gremlin

Lv: 25    HP: 360               Weak: All elements except Lightning  
Exp: 300                       Half:  
Gella: 600                    Resist:  
                              Absorb: Lightning

Drop: Bullet Load  
Steal: Heal Berry

Location: Coffin of 100 Eyes

	Name	Effect
Special attacks:	Taunting	No effect

Divides into: Lilly Pad

---

158. Grendel

Lv: 37    HP: 2000               Weak: Wind  
Exp: 1000                       Half:  
Gella: 5000                    Resist:  
                              Absorb: Earth

Drop: Mini Carrot  
Steal: Heal Berry

Location: Lost Garden island

	Name	Effect
Special attacks:	Spiral Typhoon	Wind tunnel hits all targets

Divides into: Rock Buster

---

159. Grimlok

Lv: 29	HP: 410	Weak:
Exp: 375		Half:
Gella: 750		Resist:
		Absorb:
Drop: ReviveFruit		
Steal: ReviveFruit		

Location: Diablo Pillar Judecca

	Name	Effect
Special attacks:	Die in Agony!	Instant death on all targets
	Space Emperor	Heavy attack

Divides into: Jackolantern

---

160. Grodine - BOSS

Lv: 50	HP: 10000	Weak: Lightning
Exp: 12000		Half: Ice
Gella: 12000		Resist:
		Absorb: Water
Drop:		
Steal: Full Revive		

Location: Spiral Tower

	Name	Effect
Special attacks:	Giant Scissors	Heavy attack with left claw
	Bubble Cluster	Water damage and disease to all

Other parts:	HP	EXP	Gella	Other effects
Left Claw	10000	6000	6000	Drops Ambrosia, Steal Tiny Flower, same elemental effects as main body

---

161. Gryphon

Lv: 25	HP: 320	Weak: Earth
Exp: 423		Half:
Gella: 460		Resist: Wind
		Absorb:
Drop: Big Berry		
Steal: Heal Berry		

Location: Outer sea, NE corner of world map

	Name	Effect
Special attacks:		

Divides into: Lilly Pad

---

162. Haborym

Lv: 35    HP: 720            Weak: Ice, Water  
Exp: 600                      Half:  
Gella: 1200                  Resist:  
                                Absorb: Fire  
  
Drop: Big Berry  
Steal: Heal Berry

Location: Raypoint Flam

	Name	Effect
Special attacks:	Flame Tongue	Stream of fire at single target

Divides into: Carbuncle

---

163. Harvestman

Lv: 28    HP: 410            Weak: Light  
Exp: 375                      Half: Dark  
Gella: 750                    Resist:  
                                Absorb:  
  
Drop: Bust  
Steal: Heal Berry

Location: Diablo Pillar Antenora

	Name	Effect
Special attacks:	Ominously Inquire	Scan party

Divides into: Jackolantern

---

164. HelterSkelter

Lv: 21    HP: 250            Weak: Light  
Exp: 200                      Half:  
Gella: 400                    Resist:  
                                Absorb: Dark  
  
Drop: ReviveFruit  
Steal: Heal Berry

Location: Slayheim Castle

	Name	Effect
Special attacks:	Cross Bone	Heavy attack

Divides into: Jelly Blob

---

165. Hope Diamond

Lv: 40    HP: 600            Weak: Light  
Exp: 500                      Half:  
Gella: 1000                  Resist: All elements except Light and Dark  
                                Absorb: Dark  
  
Drop: Softener  
Steal: Heal Berry

Location: Promised Catacombs

	Name	Effect
Special attacks:	Guillotine	Instant death on one target

Divides into: Fleurety

166. Horn Monster

Lv: 32    HP: 600            Weak: Wind  
 Exp: 425                    Half:  
 Gella: 850                 Resist: Earth  
                              Absorb:

Drop: Mega Berry  
 Steal: Heal Berry

Location: Grotto of Lourdes

	Name	Effect
Special attacks:	Tactless	Very strong physical attack
	Horn Spike	Heavy attack

Divides into: Fairy Light

167. Hresvelgr

Lv: 39    HP: 560            Weak: Earth  
 Exp: 500                    Half: Wind  
 Gella: 1000                Resist:  
                              Absorb:

Drop: Antidote  
 Steal: Heal Berry

Location: Gated Sea

	Name	Effect
Special attacks:	Chew Up	Heavy attack
	Poison Breath	Poison all targets

Divides into: Stolas

168. Hrimthurs

Lv: 25    HP: 320            Weak: Fire  
 Exp: 230                    Half:  
 Gella: 460                 Resist: Water  
                              Absorb: Ice

Drop:  
 Steal: Big Berry

Location: Outer Sea, SE corner of map

	Name	Effect
Special attacks:	Blizzard Breath	Ice gas on all targets
	Thermionic Blast	Suicide explosion damages all foes

Divides into: Lilly Pad

169. Humpty

Lv: 43    HP: 650            Weak:  
 Exp:                        Half:

Gella: 2000                      Resist:  
   Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Snow White	Snowstorm damages all
	Anti-Magic	Removes effect of previous spells
	Hi-Shield	Raise own DFP
	Critical Heal	Fully heal own party

Divides into: HelterSkelter

---

170. Hydra

Lv: 32    HP: 2800              Weak:  
Exp: 900                              Half:  
Gella: 500                            Resist:  
   Absorb:

Drop: Big Berry  
Steal: Lucky Card

Location: Sacrificial Altar

	Name	Effect
Special attacks:	Voge	Water explosion on all targets

Divides into: Owlbear

---

171. Hyperion

Lv: 45    HP: 700                  Weak:  
Exp: 800                              Half: All elements except Earth  
Gella: 2000                            Resist:  
   Absorb: Earth

Drop: War Respite  
Steal: Heal Berry

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Smithereens	Very heavy single physical assault

Divides into: Blackou

---

172. Hyulkonton

Lv: 1    HP: ~65000              Weak:  
Exp: 30000                            Half:  
Gella: 50000                           Resist:  
   Absorb:

Drop: Duplicator

Steal: Gimel Coin

Location: divide a Gagison, Balam

	Name	Effect
Special attacks:	Arc en Ciel	Multiple status effects on all



Divides into: cannot be divided

---

173. Imitator

Lv: 40    HP: 450            Weak:  
 Exp: 700                      Half: All elements  
 Gella: 2000                  Resist:  
                                  Absorb:

Drop: Lucky Card  
 Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Kappagu	Try to steal item from inventory
	Critical	Heavy attack

Divides into: Fleurety

---

174. Imp

Lv: 30    HP: 470            Weak:  
 Exp: 410                      Half:  
 Gella: 820                  Resist:  
                                  Absorb:

Drop: Pinwheel  
 Steal: Heal Berry

Location: Memory Maze, Monster Island

	Name	Effect
Special attacks:	Poison Beam	Poison single target with laser
	Wind Edge	Blade of wind hits all targets

Divides into: Pas de Chat

---

175. Iron Maiden

Lv: 21    HP: 250            Weak: Lightning  
 Exp: 175                      Half:  
 Gella: 350                  Resist:  
                                  Absorb:

Drop: ReviveFruit  
 Steal: Heal Berry

Location: Gate Bridge, Monster Island

	Name	Effect
Special attacks:	Defensive Posture	Raise own DFP
	Strength Thief	Suck HP from one target

Divides into: Jelly Blob

---

176. Item Carrier

Lv: 41    HP: 630            Weak:  
 Exp: 700                      Half:

Gella: 2000                      Resist:  
   Absorb:

Drop:  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Flee	Escape from battle

Divides into: Fleurety

---

#### 177. Jabberwock

Lv: 38    HP: 550                      Weak: Dark  
Exp: 500                                  Half: All elements except Dark  
Gella: 1000                              Resist:  
   Absorb:

Drop: Mega Berry  
Steal: Big Berry

Location: small island W of Wind Tiger's Den island

	Name	Effect
Special attacks:	Poison Injection	Poison single target

Divides into: Stolas

---

#### 178. Jacklizard

Lv: 25    HP: 320                      Weak: Dark  
Exp: 230                                  Half:  
Gella: 460                              Resist:  
   Absorb:

Drop: Big Berry  
Steal: Big Berry

Location: Promised Catacombs island

	Name	Effect
Special attacks:	Toxic Breath	Poison single target with gas

Divides into: Lilly Pad

---

#### 179. Jackolantern

Lv: 14    HP: 220                      Weak: Water  
Exp: 90                                    Half: Ice  
Gella: 270                              Resist:  
   Absorb: Fire

Drop: Stone  
Steal: Tiny Flower

Location: Diablo Pillar Caina region

	Name	Effect
Special attacks:	Pyromania	Fire attack on single target
	I Hate You!	Heavy attack with chainsaw

Divides into: Critter

---

180. Jasoul - BOSS

Lv: 33    HP: 9000            Weak: Light  
Exp: 5000                      Half: All elements except Light and Dark  
Gella: 5000                    Resist:  
                                Absorb: Dark  
  
Drop:  
Steal: Mini Carrot

Location: Lost City Archeim

	Name	Effect
Special attacks:	Life Force	Suck HP from 1 target to raise own HP
	Spark	Lightning magic on single target
	Armor Down	Decrease all targets' DFP
	Kirlian Buster	Dark explosion damages all targets
	Caloric Nova	Big explosion on all for heavy damage

Other parts:	HP	EXP	Gella	Other effects
Right Claw	4500	2500	2500	Both drop SOR Apple
Left Claw	4500	2500	2500	Same elements as above

---

181. Jelly Blob

Lv: 10    HP: 100            Weak: Earth, Fire  
Exp: 75                      Half: Ice  
Gella: 225                    Resist:  
                                Absorb: Water  
  
Drop: Medicine  
Steal: Heal Berry

Location: Raline Observatory

	Name	Effect
Special attacks:	Disease Cloud	Gas causes disease in all targets

Divides into: Gob

\*\*\* Note: Has very high PRY, difficult to hit physically. \*\*\*

---

182. Judecca (1) - BOSS

Lv: 20    HP: 3600            Weak:  
Exp: 1500                      Half:  
Gella: 0                        Resist:  
                                Absorb:  
  
Drop:  
Steal: Bullet Load

Location: Valeria Chateau assault

	Name	Effect
Special attacks:	Miriam	2-gun shot from hip at single
	Sidewinder	Firework trick shot
	Douglas	Powerful shotgun shot

---

183. Judecca (2) - BOSS

Lv: 32    HP: 5000            Weak:

Exp: 4200                      Half:  
Gella: 0                        Resist:  
                                 Absorb:

Drop:  
Steal: Tiny Flower

Location: after Closed Mine Shaft

	Name	Effect
Special attacks:	Miriam	2-gun shot from hip at single
	Sidewinder	Firework trick shot
	Douglas	Powerful shotgun shot

---

184. Judecca (3) - BOSS

Lv: 36    HP: 18000            Weak:  
Exp: 7000                      Half:  
Gella: 7000                    Resist:  
                                 Absorb:

Drop: War Respite  
Steal: Bullet Load

Location: Diablo Pillar Judecca

	Name	Effect
Special attacks:	Miriam	2-gun shot from hip at single
	Sidewinder	Firework trick shot on all targets
	Douglas	Shotgun shot on single + paralysis

---

185. Justa

Lv: 38    HP: 700                Weak: Ice  
Exp: 500                        Half:  
Gella: 1000                    Resist:  
                                 Absorb:

Drop:  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Flee	Escape from battle

Divides into: Stolas

---

186. Kalivos - BOSS

Lv: 5      HP: 400                Weak:  
Exp: 50                         Half:  
Gella: 250                      Resist:  
                                 Absorb:

Drop:  
Steal:

Location: Withered Ruins

	Name	Effect
Special attacks:	Blade Claw L	Slash with left claw
	Blade Claw R	Slash with right claw
	Cross Blade Claw	Heavy strike with both claws
	Laser Breath	Beam shot from head

Other parts:	HP	EXP	GELLA	Other effects
Right Claw	200	25	150	Drops Big Berry
Left Claw	200	25	150	

---

187. Kelaeno

Lv: 7    HP: 90            Weak: Earth  
Exp: 15                    Half: Wind  
Gella: 30                  Resist:  
Absorb:

Drop: Heal Berry  
Steal: Stone

Location: Damzen City region

	Name	Effect
Special attacks:	Pickpocket	Steal random item from party
	Endocrine Boost	Increase own RES & PRY
	Withdraw	Escape from battle

Divides into: GomorrahToad

---

188. Kelpie

Lv: 18    HP: 200            Weak: Lightning  
Exp: 150                   Half:  
Gella: 300                  Resist:  
Absorb: Water

Drop: Pinwheel  
Steal: Heal Berry

Location: Inner Sea

	Name	Effect
Special attacks:	Ozom Pulse	Beam confuses all targets

Divides into: Shrieker

---

189. Kerberos

Lv: 32    HP: 480            Weak:  
Exp: 425                   Half: Fire, Lightning, Ice  
Gella: 850                  Resist:  
Absorb:

Drop: Full Revive  
Steal: War Respite

Location: Abandoned Icebox

	Name	Effect
Special attacks:	Reaper's Lullaby	Damage and put one to sleep
	Firestorm	Waves of fire hit all targets

Divides into: Fairy Light

---

190. Kobold

Lv: 1    HP: 40            Weak: Wind

Exp: 4                      Half: Earth  
Gella: 16                   Resist:  
Absorb:

Drop: Stone  
Steal: Heal Berry

Location: Withered Ruins

	Name	Effect
Special attacks:	Flee	Escape from battle

Divides into: another Kobold

---

191. Kobold King - BOSS

Lv: 45    HP: 85000    Weak:  
Exp: 50000            Half:  
Gella: 75000         Resist:  
Absorb:

Drop: Omega Crush  
Steal: Mini Carrot

Location: Closed Mine Shaft (sealed monster)

	Name	Effect
Special attacks:	Buried Alive!	Earth attack on all targets
	Prepare to Attack	Store power for next turn
	Critical	Heavy attack
	Tactless	Very heavy attack on single

---

192. Kuiper Core - BOSS

Lv: 52    HP:                      Weak:  
Exp:                                Half:  
Gella: 0                            Resist:  
Absorb: All elements

Drop:  
Steal:

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Atmosphere Reentry	Comets crash down on all targets
	Dark Star Bow	Damage + multiple statuses to all
	Blue Riot	Laser damages each opponent
	Galactic Explosion	Cosmic energy damages all

Other parts:            HP    EXP    GELLA    Other effects  
    R. Shoulder  
    L. Shoulder

---

193. Land Anemone

Lv: 38    HP: 400                      Weak:  
Exp: 600                                Half:  
Gella: 1200                            Resist: All elements  
Absorb:

Drop: Antidote  
Steal: ReviveFruit

Location: Trapezohedron, Monster Island

	Name	Effect
Special attacks:	Euthanasia Gas	Cause poison and sleep in all
	Rayxander	Lightning strikes all targets
	Defensive Posture	Raise own DFP

Divides into: Stolas

---

194. Land Lamprey

Lv: 29    HP: 600            Weak: Lightning  
Exp: 375                      Half:  
Gella: 750                   Resist:  
                                Absorb: Water

Drop: Pinwheel  
Steal: Heal Berry

Location: Diablo Pillar Ptolomea

	Name	Effect
Special attacks:	Bioelectricity	Lightning attack on one foe
	Stun Cloud	Gas paralyzes single target

Divides into: Jackolantern

---

195. Larva - BOSS

Lv: 48    HP: 10000            Weak:  
Exp: 12000                   Half:  
Gella: 12000                 Resist:  
                                Absorb:

Drop:  
Steal: Mini Carrot

Location: Trapezohedron

	Name	Effect
Special attacks:	Arc en Ciel	Multiple status effects on all
	Mega Crusher	Heavy physical assault
	Ability Block	Damage and block abilities in all

Other parts:	HP	EXP	GELLA	Other effects
Mouth	10000	6000	6000	Steal War Respite

---

196. Leprechaun

Lv: 44    HP: 2200            Weak: All elements except Lightning  
Exp: 750                      Half:  
Gella: 2000                   Resist:  
                                Absorb: Lightning

Drop: Pinwheel  
Steal: Heal Berry

Location: Aguel Mine Shaft, Spiral Tower

	Name	Effect
Special attacks:	Bioelectricity	Lightning attack on single target
	Ozom Pulse	Beam causes confusion to all

Divides into: Shanzen

\*\*\* Note: this monster's presence blocks use of any ARMS \*\*\*

---

197. Leviathan

Lv: 36    HP: 3000            Weak: Fire  
Exp: 1000                      Half: All elements except Fire and Water  
Gella: 1500                   Resist:  
                                 Absorb: Water

Drop: Mega Berry  
Steal: Heal Berry

Location: Raypoint Muse

	Name	Effect
Special attacks:	Voge	Tidal wave hits all targets
	Aqua Breath	Water bubbles damage single target

Divides into: Rock Buster

---

198. Lilly Pad

Lv: 13    HP: 190            Weak:  
Exp: 75                      Half:  
Gella: 225                   Resist:  
                                 Absorb:

Drop: Heal Berry  
Steal: Heal Berry

Location: Raline Observatory

	Name	Effect
Special attacks:	Meteor Kick	Heavy attack

Divides into: Dryad

---

199. Lindwurm

Lv: 25    HP: 1600            Weak: Earth  
Exp: 230                      Half:  
Gella: 460                   Resist:  
                                 Absorb:

Drop:  
Steal: Big Berry

Location: Holst region after hovercraft

	Name	Effect
Special attacks:	Pin Down	Pulse beam paralyzes single
	Wind Edge	Air blades hit all targets

Divides into: Bonedrake

---

200. Liz (1) - BOSS

Lv: 17    HP: 2000            Weak:  
Exp: 750                      Half:  
Gella: 0                       Resist:  
                                 Absorb:



Drop:  
Steal: Antidote

Location: Raline Observatory

	Name	Effect
Special attacks:	Blue Bug Liquid	Poison Ard, trigger his Bomb Punch
	Homemade Bomb	Damage everyone in both parties

---

201. Liz (2) - BOSS

Lv: 23    HP: 3500    Weak:  
Exp: 4000    Half:  
Gella: 0    Resist:  
Absorb:

Drop:  
Steal: Medicine

Location: Gate Bridge

	Name	Effect
Special attacks:	Red Bug Liquid	Disease Ard, he uses Antitank Punch
	Strange Bomb	Damages everyone in both parties

---

202. Liz (3) - BOSS

Lv: 32    HP: 4500    Weak:  
Exp: 2250    Half:  
Gella: 2250    Resist:  
Absorb:

Drop: Tiny Flower  
Steal: War Respite

Location: Coffin of 100 Eyes

	Name	Effect
Special attacks:	Mixed Bug Liquids	Poison + disease Ard, triggers his Alter Ego Punch
	Chef's Whimsy Bomb	Damages everyone in both parties

---

203. Lombardia - BOSS

Lv: 43    HP: 8000    Weak:  
Exp: 10000    Half:  
Gella: 10000    Resist:  
Absorb:

Drop:  
Steal: Bullet Load

Location: Sleeping Volcano

	Name	Effect
Special attacks:	Dragononic Blaster	Jet fireworks hit all for damage

Other Parts:	HP	EXP	GELLA	Other effects
Belly	8000	5000	5000	Drops Full Carrot

---

204. Lord Blazer - BOSS

Lv: 52    HP: 150000+    Weak:

Exp: 0 Half: All elements except Fire  
Gella: 0 Resist:  
Absorb: Fire  
Drop:  
Steal:

Location: Final

	Name	Effect
Special attacks:	Vermilion Disaster	Blaze of disaster burns Ashley
	Negative Flare	Damages and removes spell effects

---

205. Lycanthrope

Lv: 18 HP: 180 Weak:  
Exp: 150 Half:  
Gella: 300 Resist:  
Absorb:  
Drop: Medicine  
Steal: Big Berry

Location: Thunder Lion Cage region

	Name	Effect
Special attacks:	Disease Cloud	Gas causes disease in all targets

Divides into: Shrieker

---

206. M. Therion

Lv: 42 HP: 3500 Weak:  
Exp: 2000 Half: All elements  
Gella: 1000 Resist:  
Absorb:  
Drop: Grenade  
Steal: Heal Berry

Location: Spiral Tower/Lost Garden region

	Name	Effect
Special attacks:	Megaton Attack	Heavy physical attack on one
	Kirlian Buster	Dark explosion hits all

Divides into: Necrosaurus

---

207. Macabre

Lv: 21 HP: 250 Weak: Light  
Exp: 195 Half: Dark  
Gella: 390 Resist:  
Absorb:  
Drop: Chakram  
Steal: Heal Berry

Location: Slayheim salt flats

	Name	Effect
Special attacks:	Reaper's Lullaby	Damage and cause sleep in one foe

Divides into: Jelly Blob

---

208. Magmalizer - BOSS

Lv: 36    HP: 9500    Weak: Wind, Water, Ice  
Exp: 5000    Half:  
Gella: 5000    Resist:  
Absorb: Earth, Fire

Drop: Lamellar  
Steal: Full Revive

Location: Diablo Pillar Judecca

	Name	Effect
Special attacks:	Mirror Coat	Set up reflect on main body
	Fire Crystal	Flame attack on all targets
	Maglash	Fireball slams single target

Other parts:	HP	EXP	GELLA	Other effects
Head	9500	2500	2500	Same elements as above

---

209. Man Trap

Lv: 9    HP: 120    Weak: Fire  
Exp: 50    Half: Water  
Gella: 150    Resist:  
Absorb:

Drop: Toy Hammer  
Steal: Heal Berry

Location: Sylvaland region

	Name	Effect
Special attacks:	Amnesia	Cause forgetfulness in single
	Sleep	Gas puts all targets to sleep

Divides into: Beast Pillar

---

210. Manticore

Lv: 24    HP: 340    Weak:  
Exp: 240    Half:  
Gella: 500    Resist:  
Absorb:

Drop: Antidote  
Steal: Heal Berry

Location: Closed Mine Shaft

	Name	Effect
Special attacks:	Tail Smash	Heavy attack

Divides into: Lilly Pad

---

211. Manufestu - BOSS

Lv: 50    HP: 10000    Weak:  
Exp: 12000    Half:  
Gella: 12000    Resist:  
Absorb: Fire, Light

Drop:

Steal: Mini Carrot

Location: Spiral Tower

	Name	Effect
Special attacks:	Blast	Fiery explosion hits all targets
	Death Parasite	Chance of instant death on one

Other parts:	HP	EXP	GELLA	Other effects
Right Knee	5000	6000	6000	Steal Full Revive from each,
Left Knee	5000	6000	6000	both drop Mega Berries

---

212. Melchom

Lv: 23 HP: 230 Weak:  
Exp: 180 Half:  
Gella: 500 Resist:  
Absorb:

Drop:  
Steal: Lucky Card

Location: Greenhell region

	Name	Effect
Special attacks:	GellaCrazy	Throws last 4 digits of own party's gella, causing an equal number of damage to all targets. You receive 0 gella at end of battle if thrown.

Divides into: Ghoul

---

213. Melchom Lich

Lv: 43 HP: 630 Weak:  
Exp: 700 Half:  
Gella: 3000 Resist:  
Absorb:

Drop:  
Steal: Lucky Card

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	GellaCrazy	Throws last 4 digits of own party's gella, causing an equal number of damage to all targets. You receive 0 gella at end of battle if thrown.

Divides into: HelterSkelter

---

214. Melusine

Lv: 25 HP: 320 Weak: Ice  
Exp: 230 Half: Water  
Gella: 460 Resist:  
Absorb:

Drop: Antidote  
Steal: Pinwheel

Location: Outer sea, NE corner of world map

	Name	Effect
Special attacks:	Poison Breath	Poison all targets

Divides into: Lilly Pad

---

215. Mercurius

Lv: 45	HP: 850	Weak: Lightning
Exp: 750		Half:
Gella: 2000		Resist:
		Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Spiral Tower

	Name	Effect
Special attacks:	Gimlet	Heavy attack
	Big Strength Thief	Suck HP from one character

Divides into: Shanzen

\*Note: this monster only appears by surprise

---

216. Mimic

Lv: 30	HP: 410	Weak:
Exp: 375		Half: All elements
Gella: 750		Resist:
		Absorb:

Drop: Big Berry  
Steal: Big Berry

Location: Diablo Pillars

	Name	Effect
Special attacks:	Mega Crusher	Smack single target with arms

Divides into: Pas de Chat

\*Note: only appears by surprise

---

217. Mold Gnome

Lv: 31	HP: 720	Weak: Fire
Exp: 425		Half: Water
Gella: 850		Resist:
		Absorb: Lightning

Drop: Pinwheel  
Steal: Heal Berry

Location: Meteorite Crater

	Name	Effect
Special attacks:	Spoiled Brat	Heavy attack
	Stone Javelin	Earth magic on single target
	Spores	Confuse all opponents

Divides into: Pas de Chat

---

218. Morlock

Lv: 42    HP: 1000    Weak: Ice  
Exp: 800                Half:  
Gella: 2000             Resist:  
                         Absorb:  
  
Drop: Peppy Acorn  
Steal: Heal Berry

Location: Glaive Le Gable

Name	Effect
Special attacks: Don't Forget Me!	Suicide explosion on single target
Critical	Heavy attack

Divides into: HelterSkelter

---

219. Murdoch

Lv: 14    HP: 15000    Weak:  
Exp: 0                Half:  
Gella: 0               Resist:  
                         Absorb:  
  
Drop: Shukiken  
Steal: Tiny Flower

Location: Gated Sea small island

Name	Effect
Special attacks: Global Warbird	Greatly raise one ally's DFP & MGR
Power Lord Mount	Shake ground to damage one target
Brutal Fight	Massive physical damage to single
Desert Tornado	Wind tunnel hits all for damage
Poison Needle	Poisons and damages single target
Pro Wrestling Star	Heal one ally

Divides into: cannot be divided

\*Note: always appears with Bad News

---

220. Muse Knight - BOSS

Lv: 46    HP: 9000    Weak: Fire  
Exp: 12000             Half:  
Gella: 12000           Resist:  
                         Absorb: Water  
  
Drop: Shamir  
Steal: Mega Berry

Location: Raypoint Muse

Name	Effect
Special attacks: Mirror Coat	Cast reflect on main body
Hi-Barrier	Increase own DFP and MGR
Blade Arm	Heavy physical attack on single
Water Catastrophe	Tidal wave hurts all with water

Other parts:	HP	EXP	GELLA	Other effects
Shield	9000	6000	6000	Drops Mega Berry, steal Full Revive, absorbs all elements

---

221. Mushussu

Lv: 25    HP: 400            Weak:  
Exp: 300                      Half:  
Gella: 600                    Resist:  
                                Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Coffin of 100 Eyes

	Name	Effect
Special attacks:	Tail Smash	Heavy attack
	Body Press	Heavy attack

Divides into: Lilly Pad

---

222. Muspell

Lv: 23    HP: 320            Weak: Water, Ice  
Exp: 230                      Half:  
Gella: 460                    Resist:  
                                Absorb: Fire

Drop: ReviveFruit  
Steal: Heal Berry

Location: Outer Sea, SW of large island in NE of world map

	Name	Effect
Special attacks:	Thermionic Blast	Suicide explosion damages all foes
	Fire Breath	Fiery gas blown at single target

Divides into: Ghoul

---

223. Mycale (Male)

Lv: 39    HP: 550            Weak:  
Exp: 500                      Half: All elements  
Gella: 1000                   Resist:  
                                Absorb:

Drop: Lucky Card  
Steal: Mega Berry

Location: Promised Catacombs

	Name	Effect
Special attacks:	Break	Earth magic on single target
	Aqua	Water magic on single target
	Flame	Fire magic on one target
	Transform	Change self into Mycale (female)

Divides into: Mycale (female)

---

224. Mycale (Female)

Lv: 41    HP: 1500            Weak:  
Exp: 1500                      Half:  
Gella: 3000                   Resist: All elements

Absorb:

Drop: Mini Carrot  
Steal: Mega Berry

Location: Promised Catacombs (only produced from Mycale (male))

	Name	Effect
Special attacks:	Tidal Wave	Water drowns all opponents

Divides into: Fleurety

---

#### 225. Myconid

Lv: 13    HP: 220            Weak: Fire  
Exp: 70                      Half: Water  
Gella: 210                  Resist:  
Absorb: Lightning

Drop: Pinwheel  
Steal: Big Berry

Location: Raline Observatory region

	Name	Effect
Special attacks:		

Divides into: Dryad

---

#### 226. Myrmecoleo

Lv: 25    HP: 320            Weak: Ice, Water  
Exp: 230                    Half: Earth  
Gella: 460                  Resist:  
Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: small island in W of world map, near Raypoint Wing

	Name	Effect
Special attacks:	Resonance Quake	Earthquake damages all targets
	Tera Break	Rain of meteors on all foes

Divides into: Lilly Pad

---

#### 227. Mystere

Lv: 40    HP: 560            Weak:  
Exp: 500                    Half:  
Gella: 1000                Resist:  
Absorb: All elements

Drop: Pinwheel  
Steal: War Respite

Location: Crimson Castle

	Name	Effect
Special attacks:	Poison Beam	Laser pulse poisons single foe
	Bug Poison	Cause poison and disease to single

Divides into: Fleurety



---

228. Mystical Pot

Lv: 25    HP: 320            Weak:  
Exp: 230                      Half:  
Gella: 460                   Resist:  
                                 Absorb:

Drop: Lucky Card  
Steal: Heal Berry

Location: Abandoned Icebox

	Name	Effect
Special attacks:	Space Emperor	Heavy attack
	Ominously Inquire	not sure - maybe scans you

Divides into: Lilly Pad

---

229. N.U.E.

Lv: 41    HP: 800            Weak: Lightning  
Exp: 700                      Half:  
Gella: 2000                   Resist:  
                                 Absorb:

Drop: ReviveFruit  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Bioelectricity	Lightning strike on single
	Bio Laser	Damage single target

Divides into: Fleurety

---

230. Nachtgeist

Lv: 21    HP: 260            Weak: Light  
Exp: 200                      Half: All elements except Light or Dark  
Gella: 400                      Resist:  
                                 Absorb: Dark

Drop: Big Berry  
Steal: Heal Berry

Location: Slayheim Castle

	Name	Effect
Special attacks:	Break	Earth magic on single target
	Aqua	Water magic on single target
	Armor Down	Decrease all target's DFP

Divides into: Jelly Blob

---

231. Necromancer

Lv: 31    HP: 1200            Weak:  
Exp: 375                      Half:  
Gella: 750                      Resist:  
                                 Absorb:

Drop: Big Berry

Steal: Big Berry

Location: Diablo Pillar Antenora

	Name	Effect
Special attacks:	Unclean Ones, Obey!	Unknown
	Hi-Break	Strong earth magic on single
	Spiral Typhoon	Wind tunnel damages all targets

Divides into: Harvestman

---

232. Necromicon

Lv: 39    HP: 700    Weak:  
Exp: 750            Half:  
Gella: 2000        Resist:  
Absorb: All elements

Drop: Necromicon  
Steal: Heal Berry

Location: Lost Garden island

	Name	Effect
Special attacks:	Great Disaster	Explosion damages and confuses all
	Prohibited Spell??	Damage all with explosion
	Unmodified Spell??	Damage all with spheres
	Pure Literature	Put all targets to sleep

Divides into: Stolas

---

233. Necrosaurus

Lv: 21    HP: 300    Weak: Light  
Exp: 195            Half: Dark  
Gella: 390         Resist:  
Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Slayheim salt flats

	Name	Effect
Special attacks:	Rhodon Breath	Damage to all targets

Divides into: Jelly Blob

---

234. Negalord

Lv: 41    HP: 1600    Weak: Light  
Exp: 500            Half:  
Gella: 1000        Resist: Earth, Fire, Water, Lightning, Ice  
Absorb: Dark

Drop: Mega Berry  
Steal: Mega Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Kirlian Buster	Dark explosion on all targets
	Summon Undead	Call a Pabilsag to the fight

Divides into: Pabilsag

---

235. Neptul

Lv: 38    HP: 800            Weak: Lightning  
Exp: 500                      Half:  
Gella: 1000                  Resist:  
                                Absorb: Water

Drop: Lucky Card  
Steal: Heal Berry

Location: Gated Sea

	Name	Effect
Special attacks:	Combination Form	Heavy attack

Divides into: Ghoul

---

236. Ninja Hound

Lv: 19    HP: 210            Weak:  
Exp: 175                     Half:  
Gella: 350                  Resist:  
                                Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Gate Bridge

	Name	Effect
Special attacks:	Defensive Posture	Raise own DFP
	Combination Form	Heavy attack on single target
	Howl	Summon another ninja hound

Divides into:

---

237. Nosferatu

Lv: 40    HP: 1600            Weak: Light  
Exp: 500                     Half: All elements except Light or Dark  
Gella: 1000                  Resist: Dark  
                                Absorb:

Drop:  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Summon Undead	Call a Bodysnatcher to fight
	Unclean Ones, Obey!	Order undead monsters

Divides into: Bodysnatcher

---

238. Nybbas

Lv: 25    HP: 320            Weak: Dark  
Exp: 230                     Half:  
Gella: 460                  Resist:  
                                Absorb:

Drop:  
Steal: Big Berry

Location: Pirate's Warren island

	Name	Effect
Special attacks:	Megaton	Non-elemental attack on all

Divides into: Lilly Pad

---

239. Oannes

Lv: 25    HP: 320            Weak: Lightning  
Exp: 230                    Half: Ice  
Gella: 460                  Resist:  
Absorb: Water

Drop:  
Steal: Big Berry

Location: Outer Sea, SW of large island in NE of world map

	Name	Effect
Special attacks:	Aqua	Water magic on single target

Divides into: Lilly Pad

---

240. Odessa Man

Lv: 17    HP: 210            Weak:  
Exp: 150                    Half:  
Gella: 500                  Resist:  
Absorb:

Drop: Big Berry  
Steal: Big Berry

Location: Warwing Varukisas

	Name	Effect
Special attack:	Tranquilizer Dart	Cause sleep in all targets
	Hah! Dance! Dance!	Heavy attack
	S.O.S.	Summon another Odessa Man
	Regroup - No Retreat	Escape from battle

Divides into:

---

241. Odessa Man 2

Lv: 23    HP: 300            Weak:  
Exp: 225                    Half:  
Gella: 450                  Resist:  
Absorb:

Drop: Antidote  
Steal: Big Berry

Location: Emulator Zone

	Name	Effect
Special attacks:	Tranquilizer Dart	Put all targets to sleep
	S.O.S.	Summon another Odessa Man 2

Divides into:

---

242. Odessa Man 3

Lv: 31    HP: 500            Weak:  
Exp: 400                      Half:  
Gella: 800                    Resist:  
                                 Absorb:

Drop: Antidote  
Steal: Big Berry

Location: Heimdal Gazzo

	Name	Effect
Special attacks:	Hah! Dance! Dance!	Heavy gunshot on single target
	Tranquilizer Dart	Put all to sleep
	Bioweapon	Poison all targets with gas
	S.O.S.	Summon another Odessa Man 3

Divides into:

---

243. Okypete

Lv: 29    HP: 900            Weak: Earth  
Exp: 375                      Half: Wind  
Gella: 750                    Resist:  
                                 Absorb:

Drop: ReviveFruit  
Steal: Heal Berry

Location: Diablo Pillar Ptolomea, Caina, Antenora

	Name	Effect
Special attacks:	Kappagu	Damage and try to steal item
	Hurricane Bolt	Tornado slams all opponents

Divides into: Jackolantern

---

244. Olivier - BOSS

Lv: 4    HP: 300            Weak: Fire  
Exp: 60                      Half: Ice  
Gella: 250                    Resist:  
                                 Absorb:

Drop:  
Steal:

Location: Palace Village (Lilka's Intro)

	Name	Effect
Special attacks:	Olivier Juice	Spit damaging juice
	Bufooooooooooh!	Spit damaging gas
	Horse Field Kick	Attack with leg

Other parts:	HP	EXP	GELLA	Other effects
Leg	225	40	250	Weak: Ice    Half: Fire

---

245. Olvader

Lv: 23    HP: 320            Weak: Lightning

Exp: 230                      Half:  
Gella: 460                    Resist:  
Absorb: Water

Drop: Big Berry  
Steal: Heal Berry

Location: Outer Sea

	Name	Effect
Special attacks:	Combination Form	Heavy attack

Divides into: Ghoul

---

#### 246. Orgon Energy

Lv: 41    HP: 650              Weak: Light  
Exp: 800                        Half:  
Gella: 2000                    Resist: Dark  
Absorb: All elements except Light and Dark

Drop:  
Steal: Heal Berry

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Defensive Posture	Defend that turn

Divides into: Fleurety

---

#### 247. Ose

Lv: 40    HP: 700              Weak:  
Exp: 750                        Half: Light  
Gella: 2000                    Resist:  
Absorb: Dark

Drop:  
Steal: Tiny Flower

Location: Lost Garden Island

	Name	Effect
Special attacks:	Hi-Quick	Raise own group's RES
	Evil Eye	Chance of instant death on all

Divides into: Fleurety

---

#### 248. Owlbear

Lv: 16    HP: 210              Weak:  
Exp: 90                         Half:  
Gella: 270                    Resist:  
Absorb:

Drop: Pixie Dust  
Steal: Heal Berry

Location: Baskar Village region

	Name	Effect
Special attacks:	Chew Up	Heavy attack
	Bear Hug	Damage and paralyze single target

Divides into: Dakleit

---

249. Pabilsag

Lv: 45    HP: 1000    Weak: Ice  
Exp: 750            Half:  
Gella: 2000        Resist:  
                    Absorb:

Drop: War Respite  
Steal: Big Berry

Location: Spiral Tower

	Name	Effect
Special attacks:	Deadly Poison	Chance of instant death on all

Divides into: Shanzen

---

250. Pantagruel

Lv: 41    HP: 1500    Weak: Lightning  
Exp: 750            Half:  
Gella: 2000        Resist:  
                    Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: Lost Garden island

	Name	Effect
Special attacks:	Barrier	Raise own DFP and MGR
	Life Force	Suck HP from one target

Divides into: Fleurety

---

251. Pas de Chat

Lv: 15    HP: 190        Weak: Light  
Exp: 75            Half: Dark  
Gella: 225        Resist:  
                    Absorb:

Drop: ReviveFruit  
Steal: ReviveFruit

Location: Raline Observatory

	Name	Effect
Special attacks:	Masquerade	Heavy attack
	Death Bringer	Heavy attack

Divides into: Critter

---

252. Peryton

Lv: 10    HP: 190        Weak: Earth  
Exp: 100            Half: Wind  
Gella: 150        Resist:  
                    Absorb:

Drop: Pixie Dust

Steal: ReviveFruit

Location: Sylvaland region

	Name	Effect
Special attacks:	Horn Spike	Heavy attack
	Stun Cloud	Paralyze single target with gas

Divides into:

---

253. Pill Bug

Lv: 3    HP: 150    Weak: Ice  
Exp: 8            Half: Fire  
Gella: 32        Resist:  
                 Absorb:

Drop: Heal Berry  
Steal: Big Berry

Location: Meria Boule region

	Name	Effect
Special attacks:	Heavy Armor	Raise own DFP

Divides into: Kobold

---

254. Potatohead

Lv: 25    HP: 320    Weak: Wind, Light  
Exp: 230        Half:  
Gella: 460      Resist:  
                 Absorb: Earth

Drop: Bust  
Steal: Heal Berry

Location: Promised Catacombs island

	Name	Effect
Special attacks:	Esc Down	Reduce all targets' PRY to 0
	Resonance Quake	Vibrations damage all targets

Divides into: Lilly Pad

---

255. Primevals

Lv: 33    HP: 1300    Weak:  
Exp: 410        Half:  
Gella: 820      Resist:  
                 Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Millennium Puzzle (2), Monster Island

	Name	Effect
Special attacks:	Megaton attack	Very heavy physical assault

Divides into: Owlbear

---

256. Prisnum - BOSS



Lv: 36 HP: 9500 Weak: Dark  
Exp: 5000 Half:  
Gella: 5000 Resist:  
Absorb: Light  
Drop: Azure Vest  
Steal:

Location: Diablo Pillar Antenora

	Name	Effect
Special attacks:	Tidal Wave	Giant water wave hits entire party
	Kirlian Buster	Dark explosion damages all targets
	Coldray Gimlet	Ice attack hits all targets

Other parts:	HP	EXP	GELLA	Other effects
Chest	9500	2500	2500	Same elements as above

---

257. Prometheus

Lv: 45 HP: 2800 Weak:  
Exp: 800 Half:  
Gella: 2000 Resist: All elements  
Absorb:  
Drop: ReviveFruit  
Steal: Heal Berry

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Firestorm	Flames hit all opponents
	Voge	Tidal wave drowns all targets
	Anti-Ground Laser	Rain of light on all targets
	Resonance Quake	Earth shakes all for damage

Divides into: Blackou

---

258. Protoblazer

Lv: 4 HP: 70 Weak:  
Exp: 30 Half:  
Gella: 0 Resist:  
Absorb:  
Drop: Heal Berry  
Steal:

Location: Sword Cathedral

	Name	Effect
Special attacks:	Uncontrollable	Doesn't seem to do anything
	Rejection	Ditto
	Critical	Critical attack

Divides into:

---

259. Ptolomea (1) - BOSS

Lv: 12 HP: 3000 Weak:  
Exp: 750 Half:  
Gella: 0 Resist:

Absorb:

Drop:  
Steal:

Location: Mt. Chug-Chug

	Name	Effect
Special attacks:	Iron Saber	Heavy weapon arm attack
	Ptolomea Dynamite	Explosion damages all

---

260. Ptolomea (2) - BOSS

Lv: 21    HP: 7500    Weak:  
Exp: 3000    Half:  
Gella: 0    Resist:  
Absorb:

Drop:  
Steal: War Respite

Location: Warwing Varukisas

	Name	Effect
Special attacks:	Iron Saber	Heavy weapon arm attack
	Ptolomea Dynamite	Explosion damages all

---

261. Ptolomea (3) - BOSS

Lv:36    HP: 20000    Weak:  
Exp: 7000    Half:  
Gella: 7000    Resist:  
Absorb:

Drop: War Respite  
Steal: Tiny Flower

Location: Diablo Pillar Ptolomea

	Name	Effect
Special attacks:	Iron Saber	Heavy weapon arm attack
	Ptolomea Dynamite	Explosion damages all

---

262. Pumpkinhead

Lv: 38    HP: 700    Weak: Water  
Exp: 500    Half: Ice  
Gella: 1000    Resist:  
Absorb: Fire

Drop: ReviveFruit  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Pyromania	Flame attack on all opponents
	Critical	Heavy attack
	Taunting	No effect

Divides into: Stolas

---

263. Rafflesia

Lv: 16 HP: 950 Weak: Fire  
Exp: 100 Half: Water  
Gella: 300 Resist:  
Absorb:

Drop: Antidote  
Steal: Pinwheel

Location: Hidden Trial Arena

	Name	Effect
Special attacks:	Spores	Confuse all targets
	Wormyweed Extract	Damage and poison one target

Divides into: Simurgh

---

264. Ragu O Ragula - BOSS

Lv: 99 HP: 100000 Weak:  
Exp: 0 Half: All elements except fire  
Gella: 0 Resist:  
Absorb: Fire

Drop: SheriffStar  
Steal:

Location: Aguel Mine Shaft (sealed monster)

	Name	Effect
Special attacks:	1 Trillion Degrees	Massive fire explosion on all
	Black Nova	Incredible dark explosion on all
	Smithereens	Heave physical assault on one
	Impact Bomber	Non-elemental explosion on all
	Void Effect	Remove any good effects from all

---

265. Rahab

Lv: 25 HP: 320 Weak: Lightning  
Exp: 230 Half: Ice  
Gella: 460 Resist:  
Absorb: Water

Drop: War Respite  
Steal: Heal Berry

Location: Outer Sea

	Name	Effect
Special attacks:	Serpent Attack	Damage and paralyze single

Divides into: Lilly Pad

---

266. Rat Monkey

Lv: 7 HP: 100 Weak: Light  
Exp: 20 Half:  
Gella: 50 Resist:  
Absorb:

Drop: Heal Berry  
Steal: Tiny Flower

Location: Telepath Tower

Name	Effect
------	--------

Special attacks: I Hate You! Heavy attack

Divides into: Pill Bug

---

267. Re-Animator

Lv: 28 HP: 450 Weak:  
Exp: 325 Half:  
Gella: 650 Resist:  
Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Lost City Archeim

	Name	Effect
Special attacks:	Reaper's Lullaby	Damage and put single to sleep
	Paralysis Bite	Paralyze single target

Divides into: Jackolantern

---

268. Red Barney

Lv: 41 HP: 600 Weak:  
Exp: 500 Half:  
Gella: 1000 Resist:  
Absorb:

Drop: Gimel Coin  
Steal: Lucky Card

Location: Crimson Castle

	Name	Effect
Special attacks:	Gella Eater	Permanently take 10% of your gella
	Flee	Escape from battle

Divides into: Fleurety

---

269. Reguleus - BOSS

Lv: 19 HP: Weak: Fire  
Exp: 2000 Half: Ice  
Gella: 2000 Resist:  
Absorb: Water

Drop:  
Steal: Big Berry

Location: Hidden Trial Arena

	Name	Effect
Special attacks:	Wormyweed Extract	Damage and cause poison to single
	Elcweed Extract	Gas damages and confuses all

---

270. Remnant

Lv: 20 HP: 250 Weak: Light  
Exp: 195 Half: Dark  
Gella: 390 Resist:  
Absorb:

Drop:  
Steal: Heal Berry

Location: Slayheim salt flats

	Name	Effect
Special attacks:	Chew Up	Heavy attack
	Life Returner	Heal self

Divides into: Jelly Blob

---

#### 271. Rick Gob

Lv: 27    HP: 320    Weak:  
Exp: 230            Half:  
Gella: 460          Resist:  
                     Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Holst region after getting upgraded hovercraft

	Name	Effect
Special attacks:	Gob Slash	Heavy attack
	Gash	Dark explosion on single target
	Combination Form	Heavy attack

Divides into: Assassin Bug

---

#### 272. Rock Buster

Lv: 18    HP: 300    Weak: Water  
Exp: 90            Half: Wind  
Gella: 270          Resist:  
                     Absorb: Earth

Drop: Heal Berry  
Steal: Heal Berry

Location: Diablo Pillar Caina region

	Name	Effect
Special attacks:	Tail Smash	Heavy attack
	Critical	Heavy attack

Divides into: Man Trap

---

#### 273. Roper

Lv: 31    HP: 480    Weak:  
Exp: 425            Half:  
Gella: 850          Resist:  
                     Absorb: Earth, Fire, Wind, Water

Drop: Antidote  
Steal: Big Berry

Location: Sacrificial Altar

	Name	Effect
Special attacks:	Power Up	Increase own ATP
	Euthanasia Gas	Cause sleep and poison in all

Divides into: Pas de Chat

---

274. Sabertooth

Lv: 40    HP: 630            Weak:  
Exp: 700                    Half:  
Gella: 2000                Resist:  
                             Absorb:

Drop: Mini Carrot  
Steal: Heal Berry

Location: Fiery Wreckage

	Name	Effect
Special attacks:	Buried Alive!	Earth thrown at all targets
	Tail Smash	Heavy physical attack

Divides into: Fleurety

---

275. Sadas

Lv: 25    HP: 320            Weak: Dark  
Exp: 230                    Half:  
Gella: 460                Resist:  
                             Absorb:

Drop: Peppy Acorn  
Steal: Heal Berry

Location: Shining Garden

	Name	Effect
Special attacks:	Don't Forget Me!	Suicide explosion near single

Divides into: Lilly Pad

---

276. Salamandra

Lv: 32    HP: 1000            Weak: Water, Ice  
Exp: 450                    Half:  
Gella: 900                Resist:  
                             Absorb: Fire

Drop: Mega Berry  
Steal: Mega Berry

Location: Sleeping Volcano

	Name	Effect
Special attacks:	Fire Storm	Flame explosion on all targets
	Thermionic Blast	Suicidal explosion hits all

Divides into: Fairy Light

---

277. Sand Crab

Lv: 21    HP: 240            Weak: Water  
Exp: 195                    Half: Wind  
Gella: 390                Resist:  
                             Absorb: Earth

Drop: ReviveFruit

Steal: Heal Berry

Location: Quartly desert

	Name	Effect
Special attacks:	Body Press	Heavy physical attack
	Kill-Shred	Cause instant death in one target

Divides into: Jelly Blob

---

278. Saracenian

Lv: 20	HP: 230	Weak:
Exp: 190		Half:
Gella: 380		Resist:
		Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Island Outpost island

	Name	Effect
Special attacks:		

Divides into: Jelly Blob

---

279. Scarecrow

Lv: 41	HP: 600	Weak: Light
Exp: 500		Half:
Gella: 1000		Resist: Dark
		Absorb:

Drop:  
Steal: Mega Berry

Location: Promised Catacombs

	Name	Effect
Special attacks:	Kill-Shred	Instant kill of single target

Divides into: Fleurety

---

280. Scylla

Lv: 25	HP: 1600	Weak: Lightning
Exp: 230		Half: Fire
Gella: 460		Resist:
		Absorb: Water

Drop: Big Berry  
Steal: Tiny Flower

Location: Outer Sea, Diablo Pillar Ptolomea area

	Name	Effect
Special attacks:	Aqua	Water magic on single target
	Hi-Aqua	Strong water magic on one target

Divides into: Bonedrake

---

281. Second Root - BOSS

Lv: 52    HP: 15000    Weak:  
Exp: 0                    Half: Ice  
Gella: 0                  Resist: Wind  
Absorb:  
Drop:  
Steal:

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Atmosphere Reentry	Comets crash down on target
	Dark Star Bow	Laser attack + multiple statuses
	Blue Riot	Laser damages target
	Galactic Explosion	Cosmic energy damages opponent
	Hyperion Inferno	Line of explosions hits foe

---

282. Sekmet

Lv: 2    HP: 3000    Weak: Ice  
Exp: 1500            Half:  
Gella: 5000          Resist:  
Absorb:  
Drop: Peppy Acorn  
Steal: Heal Berry

Location: Gated Sea small island

	Name	Effect
Special attacks:	Stone Javelin	Earth magic on single target
	Smithereens	Extremely heavy physical attack

Divides into:

---

283. Shambler

Lv: 24    HP: 320    Weak: Fire  
Exp: 230            Half: Water  
Gella: 460          Resist:  
Absorb: Lightning  
Drop: Pinwheel  
Steal: Big Berry

Location: Snake Road (to Diablo P. Judecca), Sacrificial Altar area,  
many places in Outer Sea, Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Lightburn	Confuse single target with gas

Divides into: Lilly Pad

---

284. Shanzen

Lv: 22    HP: 260    Weak: Dark  
Exp: 200            Half: All elements except Light and Dark  
Gella: 400          Resist:  
Absorb: Light  
Drop: Big Berry  
Steal: Heal Berry



Location: Alchemic Plant, Monster Island

	Name	Effect
Special attacks:	Monster Beam	Laser hits each character in turn

Divides into: Ghoul

---

#### 285. ShapeShifter

Lv: 40	HP: 630	Weak:
Exp: 700		Half:
Gella: 1000		Resist:
		Absorb:

Drop: Mega Berry  
Steal: Heal Berry

Location: Fab Science Lab/Coin Purse area

	Name	Effect
Special attacks:	Data Install	Transform into fake of one of your characters, can use any original power learned, has 650HP

Divides into: Fake [whichever character it would copy]

---

#### 286. Shrieker

Lv: 9	HP: 110	Weak: Fire
Exp: 30		Half: Water
Gella: 90		Resist:
		Absorb: Lightning

Drop: Violet Rose  
Steal: Pixie Dust

Location: Mt. Chug-Chug

	Name	Effect
Special attacks:	Shriek	Cause multiple status effects to all
	Spoiled Brat	Heavy attack on single

Divides into: Beast Pillar

---

#### 287. Sibylla

Lv: 30	HP: 410	Weak:
Exp: 375		Half: All elements
Gella: 750		Resist:
		Absorb:

Drop: Big Berry  
Steal: Tiny Flower

Location: Diablo Pillar Caina

	Name	Effect
Special attacks:	Unmodified Spell??	Spheres attack all targets
	Magic Ball	Non-elemental spell on one target

Divides into: Pas de Chat

---

#### 288. Simurgh

Lv: 8      HP: 4000      Weak: Earth  
Exp: 1500      Half:  
Gella: 5000      Resist: Wind  
Absorb:

Drop:  
Steal: Heal Berry

Location: Gated Sea small island

	Name	Effect
Special attacks:	Chew Up	Heavy attack
	Wind Ripper	Air blades hit one target
	Petrification	Gas petrifies single target

Divides into: Empusa

---

#### 289. Skid Lancer

Lv: 25      HP: 320      Weak: Lightning  
Exp: 230      Half: Ice  
Gella: 460      Resist:  
Absorb: Water

Drop: Big Berry  
Steal: Heal Berry

Location: Outer sea, disc 2 in darkest patches

	Name	Effect
Special attacks:	Hi-Aqua	Strong water magic on one target
	Status Lok	Prevent status effects in one ally

Divides into: Lilly Pad

---

#### 290. Spawn

Lv: 1      HP: 120      Weak: Light  
Exp: 5      Half: Dark  
Gella: 20      Resist:  
Absorb:

Drop: ReviveFruit  
Steal: ReviveFruit

Location: Brad's intro, Monster Island

	Name	Effect
Special attacks:	Undead Howl	Raise attack power for next turn

Divides into: another Spawn

---

#### 291. Spudhead

Lv: 9      HP: 120      Weak: Wind, Light  
Exp: 30      Half:  
Gella: 90      Resist: Earth  
Absorb:

Drop: Heal Berry  
Steal: Heal Berry

Location: Mt. Chug-Chug

	Name	Effect
Special attacks:	Buried Alive!	Sprays earth at everyone

Divides into: Beast Pillar

---

#### 292. Squirm

Lv: 16	HP: 190	Weak: Wind, Ice
Exp: 100		Half: Earth
Gella: 300		Resist:
		Absorb:

Drop: ReviveFruit  
Steal: Heal Berry

Location: Hidden Trial Arena

	Name	Effect
Special attacks:	Buried Alive!	Wave of earth hits all in party

Divides into: Dakleit

---

#### 293. Stirge

Lv: 1	HP: 58	Weak: Ice
Exp: 4		Half:
Gella: 16		Resist:
		Absorb:

Drop: Heal Berry  
Steal: Big Berry

Location: Withered Ruins

	Name	Effect
Special attacks:	Strength Thief	Suck HP from one opponent

Divides into: another Stirge

---

#### 294. Stolas

Lv: 20	HP: 230	Weak:
Exp: 185		Half: All elements
Gella: 370		Resist:
		Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Greenhell

	Name	Effect
Special attacks:	Spark	Lightning magic on single target
	Freeze	Ice magic on single target
	Hi-Vortex	Strong wind magic on single target

Divides into: Shrieker

---

#### 295. Sun Flayer

Lv: 45	HP: 680	Weak:
Exp: 750		Half: All elements

Gella: 2000                      Resist:  
   Absorb:

Drop: ReviveFruit  
Steal: Heal Berry

Location: Spiral Tower

	Name	Effect
Special attacks:	Blast	Fiery explosion damages all
	Hi-Freeze	Strong ice magic on single target
	Snow White	Snowstorm damages all with ice

Divides into: Blackou

---

#### 296. Tabanga

Lv: 16    HP: 230                      Weak: Fire  
Exp: 90                                      Half: Water  
Gella: 270                                  Resist:  
   Absorb:

Drop: Big Berry  
Steal: Big Berry

Location: Baskar Village region

	Name	Effect
Special attacks:	You Will Fall	Topple onto character and damage both you and him an equal amount

Divides into: Dakleit

---

#### 297. Targum

Lv: 32    HP: 800                      Weak: Fire  
Exp: 410                                      Half:  
Gella: 820                                  Resist:  
   Absorb:

Drop: Full Revive  
Steal: Mega Berry

Location: Millennium Puzzle (2), Monster Island

	Name	Effect
Special attacks:	Hi-Freeze	Strong ice magic on single target
	Break	Earth magic on single target
	Aqua	Water magic on single target
	Spark	Lightning magic on single target
	Spiral Typhoon	Wind tunnel hits all targets

Divides into:

---

#### 298. Tatzelwurm

Lv: 6    HP: 95                              Weak: Water  
Exp: 15    Half: Ice  
Gella: 60                                      Resist:  
   Absorb: Fire

Drop: ReviveFruit  
Steal: Heal Berry

Location: Under Traffic

	Name	Effect
Special attacks:	Flame Tongue	Spit stream of fire along ground

Divides into: GomorrahToad

---

299. Third Root - BOSS

Lv: 52	HP: 15000	Weak:
Exp: 0		Half: Lightning
Gella: 0		Resist: Earth
		Absorb:
Drop:		
Steal:		

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Atmosphere Reentry	Comets crash down on target
	Dark Star Bow	Laser attack + multiple statuses
	Blue Riot	Laser damages target
	Galactic Explosion	Cosmic energy damages opponent
	Hyperion Inferno	Line of explosions hits foe

---

300. Thunderdrake

Lv: 17	HP: 900	Weak: Water
Exp: 150		Half: All elements except Water and Lightning
Gella: 300		Resist:
		Absorb: Lightning
Drop: Boomerang		
Steal: Heal Berry		

Location: Thunder Lion Cage

	Name	Effect
Special attacks:	Thunderbolt	Lightning rains on all targets
	Critical	Heavy attack

Divides into: Simurgh

---

301. Tiny Gem

Lv: 28	HP: 410	Weak:
Exp: 375		Half:
Gella: 750		Resist:
		Absorb:
Drop: Big Berry		
Steal: Heal Berry		

Location: Diablo Pillar Caina

	Name	Effect
Special attacks:	Biolaser	Laser damages single target

Divides into: Jackolantern

---

302. Titanus - BOSS

Lv: 45    HP: 75000    Weak: Wind  
Exp: 50000    Half:  
Gella: 75000    Resist:  
Absorb: Earth

Drop: Shootn Star  
Steal: Mini Carrot

Location: Halmetz sealed pyramid

	Name	Effect
Special attacks:	Begin Regeneration	Heal self fully
	Barrier	Raise own DFP and MGR by 200
	Mega Crusher	Heavy physical hit on one target
	Kirlian Buster	Non-elemental magic on all
	Plasma Leader	Lightning magic attack on all

---

303. Trask (1) - BOSS

Lv: 14    HP: 3600    Weak: Ice  
Exp: 1500    Half: Water  
Gella: 0    Resist:  
Absorb:

Drop:  
Steal:

Location: Halmetz (first visit)

	Name	Effect
Special attacks:	Biomissile	Spikes from crystal attack single
	Poison Breath	Cause poison to all

Other parts:	HP	EXP	GELLA	Other effects
Crystal	1800	750	0	Weak: ice. Half: water.

---

304. Trask (2) - BOSS

Lv: 15    HP:    Weak: Ice  
Exp: 1500    Half: Water  
Gella: 1500    Resist:  
Absorb:

Drop:  
Steal:

Location: Golgotha Prison

	Name	Effect
Special attacks:	Biomissile	Spikes from crystal attack single
	Poison Breath	Cause poison to all

Other parts:	HP	EXP	GELLA	Other effects
Body part	1800	750	750	Same as above + drops Mini-Carrot

---

305. Trask 2.0 - BOSS

Lv: 23    HP:    Weak:  
Exp:    Half:  
Gella: 3500    Resist:  
Absorb:

Drop:

Steal: Bullet Load

Location:

	Name	Effect		
Special attacks:				
Other parts:	HP	EXP	GELLA	Other effects
Body part				

---

306. Triffid

Lv: 21    HP: 230            Weak: Fire  
Exp: 185                    Half: Water  
Gella: 370                  Resist:  
Absorb:

Drop:  
Steal: Heal Berry

Location: Greenhell, T'Bok Village region, Gated Sea large island

	Name	Effect
Special attacks:	Sweet Smell	Put all targets to sleep with gas
	Human Experiment	Damage + multiple statuses on one

Divides into: Jelly Blob

---

307. Trifindrake

Lv: 35    HP: 800            Weak:  
Exp: 425                    Half:  
Gella: 850                  Resist:  
Absorb:

Drop: War Respite  
Steal: Heal Berry

Location: Inner Sea, SE corner on disc 2

	Name	Effect
Special attacks:	Serpent Attack	Heavy attack + poison and paralyze one

Divides into: Carbuncle

---

308. Trilobite

Lv: 6    HP: 110            Weak: Ice  
Exp: 15                    Half:  
Gella: 60                  Resist:  
Absorb:

Drop: Heal Berry  
Steal: Heal Berry

Location: Damzen City region

	Name	Effect
Special attacks:		

Divides into: Pill Bug

---

309. Troll





Location: Raline Observatory

	Name	Effect
Special attacks:	Reject All Fools	Cancel party's actions
	Intifada	Damage single target
	Hooky Bust	Heavy damage on single target

Other parts:	HP	EXP	GELLA	Other effects
Belly	2000	900	900	Drops Gimel Coin

---

313. Uraenus

Lv: 25    HP: 1000    Weak:  
Exp: 230            Half:  
Gella: 460          Resist:  
                     Absorb: Earth

Drop: Mini Carrot  
Steal: Big Berry

Location: Guild Galad region

	Name	Effect
Special attacks:		

Divides into: Bonedrake

\* Note: only appears by surprise \*

---

314. Urchin Bug

Lv: 18    HP: 230    Weak: Ice  
Exp: 180            Half:  
Gella: 360          Resist:  
                     Absorb:

Drop:  
Steal: ReviveFruit

Location: Greenhell region, Gated Sea large island

	Name	Effect
Special attacks:	Firebolt	Spit stream of fire at one target
	Flee	Escape from battle

Divides into: Shrieker

---

315. Vacuumon

Lv: 18    HP: 220    Weak: All elements  
Exp: 155            Half:  
Gella: 310          Resist:  
                     Absorb:

Drop: ReviveFruit  
Steal: ReviveFruit

Location: Tunnel to Sielje Region

	Name	Effect
Special attacks:		

Divides into: Shrieker

---

316. Vagesta - BOSS

Lv: 11    HP: 2500    Weak: Wind  
Exp: 600            Half:  
Gella: 600         Resist:  
                     Absorb:  
  
Drop:  
Steal:

Location: Telepath Tower

	Name	Effect
Special attacks:		

Other parts:	HP	EXP	GELLA	Other effects
Right Claw	1000	300	300	Drops Lucky Card
Left Claw	1000	300	300	Drops Lucky Card

---

317. Vaget

Lv: 24    HP: 320    Weak: Ice  
Exp: 230            Half: Water  
Gella: 460         Resist:  
                     Absorb:  
  
Drop: Antidotee  
Steal: Heal Berry

Location: Outer sea, E side of main continent

	Name	Effect
Special attacks:	Capillary Ray	Poison all targets
	Desperation	Raise own ATP and poison self

Divides into: Lilly Pad

---

318. Vepar

Lv: 25    HP: 320    Weak: Lightning  
Exp: 230            Half: Ice  
Gella: 460         Resist:  
                     Absorb: Water  
  
Drop: Mini Carrot  
Steal: Heal Berry

Location: Outer Sea N of Slayheim

	Name	Effect
Special attacks	Maelstrom	Tidal wave hits all enemies
	Blizzard Breath	Icy gas blown on all targets

Divides into: Lilly Pad

---

319. Vermilion

Lv: 39    HP: 1200    Weak: Ice, Water  
Exp: 500            Half:  
Gella: 1000         Resist:  
                     Absorb: Fire

Drop: Pixie Dust  
Steal: Heal Berry

Location: Crimson Castle

	Name	Effect
Special attacks:	Fire Breath	Flame gas shot at single target
	Paralyzer	Paralyzes single target

Divides into: Stolas

---

320. Vinsfield (1) - BOSS

Lv: 38    HP: 23500    Weak:  
Exp: 10000            Half:  
Gella: 0              Resist:  
                         Absorb:

Drop:  
Steal: Full Revive

Location: Heimdal Gazzo

	Name	Effect
Special attacks:	4D Hypo Blast	Dazzling light attack on single
	Incur My Wrath	Dark golems attack all targets

---

321. Vinsfield (2) - BOSS

Lv: 38    HP: 12000    Weak:  
Exp: 10000            Half:  
Gella: 0              Resist:  
                         Absorb:

Drop:  
Steal: War Respite

Location: Heimdal Gazzo

	Name	Effect
Special attacks:	4D Hypo Blast	Dazzling light attack on single
	Void Effect	???
	Life Returner	Heal self

---

322. Virsago

Lv: 30    HP: 800            Weak: Lightning  
Exp: 375              Half:  
Gella: 750            Resist:  
                         Absorb:

Drop: Pinwheel  
Steal: Heal Berry

Location: Diablo Pillar Ptolomea

	Name	Effect
Special attacks:	Paralyzing Stench	Gas damages and paralyzes all
	Critical	Heavy attack

Divides into: Pas de Chat

---

323. Voidra

Lv: 31    HP: 1200            Weak: All elements  
Exp: 425                      Half:  
Gella: 850                    Resist:  
Absorb:

Drop: Mini Carrot  
Steal: Mega Berry

Location: Grotto of Lourdes

	Name	Effect
Special attacks:		

Divides into: Pas de Chat

---

#### 324. Water Leaper

Lv: 15    HP: 230            Weak: Ice  
Exp: 90                      Half:  
Gella: 270                    Resist:  
Absorb: Water

Drop: Heal Berry  
Steal: Heal Berry

Location: Aguel Mine Shaft

	Name	Effect
Special attacks:	Defensive Posture	Raise own DFP
	Steam Explosion	Blast single target

Divides into: Rat Monkey

---

#### 325. Wendigo

Lv: 21    HP: 240            Weak: Fire, Light  
Exp: 165                      Half: Water  
Gella: 330                    Resist: Dark  
Absorb: Ice

Drop:  
Steal: Heal Berry

Location: Sielje Region area

	Name	Effect
Special attacks:	Cold Sleep	Ice damage and cause sleep to all

Divides into: Jelly Blob

---

#### 326. White Fear

Lv: 17    HP: 250            Weak: Fire  
Exp: 165                      Half:  
Gella: 330                    Resist: Ice  
Absorb:

Drop: Big Berry  
Steal: Heal Berry

Location: Sielje Region area

	Name	Effect
Special attacks:	Ice Avalanche	Ice punch to one opponent

Divides into: Simurgh

---

327. Wight

Lv: 11    HP: 200            Weak: Light  
Exp: 60                      Half: Dark  
Gella: 180                  Resist:  
                             Absorb:

Drop: Pinwheel  
Steal: Heal Berry

Location: Golgotha Prison

	Name	Effect
Special attacks:	Lightburn	Cause confusion in single target

Divides into: Gob

---

328. Will-o'-Wisp

Lv: 43    HP: 700            Weak: Dark  
Exp: 800                    Half:  
Gella: 2000                Resist:  
                             Absorb: Light

Drop: Lucky Card  
Steal: Tiny Flower

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Abu Shock Light	Light-element attack on single
	Sacrifice	Kill ally to damage all foes

Divides into: HelterSkelter

---

329. Wing Knight - BOSS

Lv: 46    HP: 9000            Weak: Earth  
Exp: 12000                Half:  
Gella: 12000              Resist:  
                             Absorb: Wind

Drop: Nisaba Wing  
Steal: Mega Berry

Location: Raypoint Wing

	Name	Effect
Special attacks:	Mirror Coat	Cast reflect on main body
	Hi-Barrier	Increase own DFP and MGR
	Blade Arm	Heavy physical attack on single
	Spiral Typhoon	Major damage on all with wind

Other parts:	HP	EXP	GELLA	Other effects
Shield	9000	6000	6000	Drops Mega Berry, steal Full Revive, absorbs all elements

---

330. Wise Man

Lv: 32 HP: 600 Weak: Lightning  
Exp: 425 Half: All elements except Lightning  
Gella: 850 Resist:  
Absorb:  
Drop: Spoon  
Steal: Mega Berry

Location: Grotto of Lourdes

	Name	Effect
Special attacks:	Hi-Quick	Increase all of own party's RES
	Hi-Vortex	Strong wind magic on single target
	HypeWeapon	Increase an ally's ATP

Divides into: Fairy Light

---

### 331. Wisglover

Lv: 42 HP: 660 Weak:  
Exp: 750 Half:  
Gella: 2000 Resist:  
Absorb: All elements  
Drop: Mini Carrot  
Steal: Heal Berry

Location: Lost Garden island

	Name	Effect
Special attacks:	Whole-Body Attack	Heavy attack
	Day Crest	All magic misses that turn
	Prohibited Spell??	Explosion damages all targets
	Aura Nova	Light beam hits all targets

Divides into: HelterSkelter

---

### 332. Wojanoid

Lv: 41 HP: 800 Weak:  
Exp: 750 Half: Ice  
Gella: 2000 Resist:  
Absorb: Water  
Drop: Lucky Card  
Steal: Heal Berry

Location: Lost Garden island

	Name	Effect
Special attacks:	Whole-Body Attack	Heavy attack
	Steam Explosion	Explosion damages single target
	Water Gun	Water damage on single target
	Hi-Aqua	Strong water magic on one target
	Flee	Escape from battle

Divides into: Fleurety

---

### 333. Xelas

Lv: 40 HP: 3000 Weak:  
Exp: 1500 Half:  
Gella: 5000 Resist:

Absorb:

Drop: Mega Berry  
Steal: Heal Berry

Location: Gated Sea

	Name	Effect
Special attacks:	Voge	Tidal wave hits all opponents

Divides into: Cuttlefish

---

334. Xenon - BOSS

Lv: 87    HP: 75000    Weak: Dark  
Exp: 50000    Half: All elements except Light and Dark  
Gella: 75000    Resist:  
Absorb: Light

Drop: Violator  
Steal: Mini Carrot

Location: Slayheim Castle (sealed monster)

	Name	Effect
Special attacks:	Barrier	Raise own DFP and MGR
	Xenon Ray Force	Powerful light rain on all
	Knockdown	Heavy attack on single with paralysis
	Horn Spike	Massive physical assault on one
	Life Returner	Heal self for 8500 HP

Other parts:	HP	EXP	GELLA	Other effects
Belly	50000	25000	50000	Same elemental effects as head, Steal War Respite, Drop Ambrosia

---

335. Yulunger

Lv: 16    HP: 5500    Weak: Light  
Exp: 1500    Half:  
Gella: 5000    Resist:  
Absorb: Earth, Dark

Drop: Full Revive  
Steal: War Respite

Location: Gated Sea small island

	Name	Effect
Special attacks:	Disintegrate	Damage all with dark power
	Tactless	Very heavy physical attack on one
	Deadly Poison	Damage and vile poison all targets
	Paralysis Bite	Paralyze single target

Divides into: Simurgh

---

336. Zabat

Lv: 23    HP: 300    Weak: Dark  
Exp: 230    Half:  
Gella: 460    Resist:  
Absorb:

Drop: Peppy Acorn  
Steal: Heal Berry

Location: Guild Galad region

	Name	Effect
Special attacks:	Desperation	Increase own ATP and poison self
	Spoiled Brat	Heavy physical attack

Divides into: Ghoul

---

337. Zavorg - BOSS

Lv: 47    HP: 75000    Weak: Dark  
Exp: 50000    Half:  
Gella: 75000    Resist:  
Absorb: Light

Drop: Black Queen  
Steal: Mini Carrot

Location: Meteorite Crater (sealed monster)

	Name	Effect
Special attacks:	Barrier	Increase own DFP and MGR by 100
	Schwartz Strahl	Powerful dark explosion on single
	Whole-Body Attack	Body slam on single target
	Unmodified Spell??	Magic spheres attack all foes
	Power Up	Raise ATP a lot

Other parts:	HP	EXP	GELLA	Other effects
Belly	50000	25000	50000	Weak to Dark, Steal War Respite, Drops Ambrosia

---

338. Zazan Bronzo

Lv: 41    HP: 750    Weak: Ice  
Exp: 500    Half:  
Gella: 1000    Resist:  
Absorb:

Drop: Pixie Dust  
Steal: Heal Berry

Location: Area NW of Slayheim

	Name	Effect
Special attacks:	Big Strength Thief	Suck HP to fill own health to max

Divides into: Fleurety

---

339. Zetrim - BOSS

Lv: 43    HP: 50000    Weak: Lightning  
Exp: 50000    Half:  
Gella: 75000    Resist:  
Absorb:

Drop:  
Steal: Mini Carrot

Location: Mt. Chug-Chug (sealed monster)

	Name	Effect
Special attacks:	Black Gilas	Dark explosion on all targets
	39,000 Tons	Heavy body slam on single



Whitewater Slash      Water funnel hits one target  
Gilas Spin              Summon tidal wave to drown all

\* Note: paired with Zyclus \*

---

340. Zohak

Lv: 42    HP: 5000            Weak: Light  
Exp: 1000                    Half:  
Gella: 3000                  Resist:  
                              Absorb: Dark

Drop: Antidote  
Steal: War Respite

Location: Glaive Le Gable

	Name	Effect
Special attacks:	Capillary Ray	Poison each opponent with beam
	Petrification	Gas petrifies single target
	Ozom Pulse	Confuse all targets
	Tactless	Powerful physical attack

Divides into: Blue Snail

---

341. Zolinge - BOSS

Lv: 46    HP: 75000            Weak: Earth  
Exp: 50000                  Half: Light, Ice  
Gella: 75000                Resist:  
                              Absorb: Wind

Drop: Dist Dims  
Steal: Mini Carrot

Location: Wind Tiger's Den (sealed monster)

	Name	Effect
Special attacks:		
Ripper Boomerang		Chance of instant death on single target
Blade Arm		Heavy physical attack on single opponent
Prepare to Attack		Store power for next turn
RF Blade		Crystal beam of random element attacks all foes
Endocrine Boost		Raise own stats

Other parts:	HP	EXP	GELLA	Other effects
Belly	50000	25000	50000	Weak to Earth, absorbs Wind, Steal War Respite, Drop Ambrosia

---

342. Zyclus - BOSS

Lv: 43    HP: 60000            Weak: Lightning  
Exp: 50000                  Half:  
Gella: 75000                Resist:  
                              Absorb:

Drop: Mad Goggles  
Steal: Mini Carrot

Location: Mt. Chug-Chug (sealed monster)

	Name	Effect
Special attacks:	Red Gilas	Red explosion damages all targets



John Day - Researcher from Sielje Region who went to a remote island outpost to study crest magic. The isolation has made him a little eccentric.

Judecca - Member of Cocytus and an expert in torture and firearms. Has a heavy sadistic streak.

Kate Lindbergh - One of two telepaths powering the ARMS communicator, and crew of the flying Valeria Chateau. She's the calm one.

Karayan - Library researcher in Sielje Region. He anxiously awaits the results of John Day's research.

Liz - Vocal Lizardian and self-styled scientific researcher. He forms the brains of his partnership with Ard.

Luka - Girl in Gunner's heaven and brother of the bartender there. Their family is traditionally responsible for maintaining Telepath Tower.

Merrill - Young female resident of T'Bok Village. She has a gentle soul and quickly forms a crush on Brad.

Marina - Resident of the Town of Meria and daughter of the town baker. She and Ashley have been sweethearts since childhood.

McGregor - professor and researcher in Sielje Region. Expert in deciphering encrypted data, among other specializations.

Noel Anaheim Guild Galad - Guild Galad Master's son, and a reasonable man who tries to keep his father's militaristic tendencies in check.

Ptolomea - Member of Cocytus and expert engineer. He is charismatic and well-liked by his followers.

Rassyu - a stray dog befriended by Brad, then raised by Merrill in T'Bok Village.

Sabrina - Tim's mother, and a rare Guardian Sorceress. A native of Baskar Village, she fell in love with a Merc and bore a son, Tim. When the Merc died, she left her village and travelled the world, eventually dying in the Town of Meria.

Scott - An orphan residing in the Town of Meria, friend of Tim and Tony.

Tamagomeski - Legendary ARMS mechanic. It is uncertain if he really exists.

Terry - Star pupil of Sielje magic academy and rival to Lilka.

Tony - An orphan residing in the Town of Meria, and friend to Tim and Scott.

Vinsfield Rhadamanthus - Leader of Odessa. Former leader of the Slayheim Liberation Army, until he mysteriously disappeared.

=====

11b) BOOK LIST

=====

-----  
Palace Village

-----  
"Trail of the Comet"

Cleaving through the stars is a comet with its long tail. But do you know the difference between a comet and a meteor? A meteor is a meteoroid that is drawn by gravity into the atmosphere. A comet, unlike a star, travels in a fixed orbit and appears at regular intervals. Steeped in mystery, comets have inspired many folk tales. Some superstitions claim comets to be bad omens, but no one knows why.

-----  
Town of Meria  
-----

"They Who are Known as Mercs"

In Filgaia, there are many young adventurers who call themselves "Mercs." Mercs can be broadly divided into two types. One type hunts for treasures in the ruins. The other does freelance work, fighting monsters or acting as bodyguards for money. Remember that the public considers both types to be scoundrels. That means our behavior affects our reputation. That is a heavy responsibility.

"Diary of a Nameless Merc"

This is for young adventurers who hope to become Mercs.

1. Ask around for information!
2. Always reload your items!
3. Never underestimate the enemy!

Remember: Cowards live longer. Don't confuse bravery with recklessness.

Lastly, never work for free!

"ARM Modifications"

ARM performance is affected by how and what part of your ARM you choose to modify. You can enhance your attack power, your hit probability, or your ammo count. Decide what kind of ARM you want, then modify efficiently. Trying to enhance every aspect can result in an ARM that is awkward to use. You can't undo an upgrade, so upgrade according to a plan.

"What the Heck is PS? - Part 1"

PS stands for Personal Skills, which are set independently for each character. These skills used in battle are acquired by spending PS points. Remember: Personal Skills cannot be changed once they are earned.

"What the Heck is PS? - Part 2"

Each time you go up a level you earn 1 PS point to raise your personal skill level. The highest character level is 99, so the upper limit for PS points is also 99. However, acquiring all Personal Skills takes more than 99 points. You must strive for the ideal form for your character within the given boundaries.

"What the Heck is PS? - Part 3"

Acquiring a personal skill requires at least 1 PS point. Some skills require more than 1 PS point. You can acquire many simple Personal Skills, or save up to acquire a single powerful one. Which strategy you use is entirely up to you.

### "Tale of Slayheim's Liberation"

Slayheim's military seized power, but a resistance movement took form. Weak at first, the rebels were united into a powerful resistance by a "hero." Driven by a fierce desire for peace, they overthrew the king and won a stunning victory. But the "hero" in war became unwanted in peacetime. The "hero" was charged as a war criminal, and erased from the annals of history.

### "The 4 Protector States"

Meria Boule, in the eastern part of broad Filgaia, protects the trade routes. Sylvaland, in the south, is blessed with fertile soil, and protects agriculture. Guild Galad, in the north, uses "fossils" to protect its unique industrial technology. To the west is Slayheim, protector of military might. But power that grows too strong leads a nation down the path to its own destruction.

### "The Sword Cathedral"

This sacred ground is where the <Sword Magess> first heard the voice of "Argetlahm." A cathedral was built here to preserve Mother Filgaia so the great deeds of the <Sword Magess> wouldn't be forgotten. The "Sword Cathedral" is the pride of Meria Boule and the guiding light of Filgaia.

### "Guardian Blade"

Named "Argetlahm," the sword called the Guardian Blade was wielded by the <Sword Magess>. Wielded to vanquish countless demons, this sword is our last ray of hope in a dark time. Argetlahm... The name means... (The rest is illegible.)

### "The Heroine of Salvation"

A nameless maiden is led to a hilltop by a sword's voice. On the hilltop, she receives the sword, and a name. She is now the <Sword Magess>, with sword in hand, and a werewolf by her side. The people call out and she is drawn to a bloody battlefield. The blood-drenched battlefield is where she belongs: at the graves of life extinguished.

### "The Filgaia Theory"

This theory holds that Filgaia itself is a single, living organism. In this view, the world is a living mass, and the planet is its vessel.

Foreign book - you can't read it.

-----  
Sword Cathedral  
-----

### "<Sword Magess> Blood Relatives"

<Sword Magess> was an ordinary girl who, with a Wolf beside her and Argetlahm in hand, saved the world. Since then, the lineage of the <Sword Magess> is seen as the lineage of a "hero." But no one on the planet is directly descended from the <Sword Magess>. The family line was carried on, but the blood got diluted and the "hero's" ancestors spread. How much value is placed on "blood?" The <Sword Magess> herself said blood doesn't make a "hero."

### "Heroes and Calamities"

A "hero" needs a disaster to fight in order to become a "hero." The reverse is also true. When a "hero" appears, "disaster" follows. They are 2 sides of the same coin. A "hero" isn't born. It's something you know as a result of actions.

### "The Pedestal of Argetlahm"

Spent by trapping the Demon behind the event horizon, the <Magess> thrust Argetlahm into stone. Many knights and heroes have vied for the Argetlahm, but all have failed. Even blood relatives of the <Sword Magess> couldn't retake the sword. The Argetlahm thrust into stone acts as if it rejects all but the <Sword Magess>. The cathedral of the <Sword Magess> had the pedestal enshrined. Even the stone itself was removed.

#### "Demon Trapped in the Event Horizon"

There's something one must never forget about the Blazing Demon. He wasn't "destroyed" but was only "contained." The seal will eventually be broken. The Blazing Demon will crush the <Sword Magess>, then Filgaia. No one knows when the seal will be broken. Whether it will be 100 years or 1000 years or tomorrow, we have no magic to resist.

#### "Origin of the Disaster"

"Disasters" use volumes of negativity to bring on "Disasters." The spreading negativity knows no limits. "Disasters" continue to spread without end. When a ray of light doesn't shine, beyond negativity is only a road to "destruction." Know that what strangles you in the end is your negativity.

#### "The Chosen One"

Before the <Sword Magess> was chosen by Argetlahm, she was only a girl who had never held a sword. She wasn't a prominent soldier, nor a knight who'd sworn loyalty to her country. She was just a girl. That the Argetlahm couldn't be retrieved only deepens the mystery. When someone who can hold the Argetlahm appears again, the mystery will be solved.

#### "The Red World"

The "blaze" is the power of ruin. After the Demon wraps itself in the blaze, only destruction remains. Nothing lives in the dying earth. The earth is colored red by blood. Flames of the red lotus will burn everything into a world dyed red. Not one ray of hope left in the world. What waits is "death," the journey to the other side. Without "hope," it is a dark world. People's cries echo, dark clouds circle. Souls are locked in grief.

#### "The <Sword Magess>' Power"

The <Sword Magess>' power is the Guardian Blade Argetlahm and the Black Wolf Lucied. The Argetlahm diverts all possible disasters. The Black Wolf Lucied shields the <Sword Magess> from all possible disasters. To watch the <Sword Magess> fight is to watch the queen of war. She gives the people a glimmer of hope.

#### "Pilgrimage to the Sanctuary"

The Sword Cathedral is located in the <Sword Magess>' Sanctuary. This is land the <Sword Magess> acquired under the direction of Argetlahm. To exorcise the disasters covering the earth, a ray of hope was directed toward us. Many worshippers visit here, where the hero who saved Earth was born. The Argetlahm is publicly displayed a few times a year for worshippers.

#### "Spirit of Sacrifice"

Into a world plagued with "Despair," light shined. That's the <Sword Magess>. Alone, the <Sword Magess> confronted the Demon. She alone shouldered the burden. But the <Sword Magess> wasn't able to destroy the Blazing Demon, only contain it. In exchange for world peace, the <Sword Magess> was offered as a "sacrifice."

#### "Blazing Demon & the <Sword Magess>"

Before her appearance, many knights and heroes were destroyed by the Blazing Demon. Even the weapons developed with the lost technology were a cool breeze on the Blazing Demon. The <Sword Magess>, armed with the Argetlahm, was the

entire resistance. It is still a mystery why only the <Sword Magess> was able to battle the Blazing Demon on equal footing.

-----  
Chateau Valeria - Irving's room  
-----

#### "The Coming Threat"

The threat of the Blazing Demon is past, but who knows when another threat may appear? The next disaster to strike could be a monster - or it could be a natural disaster. We are not prepared to deal with such disasters. A threat global in scale could overwhelm us. We must unite! But can we? Are our beliefs and ideas too different?

#### "The Road to World Unity"

What can unite the world so that all the nations can live as one? Absolute terror? Overpowering force? Common ideals? Everyone has different ideas and opinions. Will the world ever unite? In the past, others strove for unity, only to see their achievements vanish like a dream. Is it even possible for one ruler to unify the world? Perhaps the world will unite only when all the people of the world desire unity.

#### "The Filgaia Summit"

The Filgaia Summit is a conference of the nations' highest-ranking leaders. The Summit is held every two years and during a crisis. During Slayheim's collapse, an emergency summit was held to discuss the world situation. The Treaty of Iscariot, a peace treaty, was also discussed again at this time. At the Summit, nations meet to discuss world peace, not their own national interests.

#### "Irving's Diary"

You can't read it. It's locked.

-----  
Chateau Valeria - Altaecia's room  
-----

#### "Be Ever Prepared"

Disaster and misfortune may strike at any time. To survive, you must assume the worst possible scenario and plan accordingly. Unpreparedness allows a bad situation to grow worse, overwhelming the unprepared. Precaution and prevention stop disaster from spreading and help minimize the damage.

#### "Borders are Barriers"

Human settlements grow until they reach the point where a nation is born. Figaia's nations and people are divided by invisible walls called borders. The people are further divided by a longing for security and suspicion of foreign nations. Will Filgians ever learn to live together as one people sharing the same planet?

-----  
Illsveil Prison  
-----

#### "Liberation War Postscript"

Account of the 1st class war criminal, the supposed leader of Slayheim's People's Coup: Liberation Army Leader Vinsfield Rhadamanthus. Using evil

knowledge and bold tactics, the Liberation Army's power increased. His charisma unified the Army into a powerful force, and they then began guerilla activities. In the last moments of the coup, this hero-like person unexpectedly vanished. After Brad Evans took over... In two years, the Liberation Army won all their battles.

#### "Prison Island Summary"

Meria Boule, Sylvaland, Slayheim, and Guild Galad all controlled the huge prison. The "Illsveil Prison" was known to convicts as the second most fearsome place. The history of the convicts built up and it eventually developed independent rule. It boasts the harshest penal life and has a system of convict rule. It's a "hell" passed off as "paradise." Even the prison's warden can't stand it.

-----  
Telepath Tower  
-----

#### "Telepath Tower's Use"

The Telepath Tower was designed to broadcast worldwide, so it's got the world's largest Empathite. Communication Empathite at the broadcast location amplifies the power of the transmission. Now it's possible to use the Empathite to transmit long distance or to regions not reached before. Also, Empathite that used to be discarded can be reused, due to more efficient use of resources.

#### "Mining Empathite"

There aren't many mines where one can mine Empathite. The most famous is Mt. Ketepekio Siltolingelon, alias Mt. Chug-Chug. It's said that the name comes from the "Chug Chug" sound of the mining machinery. While the amount mined is low, the best and purest Empathite is found here and sent all over Filgaia. The Empathite's power is determined by its size and purity. If size doubles, so does power. If purity doubles, power triples. So large, pure Empathite is best. Currently, the most powerful Empathite ever discovered is being used in the Telepath Tower.

#### "Technical Communication Know-How"

Communications technology began when a "Telepath Mage" appeared who specialized in "Telepathy." Then, due to its peculiar nature, the Telepath Mage dwindled until he was replaced by the Empathite. The Empathite amplifies people's thoughts and has the ability to transform individual pulses. Some Empathite resonating with another piece far away can be used to transmit information.

-----  
Sylvaland Castle  
-----

#### "The Two Seas"

Two seas exist in Filgaia, the inland sea and the outer sea. This is because Filgaia is circular in shape. The inland sea is enclosed by land, joined to the outer sea by a shoal. As its name implies, the outer sea encircles the land. Part of the great sea is rendered impassable by the Gate Bridge. This results in the creation of a second inland sea.

#### "Cosmological Concerns"

The world we see about us is not the only one that exists. It is but one dimension of many. The world is not singular. There are other worlds which exist parallel to our own.



### "Golgotha Prison"

At present, Illsveil Prison is in operation, so Golgotha, the Sylvaland prison, is closed. Since it is no longer being used, Golgotha Prison is now in effect left abandoned. Since the prison is still rife with dangerous traps, some say that it should be used to train troops. Those for and those opposed to the plan have as yet come to no conclusions.

### "The Fall of Slayheim"

After the Slayheim Liberation War, the country itself perished. Since militarism caused Slayheim's fall, people thought the danger of war perished along with Slayheim. In its place, though, Guild Galad began to manufacture weapons of mass destructive capability. It was only natural for other nations to become weary of Guild Galad and its activities. Fearing that the new weapons would be turned on them, other nations watched Guild Galad very closely.

### "The Kingdom Ruled by a Queen"

The Kingdom of Sylvaland has long been ruled by its Queen, with the King only lending assistance. This is because Sylvaland boasts a history of utilizing its natural heritage for bountiful food. They call the earth "Mother," so it is only natural for their ruler to be female as well. Therefore, Sylvaland's system of government evolved into a matriarchy.

### "The Districts of Sylvaland"

The Kingdom of Sylvaland is divided into three districts. The first is the home district, where Sylvaland Castle is located, and contains farmland. The other two are far away, so Live Reflectors serve as transport. One of these is the large island of Holst, which contains productive mines. The other is located in a volcanic region, so it remains unpopulated - part of Sylvaland in name only.

### "The Days of Peace"

The people of Sylvaland possess an abiding desire for peace, so peace has long been maintained. Because of this, most knights in the military have never seen actual combat. Since they believe so strongly in peace, many Sylvalanders question the necessity of the knights. Even if the knights are symbolic only, that itself is a testament to sylvaland's abiding peace.

### "Live Reflectors"

Live Reflectors are transporters built with lost technology. Although they are used regularly, the principles on which they operate are not understood today. Therefore, no more Live Reflectors can be built. Since there is a toll taken on the body of the user, first-time users often experience some discomfort. At present, much research into this problem, and into the underlying technology, is being conducted.

### "Excavation Country: Desert Region"

Northwest of Sylvaland lies a huge desert where the Kingdom of Slayheim used to be. A civilization possessing highly advanced technology used to exist there, the legends say. Supporting this legend are many weapons excavated from the area utilizing lost technology. However, international agreement now forbids further excavation, and regulates already excavated items.

### "The Southern Country, Sylvaland"

Sylvaland Castle is a beautiful castle surrounded by bountiful nature. The country is blessed with fertile farmland, and has a productive agricultural industry. It is also known as "Filgaia's Kitchen" for its food exports. Its people are known for their deep connection to the earth and their warm hearts.

### "The Power of Technology"

By analyzing fossilized remains, Guild Galad has developed many industrial goods for export. These industrial goods have gone a long way toward improving people's lifestyles. But these technologies have also been used for weapons of war. The technologies can be used for more efficient killing, or for improving people's lives. Which occurs is entirely dependent on the user's will.

-----  
Halmetz  
-----

#### "The Sound of the Ringing Bell"

The Bell of Halmetz was crafted by the same artisans who crafted the Bell of Sylvaland Castle. The clear sound of that bell reverberates in the hearts of all who hear it. The bell is the hallmark of Halmetz, and it draws people from every land to hear it. The bell rings once a day at high noon, uniting activity throughout the town.

-----  
Holst  
-----

#### "Ruins Called 'Mine'"

At present, many ruins are being discovered in the mountains that are being mined. The old civilization was adept at extracting and refining crystals. They're all under the ruins now. Thus, we are rapidly approaching the point where the ruins won't yield any crystals to the miners. However, since these crystals are already refined, they are up to 100 X purer than the natural kind. Many mines have closed recently, and more face the same fate, so new mines need to be developed.

-----  
Baskar Village  
-----

#### "The Endless Sea of Mud"

At the heart of Filgaia, deep within the earth, lies a luminescent sea of mud called Glaive Le Gable. The Guardian of this sea of mud, "Glaive Le Gable," is the source and foundation of all life. Glaive Le Gable is the primogenitor of every form of life on Filgaia: The Guardians, the ancient race of Elws, mankind, and the animals. The lives that live on Filgaia then live according to their own fates and natures.

#### "Wedge"

Unlike his fellow Guardians, Glaive Le Gable does not possess the power of cognition. Unaware of anything, Glaive Le Gable fills Filgaia with life, without plan or purpose. The legendary ancient race of Elws have erected a shrine to Glaive Le Gable to celebrate his existence. But this shrine, called "Wedge," that pierces Glaive Le Gable, also controls his creation of life.

-----  
Sielje Region  
-----

#### "Gate Bridge Operation"

How to operate the drawbridge:  
East side of Gate Bridge: Lower

West side of Gate Bridge: Raise

The west side of Gate Bridge is off-limits and is enclosed in a chain-link fence. This bridge controls maritime traffic into Sielje Inland Sea.

#### "How to Release Force"

All humans possess a special ability called Force. It is a form of psychic power. Once your Force has accumulated to a certain level, you can channel it to create special powers. After using Force, you will be fatigued, and your remaining FP level may be low. Take heed, because you may end up with insufficient Force to use your spells or your ARM. Force can be a powerful weapon when used at the right time and at the right place.

#### "The Attributes of Magic"

Spells commonly known as "Attack Spells" often have attributes. The major elemental attributes are Earth, Water, Fire, Wind, and Lightning. Many monsters also have attributes. Some attributes can be a weakness. To maximize the damage you inflict on a monster, use a spell with the same attribute as its weakness. But matching attributes may also make a spell attack less effective. A true Crest Sorceress must master attributes and always consider them when using spells.

#### "Teleport Orbs"

A Teleport Orb lasts indefinitely, unlike a Teleport Gem. It instantly takes the user to the place that the user visualizes. But it is not perfect, and can only transport the user to certain places, as a town or castle. Another problem with this item is that it sometimes transports the user to the wrong location.

#### "Lost Magic of the Ancients"

The ancients are said to have used advanced magic far more powerful than those used today. Using ancient texts, some sorcerers are attempting to revive this ancient magic. These texts can teach us the full profundity of ancient magic. Ancient magic is considered Level 2, a higher level than modern magic, which is Level 1. If revived, this High Level Magic would lead to leaps in research on the power of spells.

#### "Rare Crests"

A Crest is used by a Crest Sorcerer during the casting of spells. A Crest eliminates the need for troublesome rituals, such as the drawing of magic symbols. Occasionally, one will encounter a highly powerful form of Crest Graph: the Rare Crest Graph. This item supercharges a spell by boosting its impact or making it work on a larger number of targets. If you acquire a Rare Crest Graph, think carefully about what type of spell to create.

#### "Ancient Race of Crimson Nobles"

Long ago there lived a race of beings who shunned the sun to live in the world of darkness. Named Crimson Nobles, these beings were virtually immortal, and so were also called "The Immortals." The Immortals are also said to have ruled the world in their day. As with most long-lived species, there are few recorded sightings of the Immortals. Hence, many today believe the Immortals to be a mere legend.

#### "All About Monster Dragons"

Much of Guild Galad's technology was gleaned from the fossils of monster Dragons. Monster Dragons are one of Filgaia's most unusual creatures, for they are a fusion of machine and living, breathing flesh. The Dragons' living component is unlike any other being known to modern science. We have no way of knowing if they are a species native to Filgaia, or chimera created by sorcery. Ancient texts say the Dragons possess a strength comparable to that of the Guardians.

### "Research on Combined Spells"

Research is under way to find ways to make existing spells even more powerful, such as the back-to-back use of spells of the same or opposite attributes. But such techniques are unproven. Combined Spells are created by every Crest Sorcerer, but their effectiveness has not been proven. If discovered, the law governing Combined Spells would be a major milestone in sorcery history. Every combination of Level 1 spell has been tried. The only hope is to revive the ancient Level 2 spells and test new combinations with them.

### "About the 'Mystic Effect'"

Crest Sorcerers possess a Force Ability known as "Mystic." This is the ability to bring out the hidden power in an item to make that item more effective. Mystic can be used for healing, such as using a Heal Berry to heal an entire party. There are also many other items with hidden powers in them. Many consumable items have this "mystic effect," as do some types of equipment.

### "SOR and Spell Effectiveness"

The effectiveness of a spell is determined by the SOR level of the person casting that spell. Thus, a given spell will be more effective when it is cast by someone with a high SOR level. To make a spell more effective, you can temporarily boost SOR with equipment or a Medium. But remember: Equipment and Mediums when used to boost magic power, confer only "borrowed" abilities. Neglect your training in magic, and it will all come back on you.

-----  
Island Outpost  
-----

### "Peaceful Use of Attack Magic"

Magic with fire and ice attributes, now called "Attack Magic," was used originally for peaceful purposes. Fire magic was for heating and ice magic was for preserving. It's how magic should be used. Now, it's used more frequently as a method to destroy the monsters than for its original use. In addition, the circumstances which require more powerful magic are full of serious dangers. Seeking more powerful magic is like seeking more powerful weapons. The next generation Crest Sorcerers strongly advocate the peaceful use of magic.

-----  
Quartly  
-----

### "So You Want to be an Expert"

The saying "A jack-of-all-trades is a master of none" also applies to Personal Skills. A Personal Skill becomes more and more powerful as you increase in level. Try to acquire too many skills, and you will end up without a single, powerful skill. It is important to select a specific skill on which to spend the points you acquire.

### "Map Scope Techniques"

A "Map Scope" can help guide you through this wide, confusing world. It displays only certain areas and towns, but is good for learning the terrain or your current position. When used with a Teleport Orb, this item lets you search the world to discover new surprises. The world still contains many ruins that have yet to be explored.

### "Bridgetown Quartly"

Built on a bridge spanning a deep valley in southern Slayheim is the town of Quartly. The bridge was first built so that relics unearthed in the desert could be transported to Slayheim. The town later prospered from trade with Guild Galad in the north and Sylvaland in the south. Today, many tourists visit Quartly to marvel at its unique scenery.

-----  
Slayheim Castle  
-----

#### "Story of a Superpower"

The desert ruins south of Slayheim have yielded many relics and are of great scholarly interest worldwide. These relics include several Super Weapons created with lost technology. The Super Weapons accelerated Slayheim's transformation into a military superpower. Although never used against another nation, the Super Weapons were a more-than-adequate threat. Newly acquired strength often leads a person astray. the same applied to nations, as well. It was the excessive strength it acquired that led the nation of Slayheim down the road to ruin.

#### "A Well-Organized Liberation Army."

What began as scattered pockets of resistance eventually grew into a nationwide liberation movement. The movement's momentum took the government forces by surprise. Amazingly, this huge movement was piloted by only 2 men: the leader and a hero. Together, they led a liberation army whose military might was formidable. The two sides were evenly matched. Only the Goddess of Victory could have foreseen the outcome.

#### "Treaty of Iscariot"

As Slayheim's military might grew, the other nations felt threatened. Distressed at this turn of events, a nobleman in Slayheim, Sir Iscariot, proposed a treaty. Known as the Treaty of Iscariot, this agreement restricted the use of Super Weapons. In Sir Iscariot's territory, the treaty was ratified and made permanent. By restricting the use of weapons that threatened world peace, this arms reduction treaty sought to curb the arms race and preserve world peace above all else.

#### "Angel Halo"

The "Angel Halo" is an "Angel Weapon" unearthed during the desert excavation mentioned above. This was the most powerful type of ancient weapon. Its blast would lay waste to all of Slayheim, turning it into a lifeless salt flat. The King of Slayheim is prepared to use the Angel Halo if cornered militarily. All who live in Slayheim should pray that the Angal Halo is never used. Whether it is depends on how the war with the Liberation Army goes.

-----  
Guild Galad  
-----

#### "Dragon Fossil Relic"

To create the technology on which its industry is founded, Guild Galad used many types of fossils. One is Dragon fossils. Fossils of these organo-mechanical beasts are unlike even Lost Technology. The special qualities of Dragon fossils have fascinated countless engineers and scientists. They used the technology in such fossils to create products for export to other nations. This technology will give rise to new technologies that will make people's lives even better.

## "An Architect's Mutterings"

What is on a dragon's back?

-----  
Lost City Archeim  
-----

## "The Menacing Lost Technology"

The Super Weapons created by the lost technology, the Angel Weapons, had immense destructive power. Data analysis reveals they can, in a split second turn an entire continent to scorched earth. In the past, this power was used not as a weapon, but as a military bargaining tool.

## "Snake Road"

Be lured from this land into the Dimension Interval and follow the "Snake Road."

Snakestail is 'tween dimensions...

Snakeshead is the Diablo Tower...

--Aachen Grish, historian

-----  
Crimson Castle  
-----

## "Negative Emotions"

The "negative emotions" of humans are frightful indeed. Their hate, anger, envy, and impiety eroded the Guardians' power and drive human to kill human. In their mad rush down the path to destruction, they reveal their foolish, inferior nature.

## "The Guardians"

The Guardians are godlike beings who have protected Filgaia since ancient times. They are perhaps beyond the strength and abilities even of us Crimson Nobles. They abandoned physical form to become pure consciousness. Their powers should have lasted forever. Yet at some point, the Guardians grew weak, and they ceased to interfere in events on Filgaia. The power of the Guardians was the source of the consciousness and vigor of all who lived on Filgaia. Perhaps it was the humans' negative emotions that eroded and weakened the Guardians' powers.

## "Excessive Power"

Foolish are the humans. They seek excessive power that will lead them down the path of destruction. They ignore the knowledge we have bequeathed them, and instead pursue errant ways. They murder each other. They think only of destruction. Why? Why do they not realize their foolishness? Are they inferior creatures after all? Humans! Cease your destructive ways before it is too late!

## "Human Potential"

How amazing humans are. Despite their short lives and weak bodies, they surpass us in imagination. Lacking both sharp claws and fangs, humans are the weakest of creatures in their natural state. Yet, indomitable in spirit, they master flight and magic. The most amazing of them all is <Sword Mage>, who wields the Guardian Blade, Argetlahm. This one fought the demon who ate our brethren. She compels a reassessment of human potential.

## "The Insolent Ones"

Humans are indeed insolent beings. They desecrate the ruins left by our

brethren. Such sacrilege is deserving of death! We must deal the humans a crushing blow to punish them and demonstrate our strength.

"My Mike"

"My Mike" is like a dog whistle. But instead of dogs, this item summons demons. The many demons summoned by this evil tool then attack the person who uses it. There is one who will show himself only when summoned with this tool. He is of unrivaled strength, and can destroy anyone.

"Manual for the Model P"

"Hob & Nob" are telepathically controlled attack devices. This prototype was created by Meister Anastasia. Attack power can be boosted by inserting a Mecha Boost into the expansion slot. Applications include everything from disciplining children to Operation Genocide.

"The Encroaching Parallel Universe"

The universe of the Dragons is said to have been completely devoured by another universe. Could one universe truly devour another universe, and reduce it to nothingness? How could we resist this peril if it attacked our universe? Even the mighty Dragons fled when the Peril attacked their world. Not even the once-powerful Guardians could assure our safety. For how can one fight -- to say nothing of defeat -- a universe?

"The Organo-Mechanical Beings"

On Filgaia there is a unique species that differs from all others on this planet. They are the Dragons, a fusion of machine and living flesh. They defy traditional definitions of life. The Dragons are dissimilar to the Golems we created. They must be the product of some unknown technology. These intelligent beings claim to have come from a dimension beyond Filgaia. Such a feat is beyond even our own powers. No one knows the full extent of their powers. But the Dragons, unable to adapt to Filgaia's environment, eventually disappeared.

"Beyond Life and Death"

The Crimson Nobles are immortal. Our bodies may be destroyed, but rebirth will eventually come. An offering of blood brings silence and darkness. We return to the vessels of our souls. We come from the distant past and will live into the distant future. We are of time immemorial.

"When Death Comes"

Who ever thought that Death would come to the Crimson Nobles? But come it has, for our brethren have been killed... Killed by the Devourer of Souls, killed by... Lord Blazer.

"The Species Without Rival"

The supreme species is, by definition, the one without rival anywhere in the world. We, the Crimson Nobles, are that species, for nowhere is there another species that rivals us. Pathetic humans! You may cover the planet, but you are not its ruler! Know we are your enemy!

"Golem"

The Golem are our faithful servants. When summoned, they destroy our enemies. With magic, we have endowed their inorganic bodies with pseudo life. They have been our constant companions through time.

"As the Supreme Species"

We Crimson Nobles are Filgaia's supreme species and the planet's rightful rulers. Humans have spread over the world as if it is theirs, but they are inferior to us. As the supreme species, it is only a matter of time before we rule the world.

### "Sunlight: Rays of Death"

The greatest enemy of us Crimson Nobles is without a doubt the light of the sun. The sun's rays can burn our skin and consume our very flesh. Such is the fate of night-dwellers. If only we could protect ourselves from the sun's rays. Then we could rule the day as well as the night!

### "Absolute Population Size"

Of all species of life on Filgaia, we Crimson Noble have one of the smallest population sizes. This reflects our position at the top of the food chain. The weak species, preyed on by the Strong, must reproduce in great number to assure their survival. We know not death, and so need not reproduce in large numbers. This is proof that we are the Strong.

### "Raypoints"

In Filgaia are locations where the planet's life energy collects. These are called Raypoints. Raypoints are comprised of the four major elements: Earth, Water, Fire, and Wind. Each Raypoint contains massive amounts of Filgaia's powerful energy. This energy is the blood that flows through Filgaia's veins.

### "The Guardian with Physical Form"

Although the Guardians became incorporeal beings, one retained physical form: Lucied, the Guardian of Desire. Lucied stayed by the side of the <Sword Magess>, giving her great strength. The source of Lucied's strength was the lust for life that the <Sword Magess> possessed. This fervent desire, strong enough to give a Guardian physical form, would never falter.

-----  
And back in Meria Boule Castle with Marivel  
-----

### "Crimson Noble Sanctuary"

Crimson Noble Sanctuary. The promised land of the Crimson Nobles is now forsaken. We Crimson Nobles were torn asunder by the Blaze of Disaster. And now, I am the only one left. I must preserve the Crimson Nobles' honor and protect this masterless place. We'll meet at our promised land, an island south of masterless castle.

-- by Isabel Graceland --

-----  
Promised Catacombs  
-----

### "Sealed Hell"

At one time, a threat swept across Filgaia, bringing its destruction. Dust storms covered the lands. If the threat is not eradicated, it will destroy everything. Their power is strong enough to beat a Guardian. It is "destruction" itself. They consume the flesh and blood of the Guardians, gaining their power. The name of this one is Ragu...

### "The Land of Origin"

Filgaia has a region called "the navel." This is the land of origin, from which all life was born there by filling Filgaia. This is the source, the motherland for many lifeforms. Even us the Crimson Nobles are no exception.

### "Hidden Fortress"

To prepare for intensified battles, several evacuation shelters have been set-up here in our Sanctuary. But knowing the force of his power, it could



simply be mere consolation for us. But he won't eradicate our tribe's blood so easily. Children who are our future light and the proud Crimson Noble seed, must be protected at all cost. <Sword Magess>, people of her kind must wholeheartedly hope for this.

"Marivel's Diary"

The inside pages are blank. Looks like they haven't written in the diary.

=====  
11c) GLOSSARY  
=====

Argetlahm - Sword that banished the Blaze of Disaster, wielded by the Sword Magess.

Alchemic Plant - Energy-producing facility run by Ptolomea to supply energy for Odessa's operations.

ARMS - Agile Remote Mission Squad. Trans-national team formed to combat any and all threats to peace on Filgaia.

ARMS - Highly destructive personal weapons made from the fossils of dragons.

Baskars - Ancient people who traditionally worship the Guardians.

Blaze of Disaster - Refers to both the apocalyptic event of legend that was averted by the Sword Magess, and the demon, Lord Blazer, who caused it.

Cocytus - Special elite squad of high-ranking Odessa officers. Each member has their own area of expertise and reasons for working with Odessa.

De Le Metalica - A special metal alloy, used in the construction of the hull of the Valeria Chateau.

Dianbai Guang - An express freight train running under the Urartu Mountains between Guild Galad and Slayheim.

Diablo Pillars - 4 ancient monoliths that generate and amplify each others' energy. They are fully functional until all 4 are destroyed. Used as the power source for the Heimdal Gazzo.

Eleniak Witch-Girl - Legendary sorceress of Sielje Region, and Lilka's sister.

Empathite - Special crystal that enables telepathy.

Gias - A bomb implanted in Brad's neck to guarantee his cooperation with ARMS. Irving activates it with the words, 'Kanda Roestra Amanthos'.

Gull Wing - A class of flying ship last seen in the Slayheim Liberation War. Odessa is using one for its purposes, named the Varukisas.

Guild Galad - One of the four nations of Filgaia. Focuses on technological advancement to improve quality of life for its citizens.

Guardians - Elemental spirits whose existence binds the world of Filgaia together. They can communicate with certain individuals, and their power may be called on by a Pillar.

Grauswein - Giant nuclear dragon and one of the most destructive forces ever discovered or created on Filgaia. A techno-organic being.

Heimdal Gazzo - Aerial fortress and ultimate base for Odessa

KnightBlazer - the Black Knight, who Ashley can transform into in times of great need.

Kuiper Belt - The 'other world', the world of death. It is encroaching on Filgaia and threatening to destroy it.

Lombardia - The Last Dragon, the Dragon Caliber, the Wing of Heaven. Once a refugee from his own dying dimension, he is the only one of his kind to survive on Filgaia.

Mad Mountains - Vinsfield's power sword.

Mana - The life energy of Filgaia, carried through the Raline.

Mercs - Adventurers-for-hire, these free-roaming individuals are called on to do many jobs that others won't touch.

Meria Boule - One of the four nations of Filgaia, occupying the East side of the main continent.

Mt. Keltepekio Siltolingelon - Better known as Mt. Chug-Chug. The best remaining source of Empathite crystals.

Odessa - A terrorist organization led by Vinsfield Rhadamanthus, ostensibly dedicated to tearing down current national lines and establishing a single world order.

Pillar - An individual who embodies the power of the Guardians, and with whom the Guardians can communicate.

Raline - The network of the planet's life-energy, seen as mystic rivers of Mana encircling the planet.

Raypoints - Terminals of Ralines, where the life-lines intersect, and areas where great quantities of Mana accumulate over eons.

Slayheim - One of the four nations of Filgaia. It was dedicated to developing military might. 5 years ago, the ruling class was overthrown, but not before they used weapons of mass destruction to decimate the land in an act of desperation.

Slayheim Liberation Army - The organized culmination of Slayheim's rebel uprising. Initially led by Vinsfield.

Sword Magess - Legendary woman who banished the Blaze of Disaster that threatened to destroy Filgaia. Armed with Argetlahm and accompanied by Lucied, the Guardian of Desire.

Sylvaland - One of the four nations of Filgaia, occupying the South portion of the main continent. It focuses on agriculture and peace for its people.

Treaty of Iscariot - After the disastrous Slayheim war, the three remaining nations of Filgaia agreed to limit their development of military strength via this treaty.



