

# Lufia FAQ/Walkthrough

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Lufia & the Fortress of Doom Walkthrough  
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I. INTRODUCTION

This is a complete walkthrough for Lufia & the Fortress of Doom. If you like RPGs with a focus on good, old-fashioned combat and exploration, with a silly twist added to it, this is the game for you. If you're looking for an epic, western style RPG, it probably isn't.

I hope this walkthrough will help you have more fun with the game and provide unique information not found in any other walkthrough. It includes the elemental weaknesses of monsters, as well as every treasure in the game. The recommended levels are based on fighting every random encounter, so as to avoid the need to level-grind.

I will do my best to avoid spoilers to the plot in the walkthrough. That said, I'll obviously have to mention character names, dungeon names, and when you are told to do something or go somewhere. If that is more information than you want to know about the plot, then you may want to try the GameFAQs message boards.

If you have some new information, know something I missed, know a better way to do something, got a death threat, or a marriage proposal, please send your comments to the aforementioned email address.

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II. USING STAT POTIONS

Throughout the game, you will pick up numerous potions that can apply a small boost to a specific stat. Power Potions boost HP by 3-5. I recommend giving these to whoever has the least max HP. This is mostly to help the weaker characters survive multi-targeting spells. Although at the start, some

characters have a lot more Magic Resistance (MGR) than others, by the end, everyone should be roughly close to each other, due to the equipment available.

The remaining potions should each be used on a single character. This is because a single boost won't make a great enough impact to be useful. I would recommend giving Great Potions to Aguro to boost his attack power (ATP) by 1-3, since he doesn't learn any spells. I would give Spell potions (+3-5 MP) to the Hero, because he has the least MP, yet the most expensive and useful spells like Rally and Valor. For Mind Potions, I would give them to Lufia to boost her Intelligence (INT, boosts magic damage) by 1-3, since she is the opposite of Aguro, using her magic nearly all the time.

Mostly important, I strongly recommend giving all Speed potions (+1-3 AGL) to Jerin. Agility is kind of fickle. It seems to give you a better chance of taking your turn before other party members, as well as executing your commands faster than your enemies. However, it seems to take A LOT of agility for this to make a big difference. Jerin could use this the most, so that she can cast her Confuse, Mirror, and healing spells the fastest. This becomes far more important by the end of the game too.

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III. STATUS EFFECTS

There are many status effects in the game that may not be self-explanatory to someone who hasn't played a lot of RPGs. Here's a list explaining what each of them does.

- Poison: Take 1 damage for each step taken outside of battle
- Confuse: Lose control of the target, as it will attack a random ally or enemy
- Sleep: Target cannot take actions
- Paralysis: Target cannot take actions
- Petrify: Target cannot take actions or receive damage
- Dead: Target cannot take actions when HP is reduced to zero

Note that confuse and sleep can be cured by attacking the party member. Confuse, sleep, and paralysis may randomly cure themselves after a round of combat. It's game over when the party is all petrified and/or dead. Poison is the only status that lasts after the completion of the battle. All status effects can be cured with the proper item or spell.

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IV. WALKTHROUGH

During the walkthrough, I will follow this format for each section of the game. Location > Recommended Level (for Hero) > Treasure List > Enemies (weakness) > Shops > Walkthrough > Boss Strategy > Recommended Equipment.

-----  
FORTRESS OF DOOM [DOOM1]

Recommended Level: 78

Treasure: Power Potion, Speed Potion, Mind Potion, Great Potion, Spell Potion,  
Power Potion, Spell Potion, Miracle x2, Miracle x3  
Enemies: Efreet (Water), Hydra, Mad Knight (Thunder), Mad Wolf,  
Mega Frog (Frost), Rock Golem

-----  
We begin our adventure controlling Maxim and Co. at the Fortress of Doom. You can skip the treasure here if you like, as it's not really important, nor does it contribute to your final treasure count, but I'll go over it here anyway. In the left room, you will find a chest which contains a POWER POTION. Then, take the steps down to the next floor.

Follow the path to an intersection, where you should go up to three chests which contain a SPEED POTION, MIND POTION, and GREAT POTION. Return to the

intersection and take the other path to the stairs back to the first floor.

Open the chest in the room which contains a SPELL POTION. Leave the room, then head up the main hall to the steps to the second floor.

Along the straight-forward path to the next floor are two enclosed rooms. In the first room, you will find a chest which contains a POWER POTION. In the second room, you will find a chest which contains a SPELL POTION. Otherwise, just follow the path through the hall to the stairs to the third floor.

Before climbing the above platform, you may want to walk around to the back to find two chests which contain 2 MIRACLES, even through you already have 87 of them in your initial inventory. Return to the steps, then climb up to the second platform. If you care, the first platform will lead you to steps, where you will find an HP and MP restoration tiles, but you won't need them. Just climb up to the stairs to the fourth floor.

If you like, walk around the perimeter of the room to find the final three chests which also contain 3 MIRACLES. From the steps, walk across the glass bridge to the fifth floor where you will find what you came here for.

\*\*\*\*\*

BOSS TIME: Gades

WEAKNESS: Thunder

STRATEGY: Maxim and Guy should attack, while Selan casts Thunder every round. Artea should cast Trick to boost Maxim's & Guy's attack power, then either cast Champion (restore one ally to max HP) or Valor (restore all allies to max HP), as necessary.

\*\*\*\*\*

BOSS TIME: Amon

WEAKNESS: Fire

STRATEGY: Maxim and Guy should attack every round, while Selan and Artea should cast Mirror on themselves, then the others. They should be constantly re-casting Mirror to reflect Amon's spells back at him for the entire battle.

\*\*\*\*\*

BOSS TIME: Erim

WEAKNESS: None

STRATEGY: Use the same strategy as against Amon, except she is strong against most magic.

\*\*\*\*\*

BOSS TIME: Daos

WEAKNESS: None

STRATEGY: Use the same Mirror strategy as before, except Artea may need to heal at some point. Yes, they're all supposed to be this easy.

\*\*\*\*\*

After defeating the Sinistrals, the plot resumes, as we move forward to another time long after the battle at Doom Island.

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ALEKIA [ALEK1]

Recommended Level: 1

Treasure: Dress, Potion, Revive, Sweet Water, Power Potion, Cloth Helm, Revive, Arrow, Swing Wing, Escape, Potion, Potion, 100 Gold, Stuffed Bear, Bracelet, Sweet Water, Antidote, Revive

Enemies: Big Newt (Water), Jellyfish (Fire), Madshroom (Ice)

=====

Inn - FREE

Item Shop

Armor Shop

Weapon Shop

*****		*****		*****	
Potion	8	Dress	120	Dagger	50 (buy for Hero)
Antidote	6	Cloth	140	Knife	10
Sweet Water	10	Cloth Helm	120		
Arrow	2	Sandal	50		

After being introduced to the main characters, you will gain control of the one you initially named. Return to Roman's inn and head upstairs. Examine the bookshelf where you will find a DRESS (sell). Note that you can rest at the inn here for free.

Go up to the weapon shop where you should buy a Dagger for the hero. In between the weapon and item shops is a bookshelf which contains a POTION. Walk back to the intersection by the flower field, climb the steps, and enter the house to the far left. Examine the bookshelf to find a REVIVE, and take steps through a secret passage to a chest which contains SWEET WATER.

Return to the intersection, then cross the north bridge, and head left. Hidden in the flowers to the left of the house is a POWER POTION. Inside the house, examine the bookshelf which contains a CLOTH HELM (equip on Hero). The people around town tell you about Chatam and Sheran to the north. Finally, you should enter the castle north of the first bridge.

Pass up the stairs and walk to the upper left room where you can find a REVIVE in the bookshelf and an ARROW in the chest. Talk to the commander who will tell you to go to Sheran to check on the rumors. In the room to the right, examine the bookshelves to find a SWING WING and ESCAPE. Now, take either stairs up to the second floor.

In the upper left room, examine the dresser which contains a POTION. Check out the bookshelf in the room to the right to find another POTION. Then, take the stairs up to the third floor.

Talk to Princess Estea to receive 100 GOLD for your journey. Head to the upper left room to find a STUFFED BEAR and BRACELET (save for later). Outside the room, walk around to the upper right steps, which you can take to a treasure room on the first floor, with three chests which contain a SWEET WATER, ANTIDOTE, and REVIVE.

That's everything you can get here, so let's head north to Sheran. There's a shrine to the southwest, but it just houses an old man who can restore your HP/MP. On the way to Sheran, we'll make a pit stop at the village of Chatam. The monsters are nothing to worry about and combat is very simple to start. Just keep attacking and you'll be fine.

Recommended Equipment  
 Hero: Dagger, Cloth, Cloth Helm, Sandal

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CHATAM [CHAT1]
Recommended Level: 1
Treasure: Mind Potion, Great Potion, Smoke Ball
Enemies: Big Newt (Water), Jellyfish (Fire), Madshroom (Ice)
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Inn - 5 Gold

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Item Shop  
 \*\*\*\*\*  
 Potion 8  
 Antidote 6

There's not too much interesting here. Just a lovely small village to visit and explore. Check out the lower left tree. Below it, you can find a hidden MIND POTION. In the middle of the left field, you can also find a hidden GREAT POTION (save for later). Finally, in the upper right house, examine the bookshelf which contains a SMOKE BALL.

An old man says that someone named Danil is worried about his sister, Lilah, who works at Sheran Castle. We should keep an eye out for her later. When you're ready, rest up back at Alekia, then continue further north to two cave. Let's explore the eastern one first.

=====

CAVE TO SHERAN [CTSH1]

Recommended Level: 2

Treasure: 200 Gold, Potion, Revive

Enemies: Big Newt (Water), Jellyfish (Fire), Madshroom (Ice), Spider (None)

=====

The two caves are actually one, but you cannot reach Sheran from the eastern cave, so I figured we should clear that part out first. Spiders are slightly tougher, and can rarely poison you, but nothing you can't handle. Follow the straight-forward path to a room with two chests which contain 200 GOLD and a POTION. Leave the cave, return to Sheran to rest up, then enter the other cave.

First, take the upper path to a seemingly useless dead end. Walk all the way to the end to find a hidden REVIVE. Back at the entrance, climb the ladder to the stairs to exit the cave and reach Sheran.

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SHERAN [SHER1]

Recommended Level: 3

Treasure: Potion x4, Sweet Water, Antidote, Foul Water, Awaken, Sweet Water, Foul Water, Arrow x2, Mid Arrow, Revive, SHERAN KEY, 100 Gold, Great Potion, Speed Potion

Enemies: Anemone (Fire), Newt (Water), Earwig, Jellyfish (Fire), Madshroom (Ice)

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Talk to everyone to find out what's really going on here and continue on to the castle. In the left room, open the four chests which contain 4 POTIONS. In the right room, open the four chests which contain a SWEET WATER, ANTIDOTE, FOUL WATER, and AWAKEN. Then, take the stairs to the second floor.

Examine the bookshelves in the left room which contain a SWEET WATER and FOUL WATER. Go to the right room, then open the three chests and dresser which contain 2 ARROW (not to be confused with arrows), a MID ARROW (save for later), and REVIVE. There's nothing else to do here, so let's report back to Alekia.

Report to the commander in the upper left room on the first floor of the castle, as the Hero decides to return to Sheran on his own. Return to the inn to talk to Roman and rest up. Then, talk to Lufia upstairs. Attempt to leave the village and Lufia will join. Buy a Dagger and Cloth for her. Finally, equip the Bracelet on her that you found earlier. She comes with the Flash spell, which can one-shot anything at this point. Have her take out the tougher Spiders with Flash, while the hero picks off the easier enemies.

Recommended Equipment

Hero: Dagger, Cloth, Cloth Helm, Sandal

Lufia: Dagger, Cloth, Bracelet, Sandal



*****		*****	
Cloth Armor	240 (buy for Hero)	Club	120
Robe	260 (buy for Lufia)	Long Knife	180 (buy for Lufia)
Bracelet	90	Dagger	50
Cloth Helm	120	Knife	10
Hair Band	210		
Sandal	50		

Let's explore this village before actually doing what we came here to do. In the first house to the left, examine the bookshelf which contains a HAIR BAND (equip on Lufia). Upstairs, open the chest which contains a DRESS (sell). To the right of the entrance is the inn and item shop. Now that we have a little bit of extra money, it would be a good idea to buy some Antidotes and Shrieks.

Head down to the equipment shops where you can find a POWER GOURD (boosts ATP in battle, save for later) and make recommended purchases listed above. At the weapon shop, skip on upgrading the Hero's weapon, since you'll find an even better one soon enough.

On the southern end of town is the port. Go into the secret passage and take the left path to two chests which contain the ARROWS and SMOKE BALL. Return to the intersection and head up to the basement of the pub. To the left, by the boxes are an ESCAPE and SWING WING that are hidden there.

To progress with the plot, talk to the old man looking out at the sea, as he is the one you came to talk to. To learn more about the Sinistrals, he recommends seeing someone to the east and tells his niece, Ainea, to guide you through the East Cave to get there.

Of the new enemies, Anemone's can Confuse you, so take them out quickly. Use a Shriek, if you can't finish the battle soon. Baby Crabs are the toughest enemies, so you'll need to gang up on them to defeat them. To get to the East Cave, walk east (duh), cross some bridges, and you'll find it.

#### Recommended Equipment

Hero: Dagger, Cloth Armor, Cloth Helm, Sandal  
Lufia: Long Knife, Robe, Bracelet, Hair Band, Sandal

#### =====

#### EAST CAVE [ESTC1]

Recommended Level: 5  
Treasure: Cloth Shoes, Swing Wing  
Enemies: Baby Crab (Fire), Bore Worm, Giant Bat (Water), Green Orb, Kobold, Nettles (Fire), Spider

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Follow the path down two rope ladders, and open the chest which contains the CLOTH SHOES (equip on Lufia). Then, take the steps down to the next floor.

Climb down the next rope ladder and Ainea will open the door for you. On the other side, open the chest which contains a SWING WING. Go up that rope ladder to reach the stairs to exit the cave and reach the house.

#### Recommended Equipment

Hero: Dagger, Cloth Armor, Cloth Helm, Sandal  
Lufia: Long Knife, Robe, Bracelet, Hair Band, Cloth Shoes

#### =====

#### GUY'S HOUSE [GUYS1]

Recommended Level: 5  
Treasure: Short Sword, Great Potion



Enemies: Anemone (Fire), Baby Crab (Fire), Earwig, Giant Bat (Water),  
Green Orb, Kobold, Nettles (Fire), Spider

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Before talking to Guy, let's go tomb raiding. Examine the tombstone to find a  
SHORT SWORD (equip on Hero). Then, enter the house and he'll tell you to head  
to Grenoble. Afterwards, in the house, examine the bookshelf which contains a  
GREAT POTION (save for later).

On your way back to Treck, it would be a good idea for Lufia to learn Dew at  
Level 5. If she hasn't already, she should be pretty close. At Treck, rest up  
at the inn and save. Some other folks have arrived at the port. Talk to the  
green-haired fellow, Aguro, only to be interrupted by some unwelcome guests.

\*\*\*\*\*

BOSS TIME: Demon Lord x4

HP: 48 ea.

WEAKNESS: None

STRATEGY: Hopefully, Lufia will have learned Dew by now, so have her put it to  
use. I'd recommend using it in the first two rounds, so that Aguro can finish  
them off. Meanwhile, the Hero should be casting Strong to keep everyone's HP  
up. After Lufia has cast Dew twice, she should join in the healing with  
Potions until Aguro can finish off the demons.

\*\*\*\*\*

Afterwards, Aguro will permanently join your party. Purchase a Cloth Helm for  
him and use all of the Great Potions you've been saving on him. He's a pure  
melee warrior with no magic, so he needs all the help he can get. I'd also  
switching Aguro's and Lufia's position in the Combat Order in the Menu.

Back at the pub, talk to one of the crew of the Maberia, who will tell you  
where to go next. To get there, you will need to go through a cave. Rest up  
at the inn, leave Treck, head north, around the west side of the mountains, and  
you will eventually find it.

#### Recommended Equipment

Hero: Short Sword, Cloth Armor, Cloth Helm, Sandal

Aguro: Short Sword, Cloth Armor, Cloth Helm, Cloth Shoes

Lufia: Long Knife, Robe, Bracelet, Hair Band, Cloth Shoes

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#### CAVE TO MABERIA [MABR1]

Recommended Level: 6

Treasure: Potion, Potion, Power Potion, Miracle, Daze Ring

Enemies: Baby Crab (Fire), Bore Worm (Fire), Giant Bat (Water), Green Orb,  
Kobold, Nettles

-----

They aren't new, but Giant Bats are weak to Lufia's Dew spell, which can wipe  
out an entire group of them. Kobolds can drop Mid Arrows, which will be very  
useful in the near future as well.

From the entrance, walk to the right. You will see some steps above you, past  
the bridge, but that will take you to the exit, so let's go exploring for now.  
Climb the rope ladder to the upper platform and cross the bridge where you will  
find a chest which contains a POTION. Take the nearby steps to the next floor.

It's a dead end, but you will find two chests which contain a POTION and POWER  
POTION. Back up the stairs, walk into the pit to the left. Take the upper  
warp point to a straight-forward path to find HP and MP restoring tiles. Return  
to the warp point, then take the lower one back to the entrance. Now, go under  
the bridge to the steps you passed up earlier to the next floor.

Have the hero cast Float, so you can walk through the swamp unharmed. In the middle of it is a hidden MIRACLE. There's nothing to the left, so continue down the path to a room with a chest which contains a DAZE RING (equip on Aguro, DFP+8, MGR+4). Although Aguro has the best defense, his magic resistance is pitiful and can use all the help it can get. Leave the room and take the path to the left to the stairs to the next floor.

If Lufia has not reached Level 7 yet (which she should w/o level-grinding), then make sure to finish it off, so that she can learn Strong. Head left to the stairs to reach the island where you will find the Maberia. You will want to restore everyone to max HP with Potions before approaching it.

\*\*\*\*\*

BOSS TIME: Goblin x3

HP: 125 ea.

WEAKNESS: None

STRATEGY: Hopefully, you will have picked up some Mid Arrows from those Kobolds earlier. If so, have the Hero and Aguro use them on the Goblins until you exhaust your supply, when they should start attacking. Meanwhile, Lufia should be casting Dew in the first round, then Strong on whoever needs it in each subsequent round. If necessary, you can have the Hero join in the healing too, but I'd like to take down at least one of the Goblins before doing so. Taking one of them down early makes the rest of the fight a lot easier.

\*\*\*\*\*

Afterwards, you'll return to Treck. Rest up at the inn, then head left to the pub. Go upstairs and talk to the captain of the Maberia to head to Lorbenia.

Recommended Equipment

Hero: Short Sword, Cloth Armor, Cloth Helm, Sandal

Aguro: Short Sword, Cloth Armor, Cloth Helm, Cloth Shoes, Daze Ring

Lufia: Long Knife, Robe, Bracelet, Hair Band, Cloth Shoes

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LORBENIA [LRBN1]

Recommended Level: 8

Treasure: Mind Potion, Mid Arrow, Sweet Water

Enemies: Bore Worm (Fire), Giant Bat (Water), Giant Newt (Fire), Goblin,  
Kobold, Mini Demon, Rat, Roozard

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Inn - 20

Item Shop 1

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Magic Guard	50
Power Gourd	100
Mind Gourd	100
Arrow	2
Arrows	10
Bomb	100

Item Shop 2

\*\*\*\*\*

Sweet Water	10
Potion	8
Antidote	6
Swing Wing	80

Jeweler

\*\*\*\*\*

Earring	80
Hair Band	30
Brooch	50
Necklace	100

Toymaker

\*\*\*\*\*

Stuffed Bear	50
Stuffed Dog	10
Stuffed Pig	10

Armor Shop

Weapon Shop

\*\*\*\*\*

Tan Armor	480 (buy for Hero & Aguro)
Tan Robe	540 (buy for Lufia)
Tan Shield	180 (buy for Hero)
Tan Helm	240 (buy for Hero & Aguro)
Glass Cap	460 (buy for Lufia)
Cloth Shoes	300

\*\*\*\*\*

Short Sword	360
Staff	360 (buy for Lufia)
Club	120
Long Knife	180

Upon your arrival, walk around to the right to get to the upper plateau of the main part of the village. In the lower right corner of the village is where you can rest at the inn, for future reference. The to the left, in the middle of town is the shopping center. Behind the weapon/armor shop sign, you can find a hidden MIND POTION. In the lower left corner of the village are the equipment shops. Between them is a bookshelf which contains a MID ARROW.

To progress with the plot, head to the shopping center. Take the stairs up to the second floor and in the lower right corner, you'll find a chest which contains SWEET WATER. Climb the stairs up to the third floor. Talk to the stationary blond woman at the middle of the floor. Afterwards, return to the inn to talk to the innkeeper, but you don't have to stay there. Now, leave the inn and Aguro will rejoin you.

If you're not doing any level-grinding (which you shouldn't need to do), then you probably don't have enough money to buy all of the equipment I recommended above. Just buy the cheaper items first, for now. They sell the same equipment at the next town, where you'll be able to complete your purchases. I don't recommend buying Cloth Shoes or a Tan Shield for the Hero and Aguro, respectively, since you'll find them soon.

Our next destination is Grenoble. To get there, follow the grassy plains south, then straight west. Of the new enemies, Mini Demons can cast Flash, so you'll want to take them out quickly. Roozards give a lot of gold for defeating them, and aren't that hard to defeat either. Rat can summon other Rats to help them out, but aren't tough to handle.

=====

GRENOBLE [GNBL1]

Recommended Level: 8

Treasure: Potion, Speed Potion, Spell Potion

Enemies: Bore Worm (Fire), Giant Bat (Water), Giant Newt (Fire), Goblin, Kobold, Mini Demon, Rat, Roozard

=====

Inn - 40

Item Shop

\*\*\*\*\*

Potion	8
Antidote	6
Awaken	10
Stone Cure	100
Shriek	5
Smoke Ball	80
Magic Guard	50
Power Gourd	100
Mind Gourd	100

Armor Shop

\*\*\*\*\*

Tan Armor	480 (buy for Hero & Aguro)
Tan Robe	540 (buy for Lufia)

Weapon Shop

\*\*\*\*\*

Short Sword	360
Staff	360 (buy for Lufia)

Tan Shield	180 (buy for Hero)	Club	120
Tan Helm	240 (buy for Hero & Aguro)	Long Knife	180
Glass Cap	460 (buy for Lufia)		
Cloth Shoes	300		

Most people here don't have any useful information, but they do talk a lot about this Old Cave, where you can find some spectacular treasure. The inn is in the lower left corner of town. Check out the weapon shop and examine the bookshelf which contains a POTION. Above that shop is the armor shop.

Walk around to the upper left house, where you should pay the man 50 Gold to learn about "the rumor". Examine the bookshelf behind him which contains a SPEED POTION (save for later). Follow the secret passage around to the back of town where you can find a hidden SPELL POTION in the flowers between the two trees. Go to the right to the steps to the Old Cave shop.

An old man here says he knows what you came here for, but wants something in exchange that can be found at the Old Cave. The way the Old Cave works is it is composed of 7 floors. In order to access the second floor, at least one character in your party needs to be at Level 5. For each subsequent floor you want to access, you need a character with 5 more experience levels. Talk to the man behind the counter to receive your first task in the Old Cave. Upon completing the task, you can get your reward from the woman behind the counter.

I simply listed the same equipment purchases above for ease of reference. Don't worry if your setup doesn't match mine listed below. By the time we're done with the Old Cave, we'll have more than enough money to buy everything we need. After resting at the inn, leave town, and cross the bridge to the island to the west, where you can enter the Old Cave.

#### Recommended Equipment

Hero: Short Sword, Tan Armor, Tan Shield, Tan Helm, Sandal  
 Aguro: Short Sword, Tan Armor, Tan Helm, Cloth Shoes, Daze Ring  
 Lufia: Staff, Tan Robe, Bracelet, Glass Cap, Cloth Shoes

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#### OLD CAVE 2nd LEVEL [OLDC1]

Recommended Level: 8

Treasure: Empty, Hi Magic, Potion, Antidote, Empty, Empty, Ex Potion, Empty, Potion, Sleep Arrow, Power Ring, SECRET MAP, Empty, Float, Empty, Cloth Shoes, Tan Shield, Dragon Egg, Dress, Hair Band, Heeled Shoes, Earring, FAIRY KISS, LETTER, 500 Gold

Enemies: Bore Worm (Fire), Giant Bat (Water), Giant Newt (Fire), Kobold, Mini Demon, Rat, Roozard

=====

There's a lot of treasure to be found here. The man at the counter will tell you how to get down to the 2nd Level in the elevator in the back. Just so you know, I've listed all of the empty chests, because they contribute towards your treasure total in the game for some God-forsaken reason.

On the second level, the chest to the right is empty and the one to the left contains a HI MAGIC. Walk around to the next chest which contains a POTION. The chest at the intersection contains an ANTIDOTE. Take the lower path to two chests which are empty. Cast Float, then go straight down from the chest on the right to find a hidden EX POTION. Down the hall, open the three remaining chests which are empty, contain a POTION, and SLEEP ARROW (save for later). In the room, open the chests which contain a POWER RING (equip on Hero, ATP+10) and SECRET MAP.

Return to the intersection and head right to another one. Two of the chests

are empty, while the other two contain a FLOAT and CLOTH SHOES (equip on Hero). First, head down, use the Float item you just found, and open the two chests which contain a TAN SHIELD (equip on Aguro) and Dragon Egg. Then, go up from the intersection to find the room where only Lufia can move on ahead. Inside, are five chests which contain a DRESS, HAIR BAND, HEELED SHOES (save for later), EARRING, and FAIRY KISS.

Return to the Old Cave shop to get your rewards. Give the Old Man the Fairy Kiss to receive a LETTER and to learn that you must head to the Northwest Tower next. Also, exchange the Secret Map you found for 500 GOLD from the lady behind the counter. If you're at Level 10, you could go down to the third level of the Old Cave, but I'm not, so we'll save that for later.

Sell your excess equipment, except for the Heeled Shoes, and purchase the remaining equipment that you could not before. Rest up at the inn, then leave for the Northwest Tower. Walk around the swamp to the west and cross the bridge. Then, go straight north until you reach the tower.

#### Recommended Equipment

Hero: Short Sword, Tan Armor, Tan Shield, Tan Helm, Cloth Shoes, Power Ring  
Aguro: Short Sword, Tan Armor, Tan Shield, Tan Helm, Cloth Shoes, Daze Ring  
Lufia: Staff, Tan Robe, Bracelet, Glass Cap, Cloth Shoes  
Extra: Heeled Shoes

#### =====

#### NORTHWEST TOWER [NWTW1]

Recommended Level: 9

Treasure: Sonic Ring, Hi Potion, Hi Magic, Smoke Ball, Mind Gourd, Power Gourd,  
Hi Potion, Revive, Mind Potion, Great Potion, Power Potion, Spell Potion,  
Mid Arrow x2

Enemies: Fight (Thunder), Giant Newt (Fire), Goblin, Huge Bunny,  
Mini Crab (Thunder), Mini Demon, Rat, Red Magi, Roozard, Zombie

=====

Of the new enemies, Fight has a bit more HP, but is susceptible to Lufia's Flash spell. Watch out for Red Magi, which can cast Dew, Spark, & Magic Mirror to devastate your party, so take them out quickly. Zombies have the most HP and probably can't be one-shot, so you may want to have Lufia cast Dew against groups of 3+ of them. This is a fairly long dungeon. If you run low on MP, don't be afraid to use a Hi Magic, as you'll find one and Red Magi drop them. Also, don't walk over the edge of the tower, unless you want to leave quickly.

Start by taking the path to the left. At the fork, enter the room with a chest which contains the SONIC RING (equip on Lufia, DFP+1, AGL+5). Ignore the upper path at the fork, and go right from the entrance. There are stairs above you, but first check out the room to the right with two chests which contain a HI POTION and HI MAGIC. Now take the stairs up to the second floor.

Below you is a chest which contains a SMOKE BALL. Walk around to the lower left corner to some stairs that will take you to an isolated section of the third floor. Along the narrow path are three rooms with four chests which contain a MIND GOURD, POWER GOURD, HI POTION, and REVIVE.

Return to the second floor, go up through the door, right and down through the door, ignore the steps back to the first floor, and through the right door instead. Along the path, the first door on your right will lead to stairs to the next floor, but pass it up for now. Instead, head down to two rooms with two chests which contain a MIND POTION and GREAT POTION. Now head back to the stairs up to the main section of the third floor.

To your left are the stairs to the next floor, but pass them up for now. Follow the path through a couple rooms to two chests which contain a POWER POTION and SPELL POTION. Return to the stairs that will take you to the fourth floor.

Before entering the room, walk around to the back to find two chests which contain 2 MID ARROW. Then, give the Sonic Ring to the Hero, use a Hi Magic if necessary, and enter the room to find the one you're looking for.

\*\*\*\*\*  
BOSS TIME: Apprentice  
HP: 313  
WEAKNESS: None  
STRATEGY: Immediately start the battle by using the Sleep Arrow to try to put him to SLEEP! If you're lucky, this will keep him down for awhile. Whether it worked or not, use a Power Gourd on yourself and cast Drain on him. Then, attack when you can and cast Strong when your HP drops below 60 or use a Hi/Ex Potion to restore your HP to max, if you're below 40. Eventually, your buff and debuff will wear off, when you should start using those Mid Arrows to finish him off.  
\*\*\*\*\*

After defeating him, he will tell you that you need to go to Elfrea to find Artea. If you have some leftover MP, try walking out of the tower for the experience. Otherwise, just leap off the north end of the tower to exit and return to Grenoble. By now, you should easily be at Level 10, so sell your excess equipment, and rest up at the inn. Get your task from the Old Cave shop and let's check out the Old Cave again.

#### Recommended Equipment

Hero: Short Sword, Tan Armor, Tan Shield, Tan Helm, Cloth Shoes, Power Ring  
Aguro: Short Sword, Tan Armor, Tan Shield, Tan Helm, Cloth Shoes, Daze Ring  
Lufia: Staff, Tan Robe, Bracelet, Glass Cap, Cloth Shoes, Sonic Ring  
Extra: Heeled Shoes

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#### OLD CAVE 3rd LEVEL [OLDC2]

Recommended Level: 10

Treasure: Hi Potion, Bomb, Empty, Sour Cider, Magic Guard, Empty, Escape, Revive, Empty, Empty, Empty, Empty, Smoke Ball, Miracle, Empty, Sweet Water, Float, Hi Arrows, Hi Magic, Hi Potion, Brone Breast, Apron, Brone Helm, Revive, Broad Sword, Empty, Empty, Spike Shoes, Empty, Water Ring, SILVER WICK, 1000 Gold

Enemies: Dracu Rose (Fire), Fight (Thunder), Frog (Fire), Red Magi, Spike Newt, Zombie

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Of the new enemies, Frogs can cast Dew and are resistant to Water themselves. Dracu Rose can poison you as well, but can drop Hi Arrows.

In the first room on the 3rd Level are five chests which contain a HI POTION, BOMB, EMPTY, SOUR CIDER, and MAGIC GUARD. Enter the next room and open the first two chests which are empty and contain an ESCAPE. Check out the room above with two chests which are empty and contain a REVIVE. In the previous room, head to the right to find two more chests which are also empty. Continue through to the main room.

Open the first chest which is empty. To the right is another chest which contains a SMOKE BALL. From the left side of that chest, cast Float and walk down to find a hidden MIRACLE. In the lower right corner of the plateau is an empty chest. To the left is another chest which contains SWEET WATER. Climb

down the ladder to two chests which contain a FLOAT and HI ARROWS. Walk around the swamp and follow the straight-forward path, opening two chests along the way which contain a HI MAGIC and HI POTION. Then, enter the next room.

Open the six chests here which contain a BRONE BREAST (equip on Lufia), APRON, BRONE HELM (equip on Hero), REVIVE, BROAD SWORD (cursed, sell), and empty. Finally, check out the back room with five chests. Two of which are empty, but the others contain SPIKE SHOES (DFP+5, ATP+5, equip on Aguro), WATER RING (boosts water damage, equip on Lufia), and SILVER WICK.

Return to the Old Cave Shop to receive your reward of 1000 GOLD. When you're ready, sell your excess equipment, rest up at the inn, and let's continue our adventure. To move on, head back towards the Northwest Tower, except instead of going all the way north, walk around the western mountains and head southwest across a few bridges. You could visit a shrine to the north which can warp you to the shrine by Alekia, but there's no real reason to do so. Continue south to a village to make a pit stop.

#### Recommended Equipment

Hero: Short Sword, Tan Armor, Tan Shield, Brone Helm, Cloth Shoes, Power Ring  
Aguro: Short Sword, Tan Armor, Tan Shield, Tan Helm, Spike Shoes, Daze Ring  
Lufia: Staff, Tan Robe, Brone Breast, Glass Cap, Cloth Shoes, Water Ring  
Extra: Heeled Shoes

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KIROF [KIRO1]

Recommended Level: 11

Treasure: Mid Arrow, Hi Arrows, Bomb, Plum Cider, Hi Potion, Sweet Water,  
Stuffed Pig, Stuffed Dog

Enemies: Dracu Rose (Fire), Fight (Thunder), Frog (Fire), Red Magi, Spike Newt,  
Zombie

=====  
Inn - 20

People here talk about a ghost haunting the cave to the north, but someone is guarding the entrance, so I'm sure there's nothing to worry about. Right by the entrance is the inn, where you should head to the back and examine all of the bookshelves to find a MID ARROW, HI ARROWS, and BOMB. From the entrance, walk straight up to a house where you should examine the bookshelf which contains a PLUM CIDER.

Finally, visit the upper right house. Examine the first two bookshelves which contain a HI POTION and SWEET WATER. Continue on back to meet Reyna and Mark, who have a problem on their hand. Examine both bookshelves by the bed which contain a STUFFED PIG and STUFFED DOG. If you don't do this now, you won't be able to later. Afterwards, rest up at the inn and continue your journey east to the castle Medan, Mark's home.

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MEDAN [MEDN1]

Recommended Level: 11

Treasure: Swing Wing, Escape, Ex Potion, Ex Magic

Enemies: Dracu Rose (Fire), Fight (Thunder), Frog (Fire), Red Magi, Spike Newt,  
Zombie

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Inn - 60

Item Shop

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Sweet Water 10

Armor Shop

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Chain Mail 960 (buy for Hero & Aguro)

Potion	8	Chain Cloth	1100
Antidote	6	Wood Shield	360 (buy for Hero)
Mystery Pin	30 (buy 10)	Wood Wrist	480
Smoke Ball	80	Wood Helm	540 (buy for Aguro)
Magic Guard	50	Glass Cap	460
Power gourd	100 (buy 1)	Cloth Shoes	300
Mind Gourd	100		
Swing Wing	80		

Weapon Shop  
\*\*\*\*\*

Spear	780 (buy for Hero & Aguro)
Mace	600 (buy for Lufia)
Short Sword	360
Staff	360
Mid Arrow	50
Arrows	10
Bomb	100 (buy 10)

As usual, the inn is right by the entrance. To the left is the item shop, where you should buy some Mystery Pins, as they can cure the paralysis that Spike Newt can inflict upon you. In the lower right house of the village are two bookshelves which contain a SWING WING and ESCAPE. Above that house are the equipment shops where you should make the recommended purchases listed above.

I'm skipping on buying a Chain Cloth for Lufia and Wood Shield for Aguro, since you'll be finding them in the next dungeon anyway. Bombs are very useful right now, as they can hit all enemies for about 35-40 damage, so save them for such situations. There's another hidden item here, but we can't get it yet, so walk straight up the middle of the town to reach the Castle Medan.

To the left of the entrance are some flowers. In the upper left corner of the flowers, you can find a hidden EX POTION. On the other side of the entrance, in the upper right corner of the flowers, you can find a hidden EX MAGIC. Then, enter the castle.

Head straight up to find the Hope Ruby and learn more about it from the people. To advance the plot, leave the room, then head right to the steps to the basement. Walk to the end of the hall to overhear a couple of people talking. You can talk to the others around the castle, but there's no more treasure.

Now, leave the castle and return to Kirof. After some automatic dialogue, rest up at the inn and head north to the Ghost Cave.

Recommended Equipment

Hero: Spear, Chain Mail, Wood Shield, Brone Helm, Cloth Shoes, Power Ring  
 Aguro: Spear, Chain Mail, Tan Shield, Wood Helm, Spike Shoes, Daze Ring  
 Lufia: Mace, Tan Robe, Brone Breast, Glass Cap, Cloth Shoes, Water Ring  
 Extra: Heeled Shoes

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 GHOST CAVE [GSTC1]

Recommended Level: 12

Treasure: Hi Potion, Monster Ring, Ghost Ring, 500 Gold, Miracle, Chain Cloth, Escape, Revive, Wood Shield, Hi Magic, Hi Magic, Dragon Egg, Speed Potion, Revive, Hi Potion, Hi Potion, Hi Potion, Spell Potion, Power Potion, Great Potion, Mind Potion, Escape, Smoke Ball, Revive, Power Potion, Hi Potion, Revive, Hi Potion

Enemies: Crazy Pot, Flamespook (Frost/Water), Ghost Mail, Swordspook, Willowisp



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The is the first dungeon where creature types become important. Every enemy here is a "ghost" type enemy (duh, it's the Ghost Cave). Here, you will find an item that will greatly increase your damage against Ghosts. From now on, I'll tell you which enemies are ghosts, so you can keep that in mind for later.

Of the new enemies, Crazy Pots can cast Frost, while Flamespooks can cast Spark, so take care of them quickly. Willowisps have high physical defense, so you'll need to either Dew or a Bomb to take care of groups of them. Don't worry about your MP here, because there's a healing tile with easy access, plus Crazy Pots drop Magic Jars. Swordspooks may rarely drop a Scimitar for the Hero or Aguro, while Ghost Mail may rarely drop a Light Armor for them too.

Let's clear out most of the first floor first. Go southeast to the first chest which contains a HI POTION. Head right past the first ladder and take the second ladder down. Walk counter-clockwise around the large room until you can enter the first room with a chest which contains a MONSTER RING (sell). Move on to the room to the right with a chest which contains the GHOST RING (attacks deal more damage vs. Ghosts, equip on Hero). Hand down the Hero's Power Ring to Aguro.

In the lower right corner of the outer room is a chest which contains 500 GOLD. Above that is another room with a chest which contains a MIRACLE. Walk clockwise around that room, up the ladder, and into the upper right room with a chest which contains a CHAIN CLOTH (equip on Lufia). Head left to the next room with a chest which contains an ESCAPE. Outside the room, climb down the first ladder you passed up to the lower left to the steps to the next floor.

Open the chest you see which contains a REVIVE. The two tiles here will restore your HP and MP, so remember where they are. Take the lower set of steps first to a narrow hallway with a chest which contains a WOOD SHIELD (equip on Aguro). Continue to the right to the stairs which lead to a chest which contains a HI MAGIC. Return to the healing tiles, then climb down the upper steps and up the next stairs.

Below is a chest which contains a HI MAGIC. Go through the hall via the upper steps to eventually reach a chest which contains a DRAGON EGG. Return back two rooms and take the lower stairs to go forward two room to a chest which contains a SPEED POTION (save for later). Backtrack to the healing tiles for the last time, and return to the first floor. Climb the ladder and walk clockwise down the narrow plateau to a room with a chest which contains a REVIVE. Then, head down the stairs to the next floor.

Go down to a chest which contains a HI POTION. Walk straight to the right to the next chest which contains another HI POTION, but don't go down the ladder yet. Then, head to the upper right corner to find a chest which contains yet another HI POTION. From the last chest, climb down the ladder, head to the right, past the stairs and into the room. Take the upper right steps first.

First, open the two chests which contain a SPELL POTION and POWER POTION. The rooms above each have a chest which contains a GREAT POTION and MIND POTION. If you care, you can heal up a wounded knight in the upper left room who will tell you "things are not what they appear to be." Thanks. Might as well tell me "Go to the next room." Go back up the stairs and take the other set of steps down this time.

Walk down to five sets of stairs. Take either of the upper two down to two chests which contain an ESCAPE and SMOKE BALL. Either of the two bridges will collapse if you try to cross them. Instead, return back a floor, then take the lower center steps down. Walk straight up across an invisible bridge to the

final chest which contains a REVIVE. Heal everyone up to maximum and enter the room above to find who you are looking for.

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BOSS TIME: Phantasm

HP: 657

WEAKNESS: Ghost Ring

STRATEGY: Aguro and the Hero should each use a Power Gourd, while Lufia casts Drain in the first round. While the guys attack in each subsequent round, Lufia should either cast Strong to heal, use a Shriek if one of your party members gets confused, or cast Waken if they are put to sleep.

\*\*\*\*\*

After defeating the Phantasm, you automatically return to Kirof and are directed to your next destination. Talk to the item shop owner who will reward you with a POWER POTION. Rest up at the inn, and return to Medan.

While the princess is apologizing to her subjects, everyone is out of their homes, so let's raid them while they're away. There's only one thing you can get and that's in the upper left house. Examine the bookshelf which contains a HI POTION. If you don't now, you will never be able to get it later.

There is the Medan Mine to the north, but there's nothing useful there for now, anyway, so I'd recommend going there later. Instead, the princess says that she's opened the path to the east, which coincides with your next destination. Head northeast to the passage there.

There's nothing special here, so I'm not going to create a totally new section for this. Head right to the fork, cast Float, and continue right over the swamp to two chests which contain a REVIVE and HI POTION. Back at the fork, go up past the guards and along the path to the other side of the cave. Then, walk south to the village of Belgen.

#### Recommended Equipment

Hero: Spear, Chain Mail, Wood Shield, Brone Helm, Cloth Shoes, Ghost Ring

Aguro: Spear, Chain Mail, Wood Shield, Wood Helm, Spike Shoes, Power Ring

Lufia: Mace, Chain Cloth, Brone Breast, Glass Cap, Cloth Shoes, Water Ring

Extra: Heeled Shoes, Daze Ring

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BELGEN [BLGN1]

Recommended Level: 14

Treasure: Float, Hi Potion, Power Gourd, Mind Gourd, Revive, Hi Magic

Enemies: Beetle (Ice), Ghost Mail, Mummy, Poison Rat, Swordspook

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Inn - 40

#### Item Shop

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Sweet Water	10
Potion	8
Antidote	6
Mystery Pin	30
Shriek	5
Swing Wing	80
Smoke Ball	80
Magic Guard	50
Power Gourd	100 (buy 4)
Mind Gourd	100

Weapon Shop		Armor Shop	
*****		*****	
Brone Sword	1400	Brone Armor	1400 (buy for Hero)
Long Staff	1200	Brone Robe	1500 (buy for Lufia)
Spear	780	Brone Shield	720
Mace	600	Brone Breast	840
Mid Arrow	50	Brone Helm	1200
Hi Arrows	100	Glass Cap	460
Bomb	100	Tan Shoes	840 (buy for Hero & Lufia)

Apparently, the people here have problems of their own. You can rest up at the inn to the left of the entrance, if you ever need to. There's only one person you need to talk to here. Head to the church in the upper right. Then, go into the cave in the upper left corner outside. Open the two chests which contain a FLOAT and HI POTION. Continue to the back and examine the bookshelves which contain a POWER GOURD and MIND GOURD. One of the girls here will tell you about their situation and you should agree to help.

From the entrance, you can head up to the village hall, and the armor shop to the left. In the village hall, examine the two bookshelves which contain a REVIVE and HI MAGIC. I don't recommend buying any weapons or more armor than I've listed above, because you will either find more or buy better in the near future.

We're supposed to go to a cave to the southwest first, but let's go east instead to buy some much better equipment. There's some more advanced enemies than what you're expected to handle right now, but there's nothing special about them. Just make sure to keep your HP at max after every battle and you'll be fine.

#### Recommended Equipment

Hero: Spear, Brone Armor, Wood Shield, Brone Helm, Tan Shoes, Ghost Ring  
 Aguro: Spear, Chain Mail, Wood Shield, Wood Helm, Spike Shoes, Power Ring  
 Lufia: Mace, Brone Robe, Brone Breast, Glass Cap, Tan Shoes, Water Ring  
 Extra: Heeled Shoes, Daze Ring

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#### SURINAGAL [SRGL1]

Recommended Level: 14

Treasure: Miracle, Hi Magic, Hi Potion

Enemies: Archer (Thunder), Blue Wolf, Killer Bee (Ice), Mud Man, Mummy (Fire),  
 Orc, Red Orb, Sand Man (Water), Sand Rose (Fire), Skeleton

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Inn - 40

#### Item Shop

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Hi Potion	400
Hi Magic	1000
Antidote	6 (buy up to 20)
Awaken	10 (buy up to 20)
Mystery Pin	30 (buy up to 10)
Stone Cure	100 (buy up to 4)
Shriek	5 (buy up to 20)
Swing Wing	80
Smoke Ball	80
Magic Guard	50
Power Gourd	100
Mind Gourd	100

Armor Shop		Weapon Shop	
*****		*****	
Brone Armor	1400	Axe	3000 (buy for Hero & Aguro)
Brone Robe	1500	Rapier	2400 (buy for Lufia)
Brone Shield	720 (buy for Hero)	Scimitar	2100
Brone Breast	840	Big Arrow	100 (buy 20)
Brone Helm	1200	Hi Arrows	100 (buy 10)
Glass Cap	460	Bomb	100
Tan Shoes	840		

The inn is right at the entrance there. In the upper right house, examine the two bookshelves which contain a MIRACLE and HI MAGIC. To the left is a strip mall with a chest which contains a HI POTION.

Now THIS is what I'm talking about. Great weapons, and even items that deal far more damage at this point in the game. Save Big Arrow for bosses, Hi Arrows for groups of enemies, and Bombs for battles with many different types of enemies. I don't recommend purchasing a Brone Armor, Shield, or Helm for Aguro, since we will find them in the near future. With your new weapons, you should be able to one-shot any ghost-type enemies, so sell the Ghost Ring, equip Aguro with the Daze Ring, and equip the Hero with the Power Ring

When you are ready, return to Belgen and rest at the inn. Then, head south until you find a bridge, and continue to the cave. Along the way, Mummies can confuse you and put you to sleep, while Poison Rats can poison you (duh). Even though you've got better armor, the enemies are starting to hit a lot harder, so pay even more attention to keeping your HP up.

#### Recommended Equipment

Hero: Axe, Brone Armor, Brone Shield, Brone Helm, Tan Shoes, Power Ring  
 Aguro: Axe, Chain Mail, Wood Shield, Wood Helm, Spike Shoes, Daze Ring  
 Lufia: Rapier, Brone Robe, Brone Breast, Glass Cap, Tan Shoes, Water Ring  
 Extra: Heeled Shoes

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#### SOUTHWEST CAVE [SWCV1]

Recommended Level: 14

Treasure: Hi Potion, Smoke Ball, Float, Escape, Power Potion, Spell Potion,  
 Miracle, Scimitar, Revive, Fly ring, Hi Magic, Hi Potion, Brone Armor,  
 Brone Helm, Brone Shield, DAIS KEY

Enemies: Beetle (Ice), Blue Wolf, Ghost Mail, Killer Bee (Ice), Mud Man,  
 Mummy (Fire), Poison Rat, Swordspook

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This cave should be relatively simple. Head left to the steps to the next floor. Remember the first fork up ahead. First, go down to the lower left room with a chest which contains a HI POTION. Then, take the lower middle steps to two chests which contain a SMOKE BALL and FLOAT. Return to the last floor, then take the lower right steps to an isolated section of that floor.

Above is a chest which contains an ESCAPE. Follow the path to the left to two more chests which contain a POWER POTION and SPELL POTION. In the swamp at the end, use a Float and search for a hidden MIRACLE. Now, return to the aforementioned fork, and go through the left door.

Follow the straight-forward path to the steps to the next floor. In the nearby swamp, there is a hidden SCIMITAR in the middle of it. From this four-way intersection, take the upper steps to two chests which contain a REVIVE and FLY RING (sell). Back at the intersection, enter the left room with two chests which contain a HI MAGIC and HI POTION. Return to the intersection, and check out the right room with three chests which contain a BRONE ARMOR (equip on

Aguro), BRONE HELM (equip on Aguro), and BRONE SHIELD (equip on Aguro).

Finally, head down from the intersection to some steps to a path which will lead you to a chest which contains the DAIS KEY. Return to Belgen to sell your excess equipment, restock on items, and rest at the inn. At this point, I was at Level 15, so let's head back to the Old Cave. I'd recommend using a Swing Wing to warp back to Grenoble. Remember to get your task from the Old Cave Shop before heading up to the Old Cave.

#### Recommended Equipment

Hero: Axe, Brone Armor, Brone Shield, Brone Helm, Tan Shoes, Power Ring  
Aguro: Axe, Brone Armor, Brone Shield, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Brone Robe, Brone Breast, Glass Cap, Tan Shoes, Water Ring  
Extra: Heeled Shoes

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#### OLD CAVE 4th LEVEL [OLDC3]

Recommended Level: 15

Treasure: Smoke Ball, Hi Potion, Empty, 520 Gold, Empty, Empty, Light Armor, Wind Heels, Buckler, Flame Ring, Empty, Light Robe, Long Sword, Brone Helm, Magic Guard, Empty, Empty, Empty, Empty, Miracle, Empty, Empty, Hi Magic, Escape, Long Nail, Float, Spell Potion, CROWN, Broad Rod, 2000 Gold

Enemies: Blue Wolf, Killer Bee (Ice), Mud Man, Orc, Red Orb

---

In your immediate vicinity, you will see three chests which contain a SMOKE BALL, HI POTION, and is empty. Head down, then left, picking up two chests along the way which contain 520 GOLD and is empty. Then, enter the room in the lower left corner with nine chests which contain a LIGHT ARMOR (equip on Hero), WIND HEELS (sell), BUCKLER (equip on Hero), FLAME RING (save for later), LIGHT ROBE (equip on Lufia), LONG SWORD (equip on Aguro), BRONE HELM, and two empty.

Leave the room then follow the upper left path, along the way picking up three chests which contain a MAGIC GUARD and two are empty. In the upper left room, open the four chests which contain a MIRACLE and three are empty.

Finally, in the main area, along the lower right path are five chests which contain a HI MAGIC, ESCAPE, LONG NAIL, FLOAT, and one is empty. Use the Float, find a hidden SPELL POTION in left side of the swamp, then pick up the last two chests which contain a CROWN and BROAD ROD (cursed, sell).

Exchange the Crown to receive your reward of 2000 GOLD. Use a Swing Wing to return to Belgen and your main quest. Rest up at the inn, then leave town to the west, this time hugging the coast. To the northwest of the Southwest Cave, you will find the cave to your next destination.

#### Recommended Equipment

Hero: Axe, Light Armor, Buckler, Brone Helm, Tan Shoes, Power Ring  
Aguro: Long Sword, Brone Armor, Brone Shield, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Light Robe, Brone Breast, Glass Cap, Tan Shoes, Water Ring  
Extra: Heeled Shoes, Flame Ring

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#### CAVE TO DAIS & DAIS [DAIS1]

Recommended Level: 16

Treasure: Great Potion, Mind Potion, Speed Potion, Float, Hi Magic, Revive, Mind Gourd, Power Gourd, Spell Potion, Power Potion

Enemies (cave): Beetle (Ice), Mimick, Mummy (Fire), Orc, Red Orb

Enemies (Dais): Beetle, Mummy (Fire), Poison Rat, Sand Man (Water),

Sand Rose (Fire)

As with the Dragon Quest series, Mimicks are Lufia's equivalent that give a ton of experience, but has a high chance of running away when their HP gets low, so make sure to kill them quickly to reap the rewards. Magic is also largely ineffective against them.

Follow the path past the door until you reach three chests which contain a GREAT POTION, MIND POTION, and SPEED POTION. Return to the door and use the Dais Key to proceed further. Walk to the main area where you will find a swamp and should enter the nearby room.

Climb down the ladder to a chest which contains a FLOAT. Go down, out of the room and along the path to two chests which contain a HI MAGIC and REVIVE. Return to the swamp, climb down the first ladder, then down the next one to the right to two chests which contain a MIND GOURD and POWER GOURD. Cross the bridge to the left, and walk under the next one to the last two chests which contain a SPELL POTION and POWER POTION.

Walk around counter-clockwise up the ladder. Follow the path across the bridge to the left to exit the cave and reach the Dais.

Climb the stairs and around either side of the Dais. There are HP and MP restoring pots here that you should use. Attempt to leave the Dais and the plot will continue. One of the guards will direct you to the North Tower which is north of the Dais.

NORTH TOWER [NRTR1]

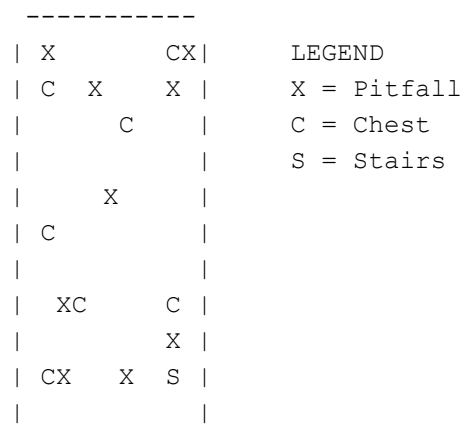
Recommended Level: 16

Treasure: Revive, Awaken, Antidote, Hi Potion, Shriek, Stone Cure, Mystery Pin, Flash Ring, Miracle, Miracle

Enemies: Archer (Thunder), Nightmare, Orc, Red Orb, Skeleton, Straw Man (Fire)

Of the new enemies, Archers are extremely deadly, as they can hit your entire party with Hi Arrows. Nightmares can inflict confuse, while Straw Man can inflict paralysis, so deal with them before other enemies. There are a lot of warp points in this tower, many of which lead in circles, so I will simply direct you to the correct ones.

From the entrance, walk up to the first warp point, and continue up to the stairs to the second floor. See the slightly discolored tiles? Remember these, as that will help you soon. Walk toward the lower right corner of the room to the stairs to the third floor. There are many hidden pitfalls on this room. Here's a map to help you out.



Maneuver around the hidden pitfalls to reach the seven chests which contain a REVIVE, AWAKEN, ANTIDOTE, HI POTION, SHRIEK, STONE CURE, and MYSTERY PIN. Return to the first floor and enter the upper right room. Use the warp point and take the stairs to the second floor.

Walk down to the first room below with a chest which contains the almighty FLASH RING (boost thunder damage, equip on Lufia forever). Leave the room, then continue through the hall to the stairs to the third floor. Keep climbing three more staircases to reach the roof of the North Tower.

Be careful not to fall off the edge here. Head to the leftmost warp point to a chest which contains a MIRACLE. Warp back, and go up to three warp points at the top. Take the left one and each subsequent one on that path to a chest which contains another MIRACLE. Return to the floor, then use the rightmost warp point to find what you are looking for.

\*\*\*\*\*  
BOSS TIME: Follower  
HP: 982  
WEAKNESS: None  
STRATEGY: Aguro and the Hero should each use a Power Gourd in the first round, while Lufia casts Drain. The only real danger is if he manages to put you to sleep with Drowsy, although Lufia has the Awaken spell to counter it. Eventually, you may need to have Lufia heal with Stronger, but this is a pretty easy boss fight.  
\*\*\*\*\*

Afterwards, you supposedly get a Miracle as a reward, but it doesn't get added to your inventory. Now, the plot directs you to Surinagal, so let's head back there now. You can sell your old Water Ring now and restock on Big Arrows. The people at tell you where you need to go next. Head southwest, cross the bridge, then west to the Lost Forest Guide Station.

#### Recommended Equipment

Hero: Axe, Light Armor, Buckler, Brone Helm, Tan Shoes, Power Ring  
Aguro: Long Sword, Brone Armor, Brone Shield,  
Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Light Robe, Brone Breast, Glass Cap, Tan Shoes, Flash Ring  
Extra: Heeled Shoes, Flame Ring

=====

#### LOST FOREST GUIDE STATION & LOST FOREST [LOST1]

Recommended Level: 17  
Treasure: Revive, Sweet Water, Swing Wing  
Enemies: Archer (Thunder), Blue Wolf, Killer Bee (Ice), Mud Man, Mummy (Fire),  
Orc, Red Orb, Sand Man (Water), Sand Rose (Fire), Skeleton

=====

Inside the house, examine the three bookshelves which contain a REVIVE, SWEET WATER, and SWING WING. Talk to the old man to learn how to proceed through the next area. To help you on your way, you will finally recruit Jerin, your final party member.

First, give Jerin all of your Speed Potions, as she will need them the most. Then, equip her with the Heeled Shoes and Flame Ring. Her usefulness is in weakening groups of enemies. Although she can equip Lufia's weapons, she is best left with a bow, which can hit an entire group at once. Her Spark spell is fire-elemental and also hits groups, while her Frost spell hits all enemies. Don't worry about her empty equipment slots for now, as we'll get upgrades for her soon. When you're ready, leave the station and head south the Lost Forest.

As you walk through the forest, Jerin will give you directions. Simply follow her guidance and you will quickly reach the other side. There's a house where you can rest to the southwest, if you care. Otherwise, head east to a shrine. Pass on through to the other side. Finally, walk northeast to reach Jenoba.

#### Recommended Equipment

Hero: Axe, Light Armor, Buckler, Brone Helm, Tan Shoes, Power Ring

Aguro: Long Sword, Brone Armor, Brone Shield,  
Brone Helm, Spike Shoes, Daze Ring

Lufia: Rapier, Light Robe, Brone Breast, Glass Cap, Tan Shoes, Flash Ring

Jerin: Elven Bow, Light Robe, Heeled Shoes, Flame Ring

=====

#### JENOBA [JEN01]

Recommended Level: 17

Treasure: Bomb, Hi Arrows, Hi Potion, Miracle, Mind Potion

Enemies: Archer (Thunder), Chomp Weed (Fire), Skeleton, Spellsnail, Tarantula

=====

Inn - 100

#### Item Shop

\*\*\*\*\*

Sweet Water	10
Hi Potion	400
Antidote	6
Awaken	10
Mystery Pin	30
Stone Cure	100 (buy 4)
Shriek	5
Swing Wing	80
Smoke Ball	80
Magic Guard	50
Power Gourd	100
Mind Gourd	100

#### Weapon Shop

\*\*\*\*\*

Long Sword	4800 (buy for Hero)
Axe	3000
Rapier	2400
Scimitar	2100
Big Arrow	100
Hi Arrows	100
Bomb	100

#### Armor Shop

\*\*\*\*\*

Light Armor	3000 (buy for Aguro)
Light Robe	3360
Buckler	1000 (buy for Aguro)
Brone Shield	720
Brone Breast	840 (buy for Jerin)
Brone Helm	1200
Glass Beret	1000 (buy for Lufia & Jerin)
Tan Shoes	840

Make a pit stop at the inn to the right. Above is a house with two bookshelves which contain a BOMB and HI ARROWS. To the left of the entrance are the equipment shops. Walk around up to the item shop where you should now need to buy some Stone Cures. Also, examine the bookshelf which contains a HI POTION. Around the back of the item shop is some sand where you can find a hidden MIRACLE. Up on the hill to the right, walk around the left side of the house and the tree to find a hidden MIND POTION.

The people here will tell you about the region, the three towers, and how to get to your next destination. Some of them will ask you to buy cider, which you should do every time until they tell you what you need to know.

Leave town and let's go to the Blue Tower to the southeast. Of the new enemies, Chomp Weeds can inflict confuse, so make sure to finish them quickly.



Recommended Equipment

Hero: Long Sword, Light Armor, Buckler, Brone Helm, Tan Shoes, Power Ring  
Aguro: Long Sword, Light Armor, Buckler, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Light Robe, Brone Breast, Glass Beret, Tan Shoes, Flash Ring  
Jerin: Elven Bow, Light Robe, Brone Breast,  
Glass Beret, Heeled Shoes, Flame Ring

=====

BLUE TOWER [BLUT1]

Recommended Level: 17

Treasure: Blue Ring, Sweet Water, Magic Guard, Hi Potion, Hi Magic, Revive,  
GREEN JADE

Enemies: Dark Elf, Frog (Fire), Gargoyle (Fire), Horrorquin, Jellybean (Fire)

=====

The enemies here are particularly annoying. Dark Elves, Frogs, & Jellybeans all have multi-targeting spells. Not to mention Dark Elves can inflict sleep, Gargoyles can inflict petrify, and Horroquins can inflict confusion and sleep. Keep your HP high and don't be afraid to use those Big Arrows.

The middle room is empty, so let's take the left path to a room with a chest which contains the BLUE RING (equip on Hero, ATP+10, DFP+8). Leave the room and walk up to the stairs to the second floor.

Go left and all the way down, past a fork, to a chest which contains a SWEET WATER. If you care, there is a tablet in the upper left corner of this floor that will give you some more information about the region. Fall off the side of the tower and re-enter. This time, head right to a room with a chest which contains a MAGIC GUARD. Leave the room and continue up to the stairs to the other side of the second floor.

Climb the lower right stairs which leads to an isolated part of the third floor. Head left to a chest which contains a HI POTION. Return to the previous floor and walk along the perimeter to reach the stairs to the third floor.

First, choose the left stairs to reach the fourth floor. Follow the path to a chest which contains a HI MAGIC. Climb the stairs to the roof and make sure to examine the pedestal, even though you can't do anything with it yet.

Return to the third floor, this time taking the right set of stairs. Go into the room and drop down the pit. Open the chest which contains a REVIVE and drop down the next pit. Open the last chest here which contains the GREEN JADE.

Leave the tower, return to Jenoba to sell your excess equipment and rest up at the inn. To reach the Green Tower, walk straight south of Jenoba, cross the bridge, and hug the coast east to the tower.

Recommended Equipment

Hero: Long Sword, Light Armor, Buckler, Brone Helm, Tan Shoes, Blue Ring  
Aguro: Long Sword, Light Armor, Buckler, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Light Robe, Brone Breast, Glass Beret, Tan Shoes, Flash Ring  
Jerin: Elven Bow, Light Robe, Brone Breast,  
Glass Beret, Heeled Shoes, Flame Ring

=====

GREEN TOWER [GRNT1]

Recommended Level: 18

Treasure: Green Ring, Magic Guard, Ex Potion, Empty, Revive, Hi Magic, Revive,  
Ex Potion, Swing Wing

Enemies: Dark Demon, Gargoyle (Fire), Horrorquin, Sand Man (Water), Willowisp  
=====

Inn - 150

As we were told, there is an inn to the right, should you decide to need it, so don't worry about conserving your MP. First, enter the left room with a chest which contains the GREEN RING (equip on Jerin, ATP+4, DFP+7, INT+4, AGL+10, MGR+4). From the entrance, walk up through the door to a hallway where you go left to an isolated room. Open the chest which contains a MAGIC GUARD and flip the switch down. Return to the hall and climb the right stairs this time to the second floor.

The switch you flipped revealed the stairs on this floor. Take the stairs to the left to three chests which contains an EX POTION, REVIVE, and a useless broken red sapphire which might as well be empty. Fall down the pit, and climb the stairs below you to three chests which contain a HI MAGIC, REVIVE, and EX POTION. Go down the pit again, and open the chest in the lower left corner which contains a SWING WING. Return to the switch room, flip it back up and return to the second floor here.

Head down to the stairs to the third floor. Then, go up to the stairs to an isolated room. Offer the man 100 Gold for his information and return to the last floor. Walk around to the opposite side of the floor and climb two sets of stairs to the roof of the tower. Makes sure to examine the pedestal, then fall off the edge of the tower.

Instead of returning to Jenoba, we should continue on to the next town. Walk around the islands counter-clockwise across a bridge until you reach the village of Ruan.

#### Recommended Equipment

Hero: Long Sword, Light Armor, Buckler, Brone Helm, Tan Shoes, Blue Ring  
Aguro: Long Sword, Light Armor, Buckler, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Light Robe, Brone Breast, Glass Beret, Tan Shoes, Flash Ring  
Jerin: Elven Bow, Light Robe, Brone Breast,  
Glass Beret, Heeled Shoes, Green Ring  
Extra: Flame Ring

=====

RUAN [RUAN1]

Recommended Level: 19

Treasure: Hi Potion, Small Knife, Sweet Water, Revive, Power Potion,  
Empty Bottle, Emerald

Enemies: Chomp Weed (Fire), Spellsnail, Tarantula

=====

Inn - 10

Jeweller  
\*\*\*\*\*

Emerald 200  
Opal 100

Rest up at the inn for cheap to the left of the entrance. Examine the bookshelf in back which contains a HI POTION. Walk around to the upper left house and examine the bookshelf which contains a SMALL KNIFE. In the center house are two more bookshelves which contain a SWEET WATER and REVIVE.

Check out the field in the lower right corner of the village. Search the center of the patches of blue flowers to find a hidden POWER POTION and EMPTY BOTTLE. In the upper right house is a bookshelf which contains an EMERALD.

The people here will tell you about the problems the village is facing. Talk to the Jeweller in the upper right house to learn how you can find a Ruby for the Red Tower. Have Jerin cast Warp back to Medan and head north to the mines.

=====

MEDAN MINE [MDMN1]

Recommended Level: 19

Treasure: Foul Water, Sweet Water, Bomb, RED SAPPHIRE, Diamond Ring, 500 Gold, Opal, Emerald

Enemies: Crazy Pot, Flamespook (Frost/Water), Ghost Mail, Swordspook, Willowisp

=====

This cave is very short and has the same enemies back at the Ghost Cave. Head right, down the second ladder, and open the chest which contains a FOUL WATER. Go down the next ladder, then to the upper right corner to find a chest which contains a SWEET WATER. In the lower right corner, you can find a chest which contains a BOMB. Finally, enter the nearby room.

Talk to the old man who will give you the RED SAPPHIRE. Now, you can enter the back room with four chests which contain a DIAMOND RING, 500 GOLD, OPAL, and EMERALD. Leave the cave, warp back to Ruan, rest at the inn, and head west to the Red Tower.

=====

RED TOWER [REDT1]

Recommended Level: 19

Treasure: Hi Potion, Red Ring, Spell Potion, Power Potion, Float, Power Gourd, Magic Guard, Hi Magic, Hi Potion, Smoke Ball, Magic Guard, Hi Potion, BLUE JADE, Dragon Egg, Miracle

Enemies: Big Meany, Flamefreak, Flamespook (Frost/Water), Gargoyle (Fire), Horrorquin

=====

Of the new enemies, Big Meany and Flamefreak are quite dangerous with their Bang and Flame spells. They also have a lot of HP, so coordinate your attacks well.

There are four paths to choose from, so let's take them from left to right. The first path leads to some stairs to an isolated room with two chests which contain a HI POTION and RED RING. Return to the entrance and take the second path to a swampy basement. Cast Float to navigate around to the other two raised platforms with two chests which contain a SPELL POTION and POWER POTION. Make sure to get these now or you won't be able to do so later.

Back at the entrance, take either of the remaining paths to the stairs to the second floor. Climb the nearby stairs and examine the wall to your left to learn what you need to do next. Go back and enter the nearby room with a chest which contains a FLOAT. From the steps, follow the left path to a room with two chests which contains a POWER GOURD and MAGIC GUARD.

From the four-way intersection, head down and right at the fork to two chests which contain HI MAGIC and HI POTION. Climb the nearby stairs to an isolated room with two chests which contain a SMOKE BALL and MAGIC GUARD. Return to the fork on the previous floor and enter the room to the left to the stairs to the third floor.

Climb the nearby stairs to find a chest which contains a HI POTION. Go back down and follow the path around the perimeter to the stairs to the fourth floor. Finally, walk around to the stairs to the roof where you will find the root of the problems in the region.

\*\*\*\*\*

BOSS TIME: Dark Ghost

HP: 934

WEAKNESS: Thunder

STRATEGY: Sadly, despite being called Dark Ghost, it is neither considered to be a ghost or flying, but rather undead, which you cannot exploit, so Lufia should be casting Flash every round. During the first round, the Hero should cast Drain, Aguro should attack, and Jerin should use a Power Gourd on Aguro. In the second round, both guys should attack, while Jerin uses a Power Gourd on the Hero. Jerin should focus on healing from there, as needed, even though the Dark Ghost's spells are not that threatening.

\*\*\*\*\*

For defeating the Dark Ghost, you will have removed the swamp. Jump off the edge of the tower and re-enter. Head down to the basement through the second path from the left to find three new chests which contain the BLUE JADE, DRAGON EGG, and MIRACLE. Now that we have all of the jewels, we need to put them where they belong. Walk back to Jenoba, rest up at the inn, and go southeast to the Blue Tower.

Follow the right path to the stairs to the second floor. Walk clockwise around the tower, past the first stairs, to the other flight of stairs to the third floor. Take the left stairs to the fourth floor, and the rest is straight-forward to the roof where you should place the Blue Jade on the pedestal. Warp back to Jenoba and rest up at the inn. To reach the Green Tower, walk straight south of Jenoba, cross the bridge, and hug the coast east to the tower.

Walk up to the long hallway and take the right stairs to the second floor. Then, head down to the stairs to the third floor. Go down again to the stairs to the fourth floor. The rest is straight-forward to the roof where you should place the Green Jade on the pedestal. Warp back to Ruan, rest up at the inn, and head west to the Red Tower.

Enter the either door on the right to reach the stairs to the second floor. Head down to the fork and into the left room to the stairs to the third floor. Walk counter-clockwise around to the stairs to the fourth floor. The rest of straight-forward to the roof where you should place the Red Sapphire. Jerin will learn the Elf spell which is the only way to warp to Elfrea.

=====

ELFREA [ELFR1]

Recommended Level: 20

Treasure: Spell Potion, Speed Potion, Mind Potion, SHRINE KEY, Artea's Bow

Enemies: Chomp Weed (Fire), Spellsnail, Tarantula

=====

Inn - FREE

General Store		Item Shop	
*****		*****	
Rod	4800	Hi Potion	400
Trident	7800	Hi Magic	1000
Quilted Silk	4800 (buy for Lufia)	Swing Wing	80
Glass Beret	1000	Smoke Ball	80
Heeled Shoes	3000	Magic Guard	50
Big Arrow	100	Power Gourd	100
Hi Arrows	100	Mind Gourd	100
Hi Bomb	250		

Apparently, the elves really like you here, because they let you rest up at the inn for free. In the middle of the flowers to the left, you can find a hidden SPELL POTION. At the equipment shop above the inn, I don't recommend buying

too much, because you are going to find a lot more stuff soon.

In the large house above are two chests which contain a SPEED POTION and MIND POTION. The right stairs lead to a portal, but the door is locked, so take the left stairs to finally speak with Artea. He will give you the SHRINE KEY to open the door earlier and tell you what you need to do next. While you are leaving Artea will give Jerin his old ARTEA'S BOW (equip on Jerin). However, you should definitely save her Elven Bow for later.

At this point, you should be at Level 20, so with our new equipment, let's return to the Old Cave and make a pit stop at Grenoble. Remember to get your task from the Old Cave Shop before heading up to the Old Cave.

#### Recommended Equipment

Hero: Long Sword, Light Armor, Buckler, Brone Helm, Tan Shoes, Blue Ring  
Aguro: Long Sword, Light Armor, Buckler, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Quilted Silk, Brone Breast, Glass Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Light Robe, Brone Breast,  
Glass Beret, Heeled Shoes, Green Ring  
Extra: Elven Bow, Flame Ring

=====

OLD CAVE 5th LEVEL [OLDC4]

Recommended Level: 20

Treasure: Smoke Ball, Empty, Luck Blade, Opal Ring, Empty, Ex Potion, Empty,  
Ex Potion, Kite Shield, Hi Bomb, Hi Potion, Empty, Empty, Spell Potion,  
Revive, Empty, Empty, 500 Gold, Float, Revive, Empty, Power Potion,  
Battle Axe, Empty, Empty, Hi Bomb, Empty, Miracle, Frost Ring,  
GOLDEN PAWN, Empty, 3000 GOLD

Enemies: Gold Orc, Mace Man (Thunder), Rok, Sting

=====

Of the new enemies, Sting can poison you, but none of these guys are too hard.

From the entrance, walk down to two chests which contain a SMOKE BALL and is empty. In the room below you, open the five chests which contain a LUCK BLADE (cursed), OPAL RING, EX POTION, and two are empty. Head back to the last room, cast Float, and search the upper tile of the lower two swamps for a chest which contains an EX POTION. Go right and up to find a chest which contains a KITE SHIELD (equip on Hero), then enter the upper right room.

Open the three chests here which contain a HI BOMB, HI POTION, and is empty. Go down the middle room to find three more chests which contain a SPELL POTION, REVIVE, and is empty. Continue down to a room with four visible chests which contain 500 GOLD, a FLOAT, and two are empty. Use the Float, and from above the chest where you found it, walk straight right to a hidden REVIVE in the swamp. Walk down to two chests which contain a POWER POTION and is empty. Enter the room to your right.

There are three chests here which contain a BATTLE AXE (equip on Aguro), while the other two are empty. Head up to the next room with one chest which contains a HI BOMB. Finally, float across the swamp to the back room with five chests which contain a MIRACLE, FROST RING (save for later), GOLDEN PAWN, and two are empty. Exchange the Golden Pawn to receive your reward of 3000 GOLD.

Warp back to Elfrea with Jerin's Elf spell, then rest up at the inn. Return to Artea's house, this time going down the upper right steps. You can now open the door to the warp point, which will take you to a shrine. Leave the room, then enter the other one to warp to the next continent.

To the west is a shrine that connects to the ones you've visited earlier, if

you care to unlock it. Otherwise, from where you arrived, walk southeast to a bridge. Cross it through the desert to reach the town of Ranqs.

#### Recommended Equipment

Hero: Long Sword, Light Armor, Kite Shield, Brone Helm, Tan Shoes, Blue Ring  
Aguro: Battle Axe, Light Armor, Buckler, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Quilted Silk, Brone Breast, Glass Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Light Robe, Brone Breast,  
Glass Beret, Heeled Shoes, Green Ring  
Extra: Elven Bow, Flame Ring, Frost Ring

=====

#### RANQS [RANQ1]

Recommended Level: 21

Treasure: Power Potion, Escape

Enemies: Gold Orc, Mace Man (Thunder), Rok, Sting

=====

Inn - 100

Item Shop		General Store	
*****		*****	
Sweet Water	10	Morning Star	9600
Hi Potion	400	Rod	4800
Antidote	6	Trident	7800
Awaken	10	Half Mail	4200 (buy for Hero)
Mystery Pin	30	Quilted Silk	4800
Stone Cure	100	Buckler	1000
Shriek	5	Iron Helm	2500 (buy for Hero)
Smoke Ball	80	Glass Beret	1000
Magic Guard	50	Spike Shoes	2000 (buy for Hero)
Power Gourd	100		
Mind Gourd	100		

By the entrance, the inn is to the left and the equipment shop is to the right. Again, I wouldn't buy more than I listed above, because we'll either find or buy better things before the next big dungeon anyway. In the upper right part of the village is a flower where you can find a hidden POWER POTION. Not too much else is going on here. Some people mention a cave to the east, so let's check it out.

Outside the village, walk clockwise around the mountains to reach the Cave East of Ranqs. All that's interesting here is a chest which contains an ESCAPE. Return to Ranqs, then head southwest to the Cave to Odel.

There's a room above that is very tricky to get through, with invisible walls blocking your path. Here's a map to help you get through. Walk through in numerical, then alphabetical order.

```
  _|P|_
 _|MNO |_
| KL  CBA9|
| J*FED* 8|
| IHG    7|
|         6|
|_      345|
  |_ 012|
    | |
```

Climb the stairs to reach the other side of the tunnel. Finally, go southwest to reach Odel.

Recommended Equipment

Hero: Long Sword, Half Mail, Kite Shield, Iron Helm, Spike Shoes, Blue Ring  
Aguro: Battle Axe, Light Armor, Buckler, Brone Helm, Spike Shoes, Daze Ring  
Lufia: Rapier, Quilted Silk, Brone Breast, Glass Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Light Robe, Brone Breast,  
Glass Beret, Heeled Shoes, Green Ring  
Extra: Elven Bow, Flame Ring, Frost Ring

=====

ODEL (SHAIA LAB 2) [ODEL1]

Recommended Level: 21

Treasure: Ex Potion, Miracle, Ex Magic, Speed Potion, Mind Potion,  
Great Potion, Hi Magic x2, Power Potion, Spell Potion, Power Gourd,  
Mind Gourd

Enemies: Armor Lord (Thunder), Blue Meany, Giant Oak (Fire), Gold Orc,  
Mimicker, Pin Lizard (Ice), Sting

=====

Inn - 80

Item Shop

\*\*\*\*\*

Sweet Water 10  
Hi Potion 400  
Antidote 6  
Awaken 10  
Mystery Pin 30  
Stone Cure 100  
Shriek 5  
Swing Wing 80  
Smoke Ball 80  
Magic Guard 50  
Power Gourd 100  
Mind Gourd 100

Armor Shop

\*\*\*\*\*

Half Mail 4200  
Quilted Silk 4800  
Kite Shield 1400 (buy for Aguro)  
Brone Breast 840  
Iron Helm 2500  
Glass Beret 1000  
Spike Shoes 2000  
Wind Shoes 3900  
Heeled Shoes 3000  
Wind Heels 4900

Weapon Shop

\*\*\*\*\*

Battle Axe 12000 (equip on Hero)  
Glass Robe 7200  
Morning Star 9600  
Rod 4800  
Mid Arrow 50  
Hi Arrows 100  
Hi Bomb 250

To the right of the entrance is the inn. Above is the weapon shop and the armor ship is to the left. You'll now have the best equipment you can buy, except for the items that you'll find in the beginning of the next cave.

Straight north of the entrance, cross the bridge, but head left before entering the castle. In the house, open the chest which contains an EX POTION. Go downstairs, examine the bookshelf, and open the chest which contain a MIRACLE and EX MAGIC. The people here tell you about the problem this village is having and (you guessed it) you'll have to fix it to continue with the game. Now, enter the castle.

To the right of the entrance are three groves of flowers. In the center of

each of them is are hidden SPEED POTION, MIND POTION, and GREAT POTION. You could go left of the entrance to the laboratory, but let's save that for last. For now, enter the castle proper.

Head up to the stairs, but walk around to the room to the back instead. Examine the four dressers which contain two HI MAGIC, a POWER POTION, and SPELL POTION. Return to the stairs and climb them to the throne room. Talk to Piron, who is standing next to the princess. Agree to do a favor for him to advance the plot.

Walk back down outside the castle and head left down the steps. Go down the hall to reach Shaia Lab 2. In the lower right corner, examine the lockers to find a POWER GOURD and MIND GOURD. Head down the lower right stairs and down the hall to warp to another lab.

=====

PLATINA (SHAIA LAB 1) [PLAT1]

Recommended Level: 21

Treasure: Yellow Ring, Stone Cure, Hi Magic, Ex Arrows, Gloom Arrow, Hi Bomb

Enemies: Blue Wisp, Crazy Jar, Ghoul, Giant Oak (Fire), Ice Snake (Ice),

Pin Lizard (Ice)

=====

Head down to the four-way intersection. Yes, I realize what this area looks like (ignorant map designers). The lower path just goes to the world map, so let's take the upper path first to an isolate part of the Cave to Arus. Open the two chests which contain a YELLOW RING (DFP+20, MDF+20!!!, equip on Aguro) and STONE CURE. Those stairs lead to the world map, so just return to the intersection and head left to reach the main lab.

Check out the lab to the left, enter it, and go down the stairs to the right. Examine all four rows of lockers which contain a HI MAGIC, EX ARROWS, GLOOM ARROW, and HI BOMB.

Go outside and Warp back to Odel. To reach your next destination, walk southeast, cross the bridge, and south to the end of the peninsula. Of the new enemies, Giant Oaks can put you to sleep and Pin Lizards can petrify you. Watch out for Mimickers who have high DFP and MDF, but give a ton of experience. Have Jerin cast Confuse on them to try to keep them from running away. As you get closer to Lyden, Frogulas can poison you, Harpies can confuse you, and Yeoman can use Hi Arrows.

Recommended Equipment

Hero: Battle Axe, Half Mail, Kite Shield, Iron Helm, Spike Shoes, Blue Ring

Aguro: Battle Axe, Light Armor, Kite Shield,

Brone Helm, Spike Shoes, Yellow Ring

Lufia: Rapier, Quilted Silk, Brone Breast, Glass Beret, Tan Shoes, Flash Ring

Jerin: Artea's Bow, Light Robe, Brone Breast,

Glass Beret, Heeled Shoes, Green Ring

Extra: Elven Bow, Flame Ring, Frost Ring

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LYDEN [LYDN1]

Recommended Level: 22

Treasure: Swing Wing, Grilled Newt, Stone Cure, Chop Block, Small Knife,

Fry Pan

Enemies: Frogula (Ice), Halloween, Harpie, Yeoman (Thunder)

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Inn - 100

Item Shop



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Fry Pan	50
Small Knife	70
Pot	60
Chop Block	30
Apron	60
Goblet	10

The inn is to the right with a bookshelf which contains a SWING WING. You can find the man you're looking for in the house to the left. Just talk to him and he'll return to Odel. Below you is a large plateau. Walk around in counter-clockwise until you can climb the stairs into the house. Examine the two bookshelves there which contain a GRILLED NEWT and STONE CURE. In the kitchen, take the steps down to four chests which contain a STONE CURE, CHOP BLOCK, SMALL KNIFE, and FRY PAN.

Now comes one of the most tedious escort quests I've ever seen in an RPG, even though it'll be worth it. Return to Odel and talk to Prion. He will tell you to inspect the bridge before they set out. After that, you have to return to Odel to get Piron to go fix it. Next, you have to go back to the bridge to talk to Piron to progress with the plot. Then, you have to walk ALL the way around the cave to get on a cliff to INSPECT THEIR WORK?! Finally, you can walk back to the bridge and move along.

Get ready for a lot of walking. After talking to Piron back at Odel, rest up at the inn and cross the bridge to the west. There are three entrances to the Cave to Arus. Walk north to the upper entrance first.

=====  
CAVE TO ARUS [CTRS1]

Recommended Level: 22

Treasure: Half Mail, Glass Robe, Stone Cure, Miracle, Quilted Silk, Dragon Egg, Ex Potion, Glass Cap, Iron Helm, Wind Shoes, Escape, Hi Arrows, Miracle, Revive, Ex Potion, Revive

Enemies: Armor Lord (Thunder), Blue Meany, Blue Wisp, Crazy Jar, Ghoul, Ice Snake (yes, they are weak to Ice, this is not a typo), Mimicker

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Of the new enemies, Blue Wisps have high defense, so cast Bang against them. Crazy Jars can petrify and confuse you, so make sure you bring plenty of Shrieks along. Ice Snakes can put you to sleep, but for some reason are weak to ice. I'll be dividing the treasure hunting into three parts, so that you'll be able to last through this long cave, because of all the backtracking. I wouldn't recommend using Escape, because you can always use more experience.

Walk southwest to a rope ladder which you should climb down and the next one to a chest which contains a HALF MAIL (equip on Aguro). Head back up the ladders and open the nearby chest which contains a GLASS ROBE (mistranslation, equip on Lufia as a weapon). Climb down the ladder to your left, and continue left to a chest which contains a STONE CURE. Finally, go down to a ladder, and continue down to two chests which contain a MIRACLE and QUILTED SILK (equip on Jerin).

Leave the cave the way you came in. Go back across the bridge, except walk around the lake clockwise to another bridge. Follow the path there to the other side of the cave. Climb down two ladders, then head right to two chests which contain a DRAGON EGG and EX POTION. From the bottom of the ladders, walk left to check out the bridge. Now, return to Odel to get Piron off his lazy butt and start fixing the bridge. Rest up at the inn before leaving again.

Of course, he could actually fix the bridge for you, but instead he's going to make you run around for awhile longer. First, return to the bridge and talk to

Piron. He will tell you to get on the cliff to the right to inspect his work. To get there, return to the three cave entrances you saw before and take the center one.

Walk around to a fork, where you should head down first. It's a long walk, but you'll find three chests along the way which contain a GLASS CAP, IRON HELM (equip on Aguro), and WIND SHOES. Step on the left side of the cliff to get Piron moving finally, and he'll actually fix the bridge. Return to Odel to rest up at the inn and prepare for the final trek to Arus.

Make your way back to the repaired bridge. Cross and go right to a fork, where you should head up and around to two chests which contain an ESCAPE and HI ARROWS. Take the right path from the fork around to the steps to a small room. In the room above, you'll find a chest which contains a MIRACLE. Continue up to a room with stairs that you should climb back to the main cave area.

Open the nearby chest which contains a REVIVE. Head left, past the ladder, and down at the fork to a chest which contains an EX POTION. Climb the ladder you passed up to find the last chest which contains a REVIVE. Go left, up the ladder, up the stairs to leave the cave, and north to the village of Arus.

#### Recommended Equipment

Hero: Battle Axe, Half Mail, Kite Shield, Iron Helm, Spike Shoes, Blue Ring  
Aguro: Battle Axe, Half Mail, Kite Shield, Iron Helm, Spike Shoes, Yellow Ring  
Lufia: Glass Robe, Quilted Silk, Brone Breast,  
Glass Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Quilted Silk, Brone Breast,  
Glass Beret, Heeled Shoes, Green Ring  
Extra: Elven Bow, Flame Ring, Frost Ring

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#### ARUS [ARUS1]

Recommended Level: 28

Treasure: Hi Magic, Mind Potion

Enemies: Blue Wisp, Crazy Jar, Ghoul, Giant Oak (Fire), Ice Snake (Ice),  
Pin Lizard (Ice)

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Inn - 50

#### General Store

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Battle Axe	12000
Glass Robe	7200
Morning Star	9600
Rod	4800
Half Mail	4200
Quilted Silk	4800
Kite Shield	1400
Red Beret	2200 (buy for Lufia & Jerin)
Wind Shoes	3900
Heeled Shoes	3000
Hi Potion	400
Swing Wing	80

The inn is right by the entrance. In the house to the left, examine the bookshelf which contains a HI MAGIC. To the right of the inn is the equipment shop, where you should make the purchases listed above. Follow the left path up to a house on the hill for a little scene. Walk counter-clockwise around the house and examine the flowers in the upper right corner behind it to find a hidden MIND POTION.

The people here tell you your next destination, but you should surely be over Level 25 by now, if you managed to kill a bunch of Mimickers earlier. Let's warp back to Grenoble, and rest up at the inn, before descending through another level of the Old Cave. Remember to get your task from the Old Cave Shop before heading up to the Old Cave.

#### Recommended Equipment

Hero: Battle Axe, Half Mail, Kite Shield, Iron Helm, Spike Shoes, Blue Ring  
Aguro: Battle Axe, Half Mail, Kite Shield, Iron Helm, Spike Shoes, Yellow Ring  
Lufia: Glass Robe, Quilted Silk, Brone Breast, Red Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Quilted Silk, Brone Breast,  
Red Beret, Heeled Shoes, Flame Ring  
Extra: Elven Bow, Frost Ring, Green Ring

#### =====

#### OLD CAVE 6th LEVEL [OLDC5]

Recommended Level: 28

Treasure: Empty, Hi Bomb, Hi Bomb, Empty, Hi Bomb, Empty, Empty, Gladius,  
Plate Cloth, Plate Mail, Power Potion, Speed Potion, Spell Potion, Escape,  
Ex Magic, Ex Potion, Miracle, Plate Helm, Empty, Empty, Revive, Empty,  
Hammer Rod, Power Gourd, Ex Magic, Empty, Ex Potion, Knife Shoes,  
Needle Shoes, Mind Gourd, Power Gourd, Empty, MIRACLE GEM, Empty, Empty,  
Blast Ring, Miracle, 5000 Gold

Enemies: Axe Knight (Thunder), Frogula (Ice), Harpie, Trap Harp (Fire)

=====

Of the new enemies, Trap Harps can poison you, but have a ton of HP, which is why I equipped Jerin with the Flame Ring.

There are six chests in the first room which contain three HI BOMBS, while the others are empty. Enter the left door first to a narrow plateau with seven chests along the way. The first is empty, but the rest contain a GLADIUS (equip on Aguro), PLATE CLOTH (equip on Lufia), PLATE MAIL (equip on Hero), POWER POTION, SPEED POTION, SPELL POTION.

Return to the first room and take the right door this time to a chest which contains an ESCAPE. Climb down the ladder, cast Float, and open the two chests in the swamp which contain an EX MAGIC and EX POTION. From the right side of the right chest, walk up to find a hidden MIRACLE. From the fork above, head along the right path to four chests which contain a PLATE HELM (equip on Hero), REVIVE, while two are empty. Go left from the fork to two more chests which contain a HAMMER ROD (equip on Lufia), while the other is empty.

Take the nearby steps down to a room with six chests which contain a POWER GOURD, EX MAGIC, EX POTION, KNIFE SHOES (ATP+10, DFP+5, equip on Aguro), NEEDLE SHOES (ATP+10, DFP+2, equip on Jerin), while the other is empty. Then, take the right stairs up to the final area.

Open the seven visible chests (foreshadowing) which contain a MIND GOURD, POWER GOURD, MIRACLE GEM, and BLAST RING (save for later), while the other three are empty. From just below the left chest, walk straight down to the final hidden chest which contains a MIRACLE. Return to Grenoble to exchange the Miracle Gem to receive your reward of 5000 GOLD.

Warp back to Arus, rest up at the inn, and head west to a tiny cave with the same enemies as the Cave to Arus. On the other side, you will eventually reach the Tower of Grief.

#### Recommended Equipment

Hero: Battle Axe, Plate Mail, Kite Shield, Plate Helm, Spike Shoes, Blue Ring

Aguro: Gladius, Half Mail, Kite Shield, Iron Helm, Knife Shoes, Yellow Ring  
Lufia: Hammer Rod, Plate Cloth, Brone Breast, Red Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Quilted Silk, Brone Breast,  
Red Beret, Needle Shoes, Green Ring  
Extra: Elven Bow, Blast Ring, Flame Ring, Frost Ring

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TOWER OF GRIEF [TOGR1]

Recommended Level: 29

Treasure: Purple Ring, Dragon Egg, Revive, Stone Cure, Revive, Stone Cure,  
Hi Magic, Ex Potion, Miracle

Enemies: Blue Wisp, Crazy Jar, Ghoul, Halloween, Ice Snake (Ice),  
Yeoman (Thunder)

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This tower is very easy and straight-forward. From the intersection at the entrance, go right to a chest which contains the PURPLE RING (ATP+10, DFP+11, INT+4, AGL+2, MGR+5, equip on Hero). Back at the intersection, enter the room above and climb the stairs to find three chests which contain a DRAGON EGG, REVIVE, and STONE CURE. Drop down the pitfall, leave the room, and head left to the stairs to the second floor. Then, walk around the pitfall to the stairs to the third floor.

The upper right stairs lead to two chests which contain a REVIVE and STONE CURE. The lower left stairs lead to two chests which contain a HI MAGIC and EX POTION. Take either of the remaining stairs to another set of stairs to the fifth floor. Here, you'll find HP and MP restoration tiles, but you won't need them. Just climb the stairs to the roof to find a chest which contains a MIRACLE.

Talk to the old man, who will boost Lufia's MP by 10 and tell you that the man you're looking for returned to the lab. Fall off the edge of the tower and warp to Platina. Go upstairs to the right to finally meet Professor Raile Shaia. After a lengthy scene, you will finally procure your own ship, opening up a world of possibilities.

First, we should follow his advice and head on over to Shaia Lab 3. Equip Jerin with the Flame Ring, as every enemy in the ocean is weak to fire. Sail straight west of Platina to find another town on an island.

Recommended Equipment

Hero: Battle Axe, Plate Mail, Kite Shield, Plate Helm, Spike Shoes, Purple Ring  
Aguro: Gladius, Half Mail, Kite Shield, Iron Helm, Knife Shoes, Yellow Ring  
Lufia: Hammer Rod, Plate Cloth, Brone Breast, Red Beret, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Quilted Silk, Brone Breast,  
Red Beret, Needle Shoes, Flame Ring  
Extra: Elven Bow, Blast Ring, Frost Ring, Green Ring

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CARBIS (SHAIA LAB 3) [CARB1]

Recommended Level: 29

Treasure: Mind Potion

Enemies (Carbis): Blue Wisp, Crazy Jar, Ghoul, Giant Oak (Fire),  
Ice Snake (Ice), Pin Lizard (Ice)

Enemies (ocean): Harpie, Jelly Bolt (Fire), Killer Eel (Fire),  
Lobsteron (Fire), Psychoclam (Fire), Red Star (Fire)

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In the building, examine the locker to find a MIND POTION. Head downstairs and down the hallway to find Raile. He will tell you to find someone at the village of Bakku to the west. However, you should most definitely not go there first, because you will miss out on a very rare and powerful item if you do.

Instead, let's go exploring with our new ship. The first thing I'd like to do is visit all the towns in the world, so that we can easily warp to them, when the plot directs us there. If you really want, you could talk to the people at these towns and collect the treasure there, but to avoid confusion, I'll simply list all that when the plot will eventually take us to these towns, anyway.

First, sail straight north to Ring Island (it looks like a ring) where you will find the village of Soshette. From the west side of the island, sail straight north for awhile to Frederia, Shaia Lab 4.

The best equipment that money can buy for a long time is sold at the equipment shops to the right, and you should have plenty of it now, having not bought anything for awhile. I had about 100,000 Gold at this point. If you don't, it's not critical, but if you've fought every random battle to this point, you should be able to set yourself up with this shopping list:

- 1 Grand Blade (equip on Aguro)
- 2 Carbo Plates (equip on Hero & Aguro)
- 1 Clear Silk (equip on Lufia)
- 2 Carbo Shields (equip on Hero & Aguro)
- 1 Carbo Helm (equip on Hero)
- 1 Carbo Cap (equip on Lufia)

If you had the money (which I didn't), I guess you could buy more, but you'll eventually find another one of everything I didn't buy 2 of on this list. The only exception is the Catwhip, which I didn't have the money for, but didn't care either, since Lufia should hardly be attacking. The Sword Shoes (for Hero & Aguro) and Cat Heels (for Jerin) are also good buys too. I'll get them later.

When you're done there, sail west to some reef surround a village you cannot yet reach. Continue southwest past a small island to visit the village of Epro. From there, sail straight south to the village of Marse, where you'll want to make another purchase. To reach the equipment shop, head down the steps to the basement, right to the fork, then down to the stairs where you should make the following purchase:

- 2 Silver Wrists (equip on Lufia & Jerin)

You'll find one later, but they're so cheap, I figured just buy it now. When you're ready, hug the coast west and down the river to the castle Herat. Leave the river, then sail straight west until you hit land. Hug the coast counter-clockwise until you reach the end of the desert. Finally, sail straight north to an island village that we really do want to explore.

#### Recommended Equipment

Hero: Gladius, Carbo Plate, Carbo Shield, Carbo Helm, Spike Shoes, Purple Ring

Aguro: Grand Blade, Carbo Plate, Carbo Shield,

Plate Helm, Knife Shoes, Yellow Ring

Lufia: Hammer Rod, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring

Jerin: Artea's Bow, Quilted Silk, Silver Wrist,

Red Beret, Needle Shoes, Flame Ring

Extra: Elven Bow, Blast Ring, Frost Ring, Green Ring

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FORFEIT [FRFT1]

Recommended Level: 30

Treasure: Mind Ring, Hi Potion, Hi Magic, Ribbon, Gown

Enemies: Blue Wisp, Crazy Jar, Ghoul, Giant Oak (Fire), Ice Snake (Ice),

Pin Lizard (Ice)

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Item Shop                Weapon Shop                Armor Shop
*****                  *****                  *****
Hi Potion                400      Morning Star    9600      Quilted Silk    4800
Hi Magic                 1000     Gloom Pick     4800      Kite Shield     1400
Magic Guard             50       Hammer Rod    9600      Hair Band       210
Power Gourd             100     Trident        7800     Glass Beret     1000
Mind Gourd              100     Glass Robe     7200     Knife Shoes     6000
Dragon Arrow            200     Scimitar       2100     Heeled Shoes    3000
Sleep Arrow             5        Gladius        15300
Puzzle Arrow            8
Stun Arrow              15
Gloom Arrow             80
Float                   50
Smoke Ball              80

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This is a weird town. From the entrance, walk around the outside of the walls to the steps to the basement area. Go down to the stairs to find a chest which contains the MIND RING (INT+30, MGR+10, sell).

Return to the entrance and into the village. In the upper left room, examine the bookshelves which contain a HI POTION and HI MAGIC. The shops here don't sell anything interesting, besides the Knife Shoes, but we're going to get something better soon enough, anyway. Climb the stairs on the upper wall to the second floor.

The shop to the left sells everything that you have sold in the game, so if you want something back, you can get it. In the other shop, you will be forced to buy something cheap and useless in order to be able to leave. However, this will also give you access to the bookshelves which contain a RIBBON and GOWN. We're done here, so leave the village.

At this point, that's every town in the world that we can access except the one that will advance the plot. However, you don't want to go there yet, because if you do, you will lose out on one of the best pieces of equipment in the game. Instead, we're going to sequence break by going to the next dungeon first.

Warp back to Soshette and rest up at the inn. From the southern edge of the island, sail straight west until you find a shrine, which will connect to the other three shrines that you found earlier. Walk straight west of the shrine to find a tower in a canyon across a bridge.

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TOWER OF LIGHT [TWRL1]

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Recommended Level: 30

Treasure: Hi bomb, Ex Potion x2, Stone Cure, Power Potion, Spell Potion, Undead Ring, Sea Ring, Stone Cure, Revive, Ex Magic, Ex Potion, Revive, Ex Potion, Miracle, Gloom Voice, Might Helmet, Power Gourd, Great Axe, Large Shield, Plate Cap, Silver Robe

Enemies: Axe Knight (Thunder), Mad Lily (Fire), Terrorquin, Trap Harp (Fire), Werewolf, Zooster

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Of the new enemies, watch out for Terrorquin and Zooster, which can confuse and petrify you, respectively. Mad Lillies and Trap Harps have a ton of HP, so make sure to have Jerin cast Flame against groups of them.

Walk straight up into the pitfall to the basement, where you will find six chests which contain a HI BOMB, 2 EX POTION, STONE CURE, POWER POTION, SPELL POTION. Climb the stairs at the center of the basement to return to the first

floor.

Enter the lower left room and climb to sets of stairs to a dead-end. Walk around until you find a pitfall leading to a chest which contains the UNDEAD RING (sell). In the upper right corner is the pitfall to the basement. Work your way back to the entrance as before. This time, enter the lower right room and climb two sets of stairs to a dead-end. Walk around until you find a pitfall leading to a chest which contains the SEA RING (sell). In the upper left corner is the pitfall to the basement.

Return to the first floor, and head to either staircase in the upper left or right corner to the second floor. Go down to the room on the lower end of the floor and enter to find a chest which contains a STONE CURE. Then, take the nearby stairs to the third floor.

Head down to a chest which contains a REVIVE. Walk towards the room to the right, enter it, but do NOT walk straight up to the chests, or you will fall down a pitfall. Instead, sidestep it one to the left, then up to the two chests which contain an EX MAGIC and EX POTION. Go back to the stairs, then up to the tiny room with a chest which contains a REVIVE. Finally, climb the stairs in the upper right corner to the fourth floor.

Go down to the next room and climb the first stairs you see. Head right up to a fork, where you should take the left path to a chest which contains a EX POTION. Enter the room back by the fork and climb those stairs. Follow the straight-forward path until you find a room with a chest. Open it from the left to find a MIRACLE. Walk up from above the chest to drop down a pitfall to the previous floor, and climb down the steps below.

This time, enter the room above you, and continue up to the next room and the stairs to the fifth floor. You can't get the center four chests yet, so climb the nearby stairs to the sixth floor. Go left and down to the stairs to the sixth floor. From the upper side of it, open the nearby chest which contains a GLOOM VOICE.

At the top of this floor are the stairs which eventually lead to the roof, where you will find a chest which contains the MIGHT HELMET (DFP+35, INT+25, MGR+19, equip on Jerin). This is the only one in the game. If you want until later to come here, you can never get it. For some reason, despite being a men's helmet, Jerin can equip it as well, and she could really use the help on the three incredible stat boosts.

Now go back three floors and enter the room in the lower right corner. Climb the stairs and from the left, open the chest which contains a POWER GOURD. Drop down a hidden pitfall above the chest to an isolated room. Walk around until you find another hidden pitfall to the four chests which contain the GREAT AXE (equip on Hero), LARGE SHIELD, PLATE CAP, and SILVER ROBE (equip on Jerin).

Unfortunately, you will have to walk out of the tower, as Escape does not work in towers, except on the roof. Since you're within walking distance of your next destination, walk south through the desert and across the bridge. Continue south until you find the last village we hadn't visited yet.

#### Recommended Equipment

Hero: Great Axe, Carbo Plate, Carbo Shield,  
Carbo Helm, Spike Shoes, Purple Ring  
Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Plate Helm, Knife Shoes, Yellow Ring  
Lufia: Hammer Rod, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring

Jerin: Artea's Bow, Silver Robe, Silver Wrist,  
Might Helmet, Needle Shoes, Green Ring  
Extra: Elven Bow, Blast Ring, Flame Ring, Frost Ring

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BAKKU [BAKU1]

Recommended Level: 31

Treasure: Ex Potion, Ex Magic, Revive

Enemies: Axe Knight (Thunder), Frogula (Ice), Harpie, Trap Harp (Fire)

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Inn - 100

Item Shop		Armor Shop		Weapon Shop	
*****		*****		*****	
Sweet Water	10	Plate Mail	5800	Gladius	15300
Hi Potion	400	Plate Cloth	5700	Hammer Rod	9600
Antidote	6	Round Shield	1920	Battle Axe	12000
Awaken	10	Round Wrist	2600	Glass Robe	7200
Mystery Pin	30	Plate Helm	4900	Mid Arrow	50
Stone Cure	100	Plate Cap	3800	Hi Arrows	100
Shriek	5	Wind Shoes	3900	Bomb	100
Smoke Ball	80	Wind Heels	4900		
Magic Guard	50	Spike Shoes	2000		
Power Gourd	100	Heeled Shoes	3000		
Mind Gourd	100				

In the house above you, examine all the bookshelves which contain an EX POTION, EX MAGIC, and REVIVE. You can walk around the back of the house to find the inn. The people here tell you about the Tower of Light, but not the man you're looking for. Climb down the steps left of the entrance. Then, walk clockwise around the wall to find the town cleric. He will tell you to go to the Old Cave 5th Level. Before heading there, you should have enough money from the tower to buy a few more items back at Frederia.

- 1 Catwhip (equip on Lufia)
- 2 Sword Shoes (equip on Hero & Aguro)
- 1 Cat Heels (equip on Jerin)

Warp back to Grenoble and go down to the Old Cave 5th Level. Walk right, into the room, all the way to the right, down into the room, and across the swamp into the final room, where you will find Cooper. Jerin will cast Escape and you should warp back to Carbis. Head down to the basement and talk to Raile. He will tell you to find 7 pieces of Alumina. To get them you will need to visit Brant at the village of Linze which is blocked off by the Tower of Light.

Since you should be over Level 30 by now, let's warp back to Grenoble, rest up at the inn, and get ready for another level of the Old Cave. Remember to get your task from the Old Cave Shop before heading up to the Old Cave.

Recommended Equipment

- Hero: Great Axe, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Purple Ring
- Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Plate Helm, Sword Shoes, Yellow Ring
- Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring
- Jerin: Artea's Bow, Silver Robe, Silver Wrist,  
Might Helmet, Cat Heels, Green Ring
- Extra: Elven Bow, Blast Ring, Flame Ring, Frost Ring

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OLD CAVE 7th LEVEL [OLDC6]

Recommended Level: 31

Treasure: Empty, Sweet Water, Gloom Pick, Empty, Ex Potion, Empty, Gloom Voice, Ex Magic, Empty, Power Potion, Empty, Spell Potion, Buster Sword, Empty, Empty, CROWN JEWELS, Miracle x2, Hi Magic, Empty, Ex Potion, Float, Empty, Great Potion, Empty, Spell Potion, Power Potion, Empty, Ex Magic, Miracle, Ex Potion, Empty, Empty, Empty, Wind Flute, Clear Silk, Miracle, Empty, Mind Potion, Empty, Escape, Empty, 10000 Gold

Enemies: Griffon, Hydra, Mad Wolf, Mega Frog (Ice), Megaturtle (Ice), Rock Golem

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The enemies here hit very hard, so make sure to keep everyone within 30 HP of their max. Don't be afraid to use your Ex Magics or Miracles when you need them. Ignore the weaknesses to Ice, as even with the Frost Ring, Jerin's Frost spell won't do that much. Watch out for Mega Frogs, as they can cast Champion to fully restore their HP. Have Lufia cast Deflect against them to put a stop to that. Against groups of everything but Mad Wolves, have Jerin cast Confuse and either the Hero or Lufia cast Fright to disable them long enough for the others to finish them off. Rock Golems can petrify you, Hydras can drop Might Swords, and Mega Frogs can drop Miracles. If she hasn't already, Lufia should soon learn Blast, when she should equip the Blast Ring for massive damage.

Walk right to two chests which contain a SWEET WATER and is empty. Cast Float and continue right through the swamp to two chests which contain a GLOOM PICK and is empty. On the right wall are two more chests which contain an EX POTION and is empty. Enter the room, cast Float, and search the upper right corner of the swamp to find a hidden GLOOM VOICE. Climb down the nearby stairs.

First, take the upper path to three chests which contain an EX MAGIC, POWER POTION, and is empty. In the upper left corner by the stairs are two chests which contain a SPELL POTION and is empty. Climb the stairs to find two chests which contain a BUSTER SWORD (equip on Hero) and is empty. Enter the back room with four chests which contain the CROWN JEWELS, 2 MIRACLES, and is empty.

Head back down the steps, this time taking the lower path to two chests which contain a HI MAGIC and is empty. Climb the stairs back to the main area and climb the nearby ladder to three chests which contain an EX POTION, FLOAT, and is empty. Enter the door to the wide open area.

Go right to a chest which contains a GREAT POTION. First, take the right path down to three chests which contain a SPELL POTION, POWER POTION, and is empty. Climb down the ladder to the right and around to two chests which contain an EX MAGIC and is empty. Use the Float and cross the swamp to the left to a chest which contains a MIRACLE. Take the stairs down to another basement area.

Open the two nearby chests which contain an EX POTION and is empty. Continue right past the fork to two more chests which are also empty. Enter the room above to find a chest which contains the WIND FLUTE, a very useful item that restores about 50 HP to everyone can be used infinitely for free. Go back to the fork and head towards the upper right corner to a chest which contains a CLEAR SILK (equip on Jerin). Climb the ladder to a chest which contains a MIRACLE, then walk left to the stairs back to the main area.

First, open the nearby chest which is empty. Climb down the ladder to another chest which contains a MIND POTION. Finally, walk left to pick up the last three chests which contain an ESCAPE and the rest are empty. You can then walk down to the door which will take you back to the entrance. Return to Grenoble to exchange the Crown Jewels to receive your reward of 10000 GOLD.

That's everything for the Old Cave for the remainder of the game. Warp back to

Bakku, rest up at the inn, and let's continue along our quest by returning to the Tower of Light. If you passed it up earlier, just walk north through the desert, across the bridge, and continue until you see a tower across a bridge.

Recommended Equipment

- Hero: Buster Sword, Carbo Plate, Carbo Shield, Carbo Helm, Sword Shoes, Purple Ring
- Aguro: Grand Blade, Carbo Plate, Carbo Shield, Plate Helm, Sword Shoes, Yellow Ring
- Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring
- Jerin: Artea's Bow, Clear Silk, Silver Wrist, Might Helmet, Cat Heels, Flame Ring
- Extra: Elven Bow, Flash Ring, Frost Ring, Green Ring

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TOWER OF LIGHT (REVISITED) [TWRL2]

Recommended Level: 34

Treasure: LIGHT KEY

Enemies: Axe Knight (Thunder), Mad Lily (Fire), Terrorquin, Trap Harp (Fire), Werewolf, Zooster

=====

If you haven't already been here before, you missed out on a Might Helmet. See the previous Tower of Light for details on how to collect that, all the treasure here, and how to deal with all the enemies. This trip should be much easier and my directions will simply take you straight to the end. Don't forget to use that Wind Flute to keep your HP up.

Head to either staircase in the upper left or right to the second floor. Walk around to the bottom room to find the stairs to the third floor. Take the stairs in the upper right corner to the fourth floor. Go down out of the room, left into the middle room, and up to the stairs to the fifth and sixth floors. Continue left and down to the stairs to the seventh floor, then up and right to the stairs that will eventually take you to the roof. Temporarily equip Lufia with her Flash Ring and talk to the man you're looking for.

\*\*\*\*\*

BOSS TIME: Guardian

HP: 1489

WEAKNESS: None

STRATEGY: Aguro and the Hero should attack every round. During the first round, Lufia should cast Drain, then Bolt in each subsequent round. Jerin should use Power Gourds on the Aguro and the Hero during her first two rounds, then use the Wind Flute to heal from the Guradian's MT spells. If you are desperate for healing, you can cast Boost to heal everyone for more, but it shouldn't matter.

\*\*\*\*\*

For defeating him, you get access to the chest which contains the LIGHT KEY. Drop off the edge of the tower and re-enter. This time, walk all the way around to the door at the upper wall, where you can pass through to the other side of the tower. Follow the straight-forward path to reach Linze.

=====

LINZE [LINZ1]

Recommended Level: 34

Treasure: Escape, Ex Magic, Sweet Water, Dragon Egg, Swing Wing

Enemies: Crazy Pine (Fire), Land Worm, Mad Lily (Fire), Werewolf

=====

Item Shop		Armor Shop		Weapon Shop	
*****		*****		*****	
Sweet Water	10	Plate Mail	5800	Great Axe	18600
Hi Potion	400	Plate Cloth	5700	Gladius	15300
Antidote	6	Large Shield	3400	Hammer Rod	9600
Awaken	10	Round Shield	1920	Big Arrow	100
Mystery Pin	30	Round Wrist	2600	Ex Arrows	200
Stone Cure	100	Plate Helm	4900	Hi bomb	250
Shriek	5	Plate Cap	3800		
Smoke Ball	80	Knife Shoes	6000		
Magic Guard	50	Needle Heels	7200		
Power Gourd	100	Wind Shoes	3900		
Mind Gourd	100	Wind Heels	4900		

Rest up at the inn to the left. The people here will tell you that Brant went to the Gayas Island Cave. To get there, you will need to go through the tunnel under his house. Head up from the entrance to the upper plateau. Between the equipment shops to the left, examine the bookshelf which contains an ESCAPE. Brant's house is to the far right, where you should go down to the basement.

In the lower right corner, you can find a hidden EX MAGIC. Take the next stairs down. At the fork in the hall, go down first to three chests which contain a SWEET WATER, DRAGON EGG, and SWING WING. Head right from the fork to get back on the overworld and continue east to the cave.

=====

GAYAS ISLAND CAVE [GILC1]

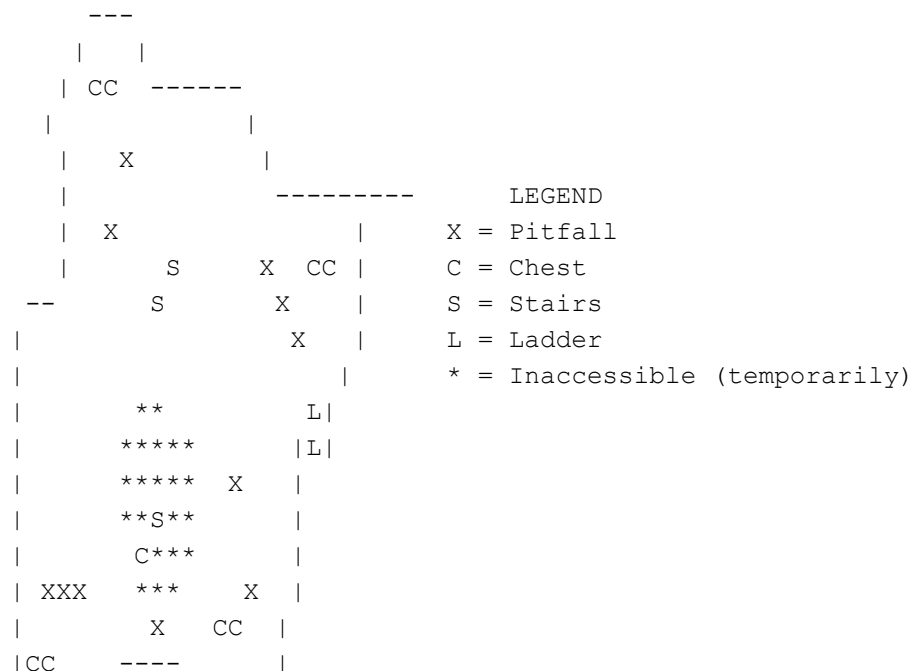
Recommended Level: 34

Treasure: Ex Bomb, Revive, Ex Potion, Hi Magic, Stone Cure, Escape, Ex Bomb, Ex Potion, ALUMINA, Dragon Egg, Hi Magic, Ex Bomb, Escape, Magic Guard, Ex Magic, Ex Potion, Revive, Ex Potion, Ex Arrows, Revive, Ex Potion, Silver Sword, Opal Ring, Power Gourd, Mind Gourd, Revive, Wave Ring, Power Potion

Enemies: Cave Rok, Mad Lily (Fire), Sabrespook, Werefrog (Ice), Werewolf, Zaurus (Ice)

=====

The enemies here aren't too dangerous. I'd still leave Jerin on the Flame Ring, as the Mad Lilies have a ton of HP, while the Werefrog and Zaurus can easily be taken out without help. The first plateau has a ton of pitfalls, so here's a map to help you out.



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|      |  
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Start in the lower right corner and working your way around clockwise while opening the eight chests which contain an EX BOMB, REVIVE, EX POTION, HI MAGIC, STONE CURE, ESCAPE, EX BOMB, and EX POTION. From just above the lower left chests, walk straight right to intentionally fall down a pitfall. Climb the stairs to a chest which contains some ALUMINA.

Go back down the steps, cast Float, and walk to the ladder in the upper right. Walk around clockwise to open the three chests which contain a DRAGON EGG, HI MAGIC, and EX BOMB. Climb the stairs above back to the first floor. Then, head down the ladder to the lower level.

Head up and right to a ladder and into a hall which will lead to two chests which contain an ESCAPE and MAGIC GUARD. Return back down the ladder, walk around to the three rooms below. Enter the right door first and climb the stairs to two chests which contain an EX MAGIC and EX POTION. Then, take the left door to a chest which contains a REVIVE. Flip the switch in the center room, which will change the destination of the warp point in the left room to a chest which contains an EX POTION, and left to the steps to the next floor.

Open the chest to the left which contains an EX ARROWS. From the steps, walk right and up to a chest which contains a REVIVE. Head down to the lower right corner and enter the room with a chest which contains an EX POTION. Take the warp point to a chest which contains a SILVER SWORD. Return back outside the room and open the chest above which contains an OPAL RING. Pass through the hall above, around to the other side, then down to the steps to the next floor.

Climb down two ladders, then head right to a chest which contains a POWER GOURD. Go down the ladder below you, then continue right to a chest which contains a MIND GOURD. Return left, then down the last ladder to a chest which contains a REVIVE. Finally, walk right to a fork, then up to meet Clack, who will tell you where Brant is. After talking for awhile, attempt to leave, and he will give you the WAVE RING (ATP+30, DFP+22, INT+15, AGL+5, MGR+15, equip on Hero).

Leave the cave and warp back to Bakku. We could warp to Marse, or even sail around as Clack suggested, but there's a small cave that I passed up earlier. East of the Tower of Light, cross the northern bridge to the Cave to Marse. It's simply a hallway with a chest on the right which contains a POWER POTION. You can either exit to the north and walk to Marse, or just leave and Warp there with Jerin.

#### Recommended Equipment

Hero: Buster Sword, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Wave Ring

Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Plate Helm, Sword Shoes, Yellow Ring

Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring

Jerin: Artea's Bow, Clear Silk, Silver Wrist,  
Might Helmet, Cat Heels, Green Ring

Extra: Elven Bow, Flame Ring, Flash Ring, Frost Ring

=====

MARSE [MARS1]

Recommended Level: 35

Treasure: None

Enemies: Crazy Pine (Fire), Land Worm, Werefrog (Ice), Zaurus (Ice)

=====  
Inn - 120

Item Shop		Weapon Shop	
*****		*****	
Sweet Water	10	Silver Sword	24000
Hi Potion	400	Silver Rod	12000
Antidote	6	Great Axe	18600
Awaken	10	Hammer Rod	9600
Mystery Pin	30	Big Arrow	100
Stone Cure	100	Ex Arrows	200
Shriek	5	Hi Bomb	250
Smoke Ball	80		
Magic Guard	50		
Power Gourd	100		
Mind Gourd	100		

Armor Shop  
\*\*\*\*\*

Silver Armor	7200
Silver Robe	8400
Silver Plate	3800
Silver Wrist	2800
Silver Helm	7400 (buy for Aguro)
Plate Cap	3800
Knife Shoes	6000
Needle Heels	7200
Wind Shoes	3900
Wind Heels	4900

This town is a bunch of islands connected by an underground tunnel. The lower left stairs will take you to the inn where you should rest up. The lower right stairs will take you to the equipment shop, where you can make an upgrade for Aguro. The upper right stairs will take you to the church, where you can learn that Brant went to the Loire Island. If you care, you can take a tour of the Fargo Islands via the upper stairs. Leave town and sail northeast to Loire Island to find Brant.

#### Recommended Equipment

Hero: Buster Sword, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Wave Ring  
Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Silver Helm, Sword Shoes, Yellow Ring  
Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring  
Jerin: Artea's Bow, Clear Silk, Silver Wrist,  
Might Helmet, Cat Heels, Green Ring  
Extra: Elven Bow, Flame Ring, Flash Ring, Frost Ring

=====  

#### LOIRE ISLAND CAVE [LRIC1]

Recommended Level: 35

Treasure: Ex Potion, Great Potion, Mind Potion, Revive, Power Potion, Hi Bomb,  
ALUMINA, Power Potion, Gloom Arrow, Revive, Mach Ring, Hi Magic, Miracle,  
Foul Water, Gloom Arrow, Miracle, Power Potion, 1000 Gold, Spell Potion,  
Gloom Arrow, Escape, Hi Bomb, Great Potion, Hi Magic, Ex Magic, Ex Potion,  
Revive, Hi Bomb, Float, Sweet Water, Ex Magic, Revive, ALUMINA  
Enemies: Blue Skull, Demon Mace (Thunder), Manticore, Red Core, Troll, Vampire,  
Wererfrog (Ice), Zaurus (Ice)

=====  
Of the new enemies, Demon Mace can cast Blizzard, so take them out quickly.

Red Cores are like the Mimickers, except with more HP and experience to gain, so have Jerin constantly cast Confuse against them to keep them from running away. There's a lot of treasure to be found, although most of it isn't interesting.

Head up, climb down a ladder, then up the next to a chest which contains an EX POTION. Go down the ladder to the right to a chest which contains a GREAT POTION. Walk left three steps, then down into the swamp to find a hidden MIND POTION. Continue up around the plateaus, across the bridge, and climb the left ladder to two more chests which contain a REVIVE and POWER POTION.

Return down the ladder, then right past the bridge, and up another ladder. Remember these steps for later. Continue right past a fork and down a ladder to a chest which contains a HI BOMB. Enter the upper right room to find a chest which contains another piece of ALUMINA. Go back to the fork, and climb down a ladder to a chest you can see to the left which contains a POWER POTION. To the right of the ladder, you will find a chest which contains a GLOOM ARROW.

Climb the nearby ladder, go down a little, then head left to a chest which contains a REVIVE. Walk right and down, then climb the ladder to a chest which contains a MACH RING (DFP+4, AGL+11, sell). Go back down the ladder, then walk around to the lower right corner to a chest which contains a HI MAGIC. Finally, climb the ladder, and head left to the last chest on this floor which contains a MIRACLE. Go up, left, down the ladder, walk clockwise to another ladder you should climb back up to the steps earlier to the next floor.

On this plateau, head left past the fork, picking up two chests which contains a FOUL WATER and GLOOM ARROW. Go straight down across a bridge to a chest which contains a MIRACLE. Return across the bridge and walk right to a chest which contains a POWER POTION. Continue right along the path with four chests which contains 1000 GOLD, a SPELL POTIION (use on Hero), GLOOM ARROW, and ESCAPE. Take the steps down and out the room to the lower level.

Walk up to the fork and left to a chest which contains a HI BOMB. Head up from the fork to a chest which contains a GREAT POTION. To the left is a room with two chests which contain a HI MAGIC and EX MAGIC. Leave the room, go left, and down to the lower left room with a chest which contains an EX POTION. Go right and up to a chest which contains a REVIVE. Enter the nearby room and down the hall to a chest, but watch out. Step left two, down three, and right to open it which contains a HI BOMB. Then, step up to fall to the last room.

Open the two chests you see which contain a FLOAT and SWEET WATER. From the left side of the left chest, walk up into the swamp to find a hidden EX MAGIC. Before talking to the man to the left, enter the upper right room to find a chest which contains a REVIVE. If you don't get that now, the chest will become an exit warp point later. Now, talk to the man in the upper left corner of the room who is Brant. Jerin will automatically cast Escape and you will receive another piece of ALUMINA.

Brant directs you to the Elba and Ulupp Islands. Warp back to Marse and rest up at the inn. At the church, Brant will also tell you about Herat, but we should check out the Fargo Islands first. Sail north to search Elba Island first.

=====  
ELBA & ULUPP ISLAND CAVES [EUIC1]  
Recommended Level: 36  
Treasure: HiPower Ring, Speed Potion, Ex Potion, Dragon Egg, Mind Potion,  
Smoke Ball, HiDaze Ring, Ex Potion, Spell Potion, Miracle, Ex Potion,  
Hi Bomb, ALUMINA, Mind Potion, Silver Rod, Spell Potion, Silver Wrist,

ALUMINA, Silver Plate, Miracle, Ex Potion, Silver Armor, ALUMINA,  
Ex Potion

Enemies: Blue Skull, Cave Rok, Eye Curse (Ice), Green Magi, Mud Ghoul,  
Nail Man (Fire), Red Core, Red Wolf, Saberspook, Vampire, Werewolf (Ice),  
Zaurus (Ice)

=====  
Of the new enemies, Eye Curse can cast Blast and confuse you, Green Magi can  
cast Bolt and Flame, while Red Wolf can cast Inferno. You should be able to  
keep up with them thanks to the Wind Flute, which Jerin should use generously.

First, head right to warp to Ulupp Island. Walk around the perimeter of the  
floor counter-clockwise to find four chests which contain a HIPOWER RING  
(ATP+40, sell), SPEED POTION, EX POTION, and DRAGON EGG. At the middle of the  
bottom of the floor is a switch that you should flip to open a door that you  
cannot reach yet. Return to the warp point back to Elba Island.

Enter the right room with a chest which contains a MIND POTION. Leave the room  
and climb down the ladder to a chest which contains a SMOKE BALL. Climb down  
the nearby ladder to another chest which contains the HIDAZE RING (DFP+40,  
MGR+10). Go through the right door and right to a switch you should flip to  
open the nearby door. Cross the bridge to your left and down to a chest which  
contains an EX POTION.

Leave the room the way you came. Enter the room to the left to a chest which  
contains a SPELL POTION. Return to the previous room and take the left door,  
down a ladder, around to two chests which contain a MIRACLE and EX POTION.  
Head right and down under a bridge to a chest which contains a HI BOMB. Walk  
around to the now open room on the right with a chest which contains a piece of  
ALUMINA.

Return to the previous room and climb down to a chest which contains a MIND  
POTION. In the room to the right, you can rest up at the inn, if you like.  
Pass right to a chest which contains a SILVER ROD. To the far right, don't  
enter the room yet. Instead, climb the ladder to a chest which contains a  
SPELL POTION. Continue up the next ladder to a warp point to Ulupp Island.

There are four chests on this upper plateau which contains a SILVER WRIST,  
ALUMINA, SILVER PLATE, and MIRACLE. Go back to Elba Island and enter the room  
at the bottom of the long ladders. Open the two chests to the right which  
contain an EX POTION and SILVER ARMOR. Flip the switch to the left to change  
the destination of the warp point atop the long ladders, which you should take  
back to Ulupp Island.

Cross the bridge, go right a little, and down to a room with a chest which  
contains a piece of ALUMINA. Leave the room and continue right to the final  
chest which contains an EX POTION. Cast Escape and Warp back to Marse to rest  
up at the inn.

Brant directs you to Herat, so you can either warp or sail there. If you want  
to sail there, hug the coast west and down the river to the castle Herat.

=====  
HERAT [HRAT1]

Recommended Level: 37

Treasure: Plum Cider, Hi Potion, Rod, Apron, Mind Potion, Great Potion,  
Ex Bomb, Power Potion

Enemies: Demon Mace (Thunder), Eye Curse (Ice), Green Magi, Manticore, Red Wolf

=====  
Inn - 90

Armor Shop		Item Shop		Weapon Shop	
*****		*****		*****	
Carbo Plate	10800	Sweet Water	10	Buster Sword	28000
Clear Silk	10000	Hi Potion	400	Silver Sword	24000
Tower Shield	4600	Antidote	6	Silver Rod	12000
Silver Armor	7200	Awaken	10	Big Arrow	100
Silver Plate	3800	Mystery Pin	30	Ex Arrows	200
Silver Wrist	2800	Stone Cure	100	Hi Bomb	250
Silver Helm	7400	Shriek	5		
Sakret	6200	Smoke Ball	80		
Sonic Shoes	8600	Magic Guard	50		
Sonic Heels	10200	Power Gourd	100		
Knife Shoes	6000	Mind Gourd	100		
Needle Heels	7200				

There's a little treasure to pick up here. Walk around to the right to the inn and examine the two bookshelves which contain a PLUM CIDER and HI POTION. Above the inn is a restaurant with two bookshelves which contains a ROD and APRON. Behind the equipment shops to the left of the entrance, examine the area between the two where you can find a hidden MIND POTION and GREAT POTION. Head up from there to the castle.

Enter the castle and climb the stairs to the second floor. In the upper left room, examine the dresser which contains an EX BOMB. In the upper right room, talk to the chef in the kitchen. He and the people around here tell you that the king is looking for some really tasty food. Return to the stairs and climb them to the third floor.

In the room above, examine the dresser which contains a POWER POTION. Climb the stairs to the roof and enter the throne room above. Talk to the king, who will elaborate on what he wants.

Leave Herat and warp to Lyden. Walk around to the bottom of town, then up to the restaurant. Climb down a few sets of stairs in the back to find the Wizard of Lyden. He will tell you about the Purple Newt he needs for his recipe, which can only be found in the cave east of Herat.

Warp back to Herat, sail up past the mountains, then dock on the shore to the west. If you walk south, you can visit the Dragon Shrine, where you can exchange your 8 Dragon Eggs for a great reward. However, I would wait until later to do that, because the Dragon Eggs will scatter across the world again, and prevent you from getting some treasure later in the game. Head southeast, cross the bridge, northeast, cross the bridge, then up to the Purple Newt Cave.

#### Recommended Equipment

Hero: Buster Sword, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Wave Ring  
 Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Silver Helm, Sword Shoes, Yellow Ring  
 Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring  
 Jerin: Artea's Bow, Clear Silk, Silver Wrist,  
Might Helmet, Cat Heels, Frost Ring  
 Extra: Elven Bow, Flame Ring, Flash Ring, Green Ring

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#### PURPLE NEWT CAVE [NEWT1]

Recommended Level: 38

Treasure: Revive, Chain Mail, Swing Wing, Ex Potion, Hi Bomb, Great Potion,  
Miracle, Miracle, Grilled Newt x3, Revive, Stone Cure, Stun Arrow,  
Engage Ring, Gloom Arrow, Power Gourd, PURPLE NEWT, MAGIC FLAVOR,



Carbo Sword, Silver Robe, Tower Shield, Carbo Helm, Mach Heels, Miracle, ALUMINA, Gloom Voice, Ex Potion, Plum Cider, Royal Statue, Fry Pan, Pot, Miracle

Enemies: Basilisk, Demon Mace (Thunder), Lizard Man (Ice), Manticore, Salamander (Ice), Troll

Enemies (ocean): Evil Clam (Fire), Jelly Bolt (Fire), Sea Snake (Fire), Starfish (Fire)

-----  
Of the new enemies, Basilisks can petrify you, while Salamanders can cast Flame on your party. The enemies weak to ice have enough HP to warrant equipping the Frost Ring, so that Jerin can wipe them out with a single Blizzard spell.

To the right is a chest which contains a REVIVE. Pass up the ladder and continue down past a fork to a bridge which you should cross to a chest which contains a CHAIN MAIL. From the fork, go right, down the ladder, and the one nearby to three chests which contain a SWING WING, EX POTION, and HI BOMB. Climb the ladder, then walk down around that small area, and all the way left to a room with two chests which contain a GREAT POTION and MIRACLE.

Leave the room, head all the way to the right, climb down the ladder, and left to two doors. Cast Float, and search the swamp for four chests lined along the bottom which contain a MIRACLE and 3 GRILLED NEWTS. Enter the left room and follow the path to a chest which contains a REVIVE. Exit the room and go left to a chest which contains a STONE CURE.

Walk all the way to the right side of the area and climb the ladder to a chest which contains a STUN ARROW. Climb back down, then walk up the narrow path to an intersection. Continue straight up to what looks like a dead end, but you will instead find a hidden room with a chest which contains an ENGAGE RING.

Back at the intersection, take the right path up to a room with a switch which you should flip down. Return to the intersection and climb the ladder to the left to a chest which contains a GLOOM ARROW. Enter the room and take the warp point to the final two chests which contain a POWER GOURD and PURPLE NEWT.

Cast Escape and Warp back to Lyden. Give the Purple Newt to the Lyden Wizard and he will cook the MAGIC FLAVOR for you. Warp back to Herat and give the Magic Flavor to the chef in the kitchen on the second floor. Talk to the king at the throne room and he will unlock the treasury.

Head out of the castle, but only just outside the gate. Walk right to another entrance which will lead to the steps to the treasury. Open all 14 chests which contain a CARBO SWORD (equip on Hero), SILVER ROBE, TOWER SHIELD, CARBO HELM (equip on Aguro), MACH HEELS, MIRACLE, ALUMINA, GLOOM VOICE, EX POTION, PLUM CIDER, ROYAL STATUE, FRY PAN, POT, and MIRACLE.

With all 7 pieces of Alumina, warp back to Carbis to give Raile the good news. Enter the lab to find out that he has left to Aisen Tower. Warp back to Marse and rest up at the inn. I'm not entirely sure what triggers it (maybe getting all 7 Alumina?), but it appears that new monsters now inhabit the oceans, as listed above. Sail northwest to find Aisen Tower on an island.

#### Recommended Equipment

Hero: Carbo Sword, Carbo Plate, Carbo Shield, Carbo Helm, Sword Shoes, Wave Ring

Aguro: Grand Blade, Carbo Plate, Carbo Shield, Carbo Helm, Sword Shoes, Yellow Ring

Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring

Jerin: Artea's Bow, Clear Silk, Silver Wrist, Might Helmet, Cat Heels, Green Ring

Extra: Elven Bow, Flame Ring, Flash Ring, Frost Ring

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AISEN TOWER [ATWR1]

Recommended Level: 38

Treasure: Sour Cider, 750 Gold, Hi Potion, Power Gourd, Speed Potion, Hi Bomb,  
Revive, Ex Potion, Big Arrow, Ex Potion, Swing Wing, Smoke Ball,  
Silver Tarot, PIRATE KEY, Heavy Ring

Enemies: Berserker, Blue Skull, Dark Spook, Fire Plate, Pirate,  
Steel Lord (Thunder), Vampire

=====

Of the new enemies, Dark Spooks can cast Perish, while Fire Plates can rarely drop a Might Armor. Fire Plates also have fairly high defense, so resort to your most powerful spells to take down groups of them.

Open the first chest which contains a SOUR CIDER. Enter the left room to find a chest which contains 750 GOLD. Continue to the next room to find a chest which contains a HI POTION. Walk into the upper room to the stairs to the second floor. Go down to the left room with a chest which contains a POWER GOURD. Continue through the next two rooms to the stairs to the next floor.

You will find Raile in the prison cell, but need the key to open it. Check out the two upper right rooms each with a chest which contains a SPEED POTION and HI BOMB. Then, head down to a fork, and left to a chest which contains a REVIVE. From the fork, go right to the dead-end to fall down a hidden pitfall to a chest which contains an EX POTION. Walk around to find another pitfall back to the first floor and head back to the second floor.

This time, go through the lower right door. The outer two rooms each hold a chest which contain a BIG ARROW and EX POTION. Leave the room, then through the middle room to the stairs to the third floor.

Head up from the fork to find two chests which contain a SWING WING and SMOKE BALL. Return to the fork, and take the left path to the stairs to the fourth floor.

Here's the floor that you were warned about. In the following order, step on the upper left switch, lower right, lower left, upper right, and finally the top one to open the door. Any other combination will alert Pirates to attack you. Temporarily equip Lufia with her Flash Ring, continue up to the stairs to the fifth floor where you will find who you are looking for.

\*\*\*\*\*

BOSS TIME: Bosun, Pirate

HP: 1320, 3492

WEAKNESS: None

STRATEGY: You should take out Bosun first, since he is easier to kill and can heal the Pirate. Aguro and the hero should attack every round. Lufia should cast Drain during the first round, then Bolt in each subsequent round. Jerin should use Power Gourds on the men, then use the Wind Flute or cast Boost to heal everyone. Once Bosun falls, then repeat the same strategy on the Pirate.

\*\*\*\*\*

For defeating them, you find Lou and get access to two chests which contain a SILVER TAROT and PIRATE KEY. Work your way back three floor, and to the stairs that would take you to the first floor. While still on the second floor, take the lower left path back to Raile. Before rescuing, open the cell next to him to find a chest which contains a HEAVY RING (ATP+80, WGT+120, sell). Now, unlock Raile's cell and you'll be warped out of the tower.

Warp back to Carbis, head downstairs, and talk to Raile to have Cooper and he fix the submarine so you can go underwater via an eddy (whirlpool) that you see on the world map. To get to Doom Island, you can either warp to Soshette or just sail north and a little east to get there to make a pit stop.

=====

SOSHETTE [SOSH1]

Recommended Level: 39

Treasure: Sweet Water, Revive, Miracle, Straw Doll, Gloom Arrow

Enemies: Griffon, Mad Wolf, Mega Frog (Ice), Megaturtle (Ice)

=====

Inn - 40

General Store

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Carbo Sword	33600
Carbo Plate	10800
Carbo Shield	6000
Carbo Helm	8900
Carbo Cap	8500
Catwhip	15600
Sonic Shoes	8600
Sonic Heels	10200
Float	50
Hi Potion	400
Big Arrow	100
Ex Arrows	200

The inn is on the hill to the left of the entrance. Walk straight up to the church. In the upper left and upper right corners you can find a hidden SWEET WATER and REVIVE. Go back down the hill, then into the cave to the left. Follow the path to a chest which contains a MIRACLE. Downstairs, examine the bookshelves which contain a STRAW DOLL and GLOOM ARROW.

To get to Doom Island, you'll need to take your submarine into an eddy. I would recommend sailing west to go underwater there. Then, go south to one of the caves under Ring Island. I would recommend equipping Jerin with the Flame Ring.

Recommended Equipment

Hero: Carbo Sword, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Wave Ring

Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Yellow Ring

Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring

Jerin: Artea's Bow, Clear Silk, Silver Wrist,  
Might Helmet, Cat Heels, Flame Ring

Extra: Elven Bow, Flash Ring, Frost Ring

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UNDER RING ISLAND [RING1]

Recommended Level: 39

Treasure: Hi Potion, Arrows, Power Potion, Mystery Pin, Potion, Ex Potion,  
Spell Potion, Empty Bottle, Magic Guard, Hi Potion, Miracle, Opal Ring,  
Miracle, Hi Potion, Zircon Wrist, 800 Gold, Hi Magic, Foul Water,  
Gloom Arrow, DUAL BLADE

Enemies (underwater): Evil Clam (Fire), Fire Plate, Magura (Fire),  
Sea Snake (Fire), Steel Lord (Thunder)

Enemies (fortress): Griffon, Hydra, Mad Wolf, Mega Frog (Ice),  
Megaturtle (Ice), Rock Golem

-----  
If Jerin has learned Vulcan by now, she should use that to take out groups of Maguras. The others can be easily taken out with Flame. Despite being called "Fire" Plates, they're not resistant to fire spells. Don't be afraid to use your MP and use your Ex Magics as needed. There are currents in these caves that will force you along a certain path. Only take them when I tell you to, or you could end up passing a treasure chest.

Take the lower current to the eddy to the main area of this cave. You can take the current up to a four-way intersection if you like, but then follow the path left to a chest which contains a HI POTION. From the intersection, go right to a chest which contains ARROWS. Continue to the right, avoiding the current, and down to a chest which contains a POWER POTION.

Go back to the intersection, walk up a little, then left, avoiding the current, to a chest which contains a MYSTERY PIN. Then, head up to a chest which contains a POTION. The eddy to your left can take you to your destination, but I'd rather collect more treasure. Hug the wall to your right until you can walk into a current that will take you to the last two chests which contain an EX POTION and SPELL POTION. You can then take the current back to the entrance.

Return to Soshette to rest up at the inn. Take the same eddy as before to go underwater, but this time, head east to the cave there. Head along the current to a chest which contains an EMPTY BOTTLE. Then, take the eddy to the main area of this cave.

Avoid all the currents to start. Go down, slightly left, down, slightly right, and down to a chest which contains a MAGIC GUARD. Continue down along the current to the lower area. Further down, ride the current to the end, but then walk back around it to a chest which contains a HI POTION. Ride the nearby current back near the first chest, and walk into the upper right current to a chest which contains a MIRACLE.

Head down the lower current to the lower area, then walk northeast to a chest which contains an OPAL RING. Avoid the currents, and continue right to an eddy to a hall connecting to another cave. Walk right and down, around the current, until you can see two chests to your left which contain a MIRACLE and HI POTION. Continue down to the eddy to the last cave.

Walk up until you reach the current. Hug the left wall until you find a chest which contains a ZIRCON WRIST (equip on Jerin). Take the current above, but then walk right and up, around the left side of the upper current to a chest which contains 800 GOLD. Ride the current below you to the ride to the end, then walk northwest to a chest which contains a HI MAGIC.

There are two chest below you, so walk clockwise around the wall and current to reach them, which contain a FOUL WATER and GLOOM ARROW. From below the chests, walk straight left to the middle current to the eddy to the center of Ring Island where you will find the ruins of the Fortress of Doom.

I would recommend equipping Jerin with the Frost Ring, since her new Blizzard spell can waste a lot of the enemies here. The treasure chests are empty, so just walk straight up to the stairs to the second floor. Go up into the hall, head right, then down to the stairs to the third floor. Climb the stairs up to find the DUAL BLADE and a lot of dialogue.

Afterwards, you will automatically be back at Soshette. Warp back to Carbis to discuss what has transpired with Professor Raile. He will tell you to get some Power Oil at Epro, north of Marse. To refit the Falcon, he will meet you at Frederia: Shaia Lab 4, which is south of Carbis. Either Warp or sail to Epro.

Recommended Equipment

Hero: Dual Blade, Carbo Plate, Carbo Shield,  
 Carbo Helm, Sword Shoes, Wave Ring  
 Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
 Carbo Helm, Sword Shoes, Yellow Ring  
 Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring  
 Jerin: Artea's Bow, Clear Silk, Zircon Wrist,  
 Might Helmet, Cat Heels, Frost Ring  
 Extra: Elven Bow, Flame Ring, Flash Ring

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EPRO [EPRO1]

Recommended Level: 41  
 Treasure: Ex Bomb, Ex Magic, Power Potion, OIL KEY  
 Enemies: Griffon, Mad Wolf, Mega Frog (Ice), Megaturtle (Ice)

=====

Inn - 100

Armor Shop		Item Shop		Weapon Shop	
*****		*****		*****	
Carbo Plate	10800	Float	50	Grand Blade	38000
Carbo Shield	6000	Hi Potion	400	Carbo Sword	33600
Carbo Helm	8900	Hi Magic	1000	Catwhip	15600
Carbo Cap	8500	Magic Guard	50	Big Arrow	100
Silver Robe	8400	Power Gourd	100	Ex Arrows	200
Silver Wrist	2800	Mind Gourd	100	Ex Bomb	500
Sonic Shoes	8600	Float	50		
Sonic Heels	10200	Smoke Ball	80		
Sword Shoes	11000	Stone Cure	100		
Cat Heels	11400				

Rest up at the inn to the left of the entrance. In the lower right house, examine the bookshelf which contains an EX BOMB. Visit the item shop that is closed in the upper right corner. He will direct you to find Hedge to the north to get Power Oil. Go down, left past the weapon shop, up the hill, into the house, and examine the bookshelf which contains an EX MAGIC. Above the house to the left, search the flowers to find a hidden POWER POTION.

Leave town and walk northwest to the bridge. You can find Hedge to the northeast. Talk to him to receive the OIL KEY which will unlock the Oil Cave. However, since the road is blocked, you will need to get there via the eddy to the north. Equip Jerin with the Flame Ring and sail between the mountains north of Epro to go underwater.

Recommended Equipment

Hero: Dual Blade, Carbo Plate, Carbo Shield,  
 Carbo Helm, Sword Shoes, Wave Ring  
 Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
 Carbo Helm, Sword Shoes, Yellow Ring  
 Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring  
 Jerin: Artea's Bow, Clear Silk, Zircon Wrist,  
 Might Helmet, Cat Heels, Flame Ring  
 Extra: Elven Bow, Flash Ring, Frost Ring

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EAST LAGOON [ELGN1]

Recommended Level: 42  
 Treasure: Big Arrow, Power Potion, Mystery Pin, Miracle, Hi Magic, Ex Bomb,  
 Ex Potion, Magic Guard, Power Gourd, Grand Blade

Enemies: Hydra, Manta Ray (Fire), Sea Dragon (Fire)

=====  
Of the new enemies, Sea Dragons can cast Flood. Fortunately, anything weak to fire can be easily taken out with Vulcan. Again, don't spare the Ex Magics on Jerin whenever you need them.

First, take the upper path to two chests which contain a BIG ARROW and POWER POTION. Return to the entrance, proceed left a little, then follow the path up to a chest which contains a MYSTERY PIN. In the room above, you will find a chest which contains a MIRACLE. Just outside the room, take the current down to a chest which contains a HI MAGIC.

Ride the current around to the end. Go down a little, then take that current left to a room with two chests which contain an EX BOMB and EX POTION. Outside the room, ride the middle current right and continue to the fork from before.

Go up to the four-way intersection and left where you will see a current. Walk below it to the left and around the path to a chest which contains a MAGIC GUARD. Step on the current just below it to reach the chest which contains a POWER GOURD. Go back right to the intersection and up the path to a chest which contains a GRAND BLADE (way too late).

The nearby eddy will take you to the other side of the lagoon. Head left to another eddy which will bring you back to the overworld. Sail north to dock, equip Jerin with her old Frost Ring and Lufia with her Flash Ring. Walk around the mountains and through the swamp to reach the Oil Cave.

#### Recommended Equipment

Hero: Dual Blade, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Wave Ring  
Aguro: Grand Blade, Carbo Plate, Carbo Shield,  
Carbo Helm, Sword Shoes, Yellow Ring  
Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring  
Jerin: Artea's Bow, Clear Silk, Zircon Wrist,  
Might Helmet, Cat Heels, Frost Ring  
Extra: Elven Bow, Blast Ring, Flame Ring

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#### OIL CAVE [OILC1]

Recommended Level: 42

Treasure: 850 Gold, Dragon Arrow, Hi Bomb, Dragon Tooth, Hi Magic, Dragon Ring,  
Big Arrow, Miracle, Dragon Tooth, Hi Potion, Swing Wing, Ex Bomb,  
Hi Magic, Miracle, Dragon Tooth, Hi Magic, Great Potion, POWER OIL  
Enemies: Efreet (Water), Hydra, Mad Knight (Thunder), Mad Wolf,  
Mega Frog (Ice), Rock Golem

=====  
Of the new enemies, Efreets can cast Blaze on your party, so make sure to have Lufia cast Flood against them to weaken them enough for the men to finish them off. Mad Knights are so weak, even a simple Flash Ring boosted Flash spell can kill them. Lufia should probably know the Thunder spell by now, which can also kill the mighty Rock Golems in one hit.

Cast Float, cross the swamp, and open the door. Open the chest which contains 850 GOLD, then down to the main area of the first floor. To the right is a chest which contains a DRAGON ARROW. Climb down the ladder, walk right, cast Float, and cross the swamp to a chest which contains a HI BOMB. Go straight down a ladder and left to a chest which contains a DRAGON TOOTH.

Climb down the next ladder, head right to a fork, and climb down that ladder. Cast Float and search the right side of the swamp to find a hidden HI MAGIC.

Open the nearby chest you see which contains a DRAGON RING (sell). From the fork, walk up to a chest which contains a BIG ARROW. Go up the ladder to another chest which contains a MIRACLE. Return to the fork, continue left to another ladder down to the steps to the second floor.

Follow the path to a ladder which you should take to the lower level. In the upper left corner is a chest which contains a DRAGON TOOTH. Start walking back, but instead go under the bridge to the right and up at the fork to a chest which contains a HI POTION. Ignore the stairs to your right and instead head down and right to a chest which contains a SWING WING.

Go left, back under the bridge you first went, and back up the ladder. The path on the upper level is very straight-forward with two chests along the way which contain an EX BOMB and HI MAGIC. Proceed along the path to the steps to the third floor.

Head right, down the ladder, and along the path to a chest which contains a MIRACLE. Return to the stairs, but go right to a fork, and take the upper path down a ladder to a chest which contains a DRAGON TOOTH. Back at the fork, climb down the right ladder, and walk to the right side of the floor to a chest which contains a HI MAGIC. Go up to the ladder which you should climb down to a chest which contains a GREAT POTION.

\*\*\*\*\*  
BOSS TIME: Oil Dragon  
HP: 4700  
WEAKNESS: None  
STRATEGY: Despite being the Oil Dragon, the Dragon Ring won't help against it. As usual, Aguro and the Hero should attack every round. Jerin should use Power Gourds on them, then use the Wind Flute in each subsequent round. Lufia should cast Drain during the first round, then Thunder in each subsequent round. Be careful, as the Oil Dragon can cast Mirror to reflect your spells back at you, in which case, Lufia should join in on the healing until the Mirror wears off.  
\*\*\*\*\*

For defeating the Oil Dragon, you will gain access to the chest which contains the POWER OIL. Have Jerin cast Escape and Warp to Frederia. Either that, or warp to Carbis and sail south to Frederia.

=====  
FREDERIA [FRED1]  
Recommended Level: 43  
Treasure: Grilled Newt, Miracle, Revive, Stone Cure  
Enemies: Griffon, Mad Wolf, Mega Frog (Ice), Megaturtle (Ice)  
=====  
Inn - 50

Armor Shop		Item Shop		Weapon Shop	
*****		*****		*****	
Carbo Plate	10800	Hi Potion	400	Grand Blade	38000
Carbo Shield	6000	Hi Magic	1000	Carbo Sword	33600
Carbo Helm	8900	Magic Guard	50	Catwhip	15600
Carbo Cap	8500	Power Gourd	100	Big Arrow	100
Catwhip	15600	Mind Gourd	100	Ex Arrows	200
Clear Silk	10000	Float	50	Ex Bomb	500
Sonic Shoes	8600	Smoke Ball	80		
Sonic Heels	10200	Stone Cure	100		
Sword Shoes	11000				
Cat Heels	11400				
Gown	100				

The inn is to the left of the entrance. Below it is a 3x3 flower bed with a hidden GRILLED NEWT at the center. In the lower right corner of town is the same thing with a hidden MIRACLE at the center. From the entrance, head straight up across the bridge. Climb the hill to the right, enter the building, and go down the stairs.

Examine the lockers to the left which contain a REVIVE and STONE CURE. Talk to Raile with the Power Oil and he will refit the Falcon so you can fly. First, warp back to Herat and fly southwest to the Dragon Shrine. You can exchange the 8 Dragon Eggs for one of a few rewards:

- 1) Everyone gains 2 levels.
- 2) You get 3 of each stat-boosting potion.
- 3) A Might Shield.
- 4) A Might Bow.

I would recommend going for a Might Shield (equip on Jerin). After doing so, the Dragon Eggs will scatter across the world to eight treasure chests. If you missed those treasure chests earlier, their original contents will be gone forever. One of them is in the Oil Cave, which is why I've waited so long to do this sidequest. I'll save re-gathering them for more wishes later.

Warp back to Frederia. One of the villagers mentions the town of Arubus to the west, so fly over there now.

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=====
ARUBUS [ARUB1]
Recommended Level: 43
Treasure: Spell Potion, Pear Cider, Plum Cider
Enemies: Efreet (Water), Mad Knight (Thunder), Mad Wolf, Mega Frog (Ice)
=====
Inn - 150

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#### Armor Shop

\*\*\*\*\*

Zircon Armor	12000 (buy for Hero & Aguro)
Zircon Robe	12000 (buy for Jerin)
Zircon Plate	8400 (buy for Hero & Aguro)
Zircon Wrist	8400
Zircon Helm	10200 (buy for Hero & Aguro)
Zircon Beret	9600
Mach Shoes	11600
Mach Heels	12200

#### Item Shop

\*\*\*\*\*

Sweet Water	10
Ex Potion	3000
Ex Magic	6000
Power Gourd	100
Mind Gourd	100
Float	50
Smoke Ball	80

#### Weapon Shop

\*\*\*\*\*

Zircon Sword	42000
Zircon Axe	48000 (buy for Aguro)
Zircon Rod	19200
Big Arrow	100
Ex Arrows	200
Ex Bomb	500

#### Lodge 1

\*\*\*\*\*

Pear Cider	10
Sour Cider	20
Lime Cider	20
Plum Cider	30

#### Lodge 2

\*\*\*\*\*

Apple Cider	1000
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The inn is conveniently right at the entrance. Examine the bookshelf in the upper left corner which contains a SPELL POTION. Cross the bridge to the northern side of town where you should make the purchases listed above.

A man outside asks you to get him some Apple Cider to get information about the



Glasdar Key. Enter the cave to the left. Climb down the steps to find two chests which contain a PEAR CIDER and PLUM CIDER. Continue down to the bottom level where you can buy the Apple Cider. Give it to the man outside and he will tell you it is in the northern cave. You can sell Jerin's old Frost Ring now and equip her with the Flame Ring. Leave town and fly northwest to get to the North Glasdar Cave.

#### Recommended Equipment

Hero: Dual Blade, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, Wave Ring  
Aguro: Zircon Axe, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, Yellow Ring  
Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Zircon Robe, Might Shield,  
Might Helmet, Cat Heels, Flame Ring  
Extra: Elven Bow, Blast Ring

=====  
NORTH GLASDAR CAVE [NGDC1]

Recommended Level: 43

Treasure: Hi Potion, Hi Bomb, Gloom Arrow, Smoke Ball, Magic Guard,  
Mystery Pin, Zircon Sword, Great Potion, White Ring, Mind Potion, Miracle,  
Miracle, Miracle, Spell Potion, Power Potion, GLASDAR KEY, Gloom Guard  
Enemies: Barient (Thunder), Efreet (Water), Gorgon, Hydra,  
Mad Knight (Thunder), Rock Golem, Zaurus Rex (Fire)

=====  
Of the new enemies, you'll probably need a Bolt spell to take out a Barient with their high HP. Gorgons can petrify you, but taken out by a Thunder spell. Zaurus Rex can also be wiped out by a Vulcan spell.

Follow the straight-forward path to a chest which contains a HI POTION. Cross the bridge to the right, but pass up the steps (remember these) for now. Climb down a ladder and walk left to a chest which contains a HI BOMB. Head down to another chest which contains a GLOOM ARROW. Continue down the next ladder and right to a chest which contains a SMOKE BALL. From the ladder, go left to a chest which contains a MAGIC GUARD.

Take the upper left path to a ladder to the plateau. Head down to a chest which contains a MYSTERY PIN. Then, walk left to a chest which contains a ZIRCON SWORD (save for later). Go up and under the bridge to a chest which contains a GREAT POTION. Enter the room to the left with a chest which contains a WHITE RING (ATP+40, DFP+21, AGL+4, equip on Hero). Pass his old Wave Ring down to Aguro, then return to the steps from before to the basement level.

There are two doors above you. Take the right one down a hall to a warp point to a chest which contains a MIND POTION. Walk back to the doors and take the left one this time. Follow the path down two ladders, then left to a chest which contains a MIRACLE. Continue down the next two ladders nearby to another chest which contains a Miracle. Go back up two ladders, then down the one to the right, and down to a chest in the lower left corner which contains yet another MIRACLE.

Enter the room above and flip the switch down. Return to the two doors and enter the right door to a room with the warp point. Now, it will take you to a chest which contains a SPELL POTION. Finally, go down the steps to a room with three chests which contain a POWER POTION, the GLASDAR KEY, and GLOOM GUARD (sell).

Cast Escape, warp back to Arubus, and rest up at the inn. If you fly

northwest, you can see the tower, but not land near it. Instead, land by the cave to the southwest which can take you there.

#### Recommended Equipment

Hero: Dual Blade, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, White Ring  
Aguro: Zircon Axe, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, Wave Ring  
Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring  
Jerin: Artea's Bow, Zircon Robe, Might Shield,  
Might Helmet, Cat Heels, Flame Ring  
Extra: Elven Bow, Zircon Sword, Blast Ring

=====  
CAVE TO GLASDAR TOWER [CTGT1]

Recommended Level: 45

Treasure: Ex Bomb, Black Ring, Power Potion, Ex Arrows, Stone Cure, Hi Magic,  
Sonic Heels, Smoke Ball, Hi Potion, Antidote, Great Potion, Miracle,  
Gloom Arrow, Mind Gourd, Ex Potion, Big Arrow, Dragon Arrow, Ex Bomb,  
Ex Arrows, Miracle x2, Miracle

Enemies: Bariant (Thunder), Dragon, Efreet (Water), Gloom, Gorgon, Humungus,  
Mad Cleric, Mad Knight (Thunder), Red Skull, Wing Lion, Zaurus Rex (Fire)

=====  
Of the new enemies, Dragon has a ton of HP, so throw Thunder and your strongest single-targeting attacks at it. Glooms have instant-death spells that hardly work. Mad Clerics cast Blast, Sunder, and inflict sleep with Fright. Red Skulls are the most annoying, able to confuse you and cast Mirror.

From the entrance, head right, down the ladder, and right to a chest which contains an EX BOMB. Go down the next ladder and into the left room below to a chest which contains the BLACK RING (ATP+10, DFP+7, AGL+10, MGR+40, equip on Aguro). Save the Wave Ring for Jerin later. Back outside, cast Float, and search the swamp for a hidden POWER POTION. Head up to a chest which contains an EX ARROWS. The lower right room contains healing tiles, and the upper room has the stairs to the main area of the cave.

Go left, up the ladder, right, and up to a chest which contains a STONE CURE. From the ladder, climb up the next one to a room. Enter the next door and into the right room with a chest which contains a HI MAGIC. Leave the room and climb the left ladder up to a room with a chest which contains a SONIC HEELS.

Leave through the lower left door and open the nearby chest which contains a SMOKE BALL. In the left room, open the chest which contains a HI POTION. Exit the room, climb down the long ladder, down the next left ladder, and proceed left to a chest which contains an ANTIDOTE. Climb the right ladder up, go right, down the ladder, right, up the long ladder and the next one to the middle of the cave.

Enter the nearby room with a chest which contains a GREAT POTION. Leave the room and open the nearby chest which contains a MIRACLE. Climb down the ladder to another chest which contains a GLOOM ARROW. From the room, walk all the way to the leftmost ladder up to a chest which contains a MIND GOURD. Continue left, up a ladder, up the right one, and enter a room.

Take either door up to the next room with two chests which contain an EX POTION and BIG ARROW. Leave the rooms, go down the ladder, and left to a chest which contains a DRAGON ARROW. Climb the left ladder up to a chest which contains an EX BOMB. Walk all the way to the right, up the ladder, and all the way to the right again to a chest which contains EX ARROWS. Go back left, up the ladder, and enter the room.

Open the chest to the right and left which contain 2 MIRACLES. Cast Float, and search the left side of the swamp for a chest which contains a MIRACLE. Leave the room, climb down the ladder, down the left ladder, up the left ladder and into the room.

Use the Glasdar Key on the door to reach the other side of the cave and outside to the tower. No more enemies have elemental weaknesses that Jerin cares about, so equip her with the Wave Ring (you can sell the Flame Ring now) and enter Glasdar Tower.

#### Recommended Equipment

Hero: Dual Blade, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, White Ring  
Aguro: Zircon Axe, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, Black Ring  
Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Blast Ring  
Jerin: Artea's Bow, Zircon Robe, Might Shield,  
Might Helmet, Cat Heels, Wave Ring  
Extra: Elven Bow, Zircon Sword, Flash Ring

=====  
GLASDAR TOWER [GLST1]

Recommended Level: 46

Treasure: Hi Potion, Ex Bomb, Big Arrow, Ex Arrows, Revive, Mind Gourd,  
Power Gourd, Revive, Ex Bomb, Gloom Arrow, Miracle, Gloom Ring, Antidote,  
Miracle, Miracle x4, Power Potion, Great Potion, Speed Potion,  
Spell Potion, Mind Potion, Revive, Stun Arrow, Miracle  
Enemies: Dragon, Electromaz, Fire Wave, Gloom, Humungus, Mad Cleric, Red Skull,  
Waterspout, Whirlwind, Wing Lion

=====  
Of the new enemies, Electromaz, Fire Wave, Waterspout, and Whirlwind all have high damage elemental spells. Lufia's Thunder spell will be most useful against them, as will Jerin's physical attack.

On the first floor, there is a room to the left and right, each with a chest which contain a HI POTION and EX BOMB. From the main room, walk up through the center door to the stairs to the second floor.

Enter the room to the right with a chest which contains a BIG ARROW. Leave the room, and walk around it to the door to the hallway. Head left and go through the next door. Go right to a room with a chest which contains EX ARROWS. Exit the room, and walk counter-clockwise around to the stairs to the third floor.

First, check out the left room with a chest which contains a REVIVE. Then, enter the right room with two chests which contain an MIND GOURD and POWER GOURD. From the stairs, go up to the hallway and left into the other side of the floor. Walk down where you will see a chest which contains a REVIVE. Continue down to a room with the stairs to the fourth floor.

Head up to the main area with a chest which contains an EX BOMB. The door above is a dead-end, so go through the lower right door and left to a chest which contains a GLOOM ARROW. Proceed down through the door and along the path to two chests which contain a MIRACLE and GLOOM RING. Go back three rooms, through the upper right door, through the next door to the hallway, and right to the next room. Proceed down to a chest which contains an ANTIDOTE, then down to the stairs to the fifth floor.

Walk through the upper left door to the hallway and into the other door. Below are two rooms. The right one leads to healing tiles, while the other has the

stairs to the sixth floor.

Above are several switches. The one on the red carpet leads will reset the three above. Those three will change the destination of the warp point above. Step on the right two and take the warp point to a chest which contains a MIRACLE. Follow the path up through a couple rooms and a hallway to a treasure trove with 10 chests which contain 4 MIRACLES, POWER POTION, GREAT POTION, SPEED POTION, SPELL POTION, MIND POTION, and REVIVE.

You'll have to go back two rooms, drop down the pit, and work your way back up to the switch room again. Reset them with the red carpet switch, step on the right of the three switches, and take the warp point to a chest which contains a STUN ARROW. Drop down the pit and work your way back up the tower to the switch room. Reset the switches, don't step on any of them, and take the warp point to a chest which contains a MIRACLE.

With all the treasure procured, drop down the pit, and work your way back up to the switch room one more time. Reset the switches, step on the middle one, and use the warp point. Follow the straight-forward path to the roof, equip Lufia with her Flash Ring, and step on the lower switch.

\*\*\*\*\*

BOSS TIME: Nazeby

HP: 4980

WEAKNESS: None

STRATEGY: This fight should be pretty easy. As usual, the Hero and Aguro should attack every round. Lufia should cast Drain during the first round, then Thunder in each subsequent round. Jerin should use Power Gourds on the Hero and Aguro, then Trick to maintain their attack power. When necessary, use the Wind Flute or cast Boost to keep your HP up against his multi-targeting spells, but he should go down quickly.

\*\*\*\*\*

After some dialogue, equip the Hero with the Zircon Sword you found earlier. You could head for the final battle, but this would instead be a good time to do the Dragon Egg sidequest.

#### Recommended Equipment

Hero: Zircon Sword, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, White Ring

Aguro: Zircon Axe, Zircon Armor, Zircon Plate,  
Zircon Helm, Sword Shoes, Black Ring

Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring

Jerin: Artea's Bow, Zircon Robe, Might Shield,  
Might Helmet, Cat Heels, Wave Ring

Extra: Elven Bow

=====

#### DRAGON SHRINE [DRGN1]

Recommended Level: 48

Treasure: Dragon Egg x16

Enemies: Various

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If you've already used the Dragon Eggs once, then this is the time to track them down again to get more wishes. Here is where they scatter first:

1) Alekia Castle. Go up two flights of stairs to the roof. Then, walk around to the upper right corner and down two flights of stairs to find the chest.

2) Northwest Tower. Walk clockwise around the perimeter and take the stairs.

Enter the right door, the next right door, and up the stairs. Go left to the stairs to the roof where you will find the chest at the top.

3) Belgen. Walk northeast into the cave to find the chest.

4) Southwest Cave. Take the steps down, left, and down to the steps to the chest.

5) Cave To Marse. This is the small cave northeast of the Tower of Light with a single chest.

6) Elba Island Cave. Warp back to Marse and the cave is due north. Climb down all the ladders and the chest is on the left of the lower level.

7) Under Ring Island. Warp back to Soshette, and enter the southwest cave. Ride the current to the main area. Go up, past the first intersection, up to the next. Then, head northeast, and ride the current to the chest.

8) Oil Cave. Follow the path to the large room. Climb down all the ladders to the steps in the lower left corner. Stay on the upper plateau and proceed across the bridge to the chest.

Return to the Dragon Shrine and exchange the 8 Dragon Eggs for another Might Shield (equip on Hero). They will scatter one last time to 8 more chests:

1) Sheran Castle. Climb the stairs to the roof, enter the throne room, and the chest is on the right.

2) East Cave. The first chest you see. Can't miss it.

3) Lyden. Walk counter-clockwise around the hill to walk up to the kitchen. Head down the steps to find the chest.

4) Old Cave 7th Level. Climb the ladder to the door to the main area. Walk around to the stairs in the upper right corner. Climb down the ladder to the chest below.

5) Purple Newt Cave. Go right, down the ladder, right, down the ladder, right and down where you should see the chest.

6) North Glasdar Cave. Follow the path to the steps to the basement. Enter the left door and climb down three ladders to the switch room. Flip the switch up and walk back to the room with two doors. Take the right door around the path to the warp point to the chest.

7) Cave to Glasdar Tower. Climb down two ladders, right past the swamp, and up to the stairs to the main area. Go left, past the first two ladder, then up two ladders to the chest.

You will need to walk to Glasdar Tower to get the last chest. Walk all the way down, right a little, up three ladders, left, down a ladder, left, and up to the path to the tower.

8) Glasdar Tower. Make your way up to the switch room. Step on the right two switches. This will lead you back to the treasure trove, where one of the chests contains the final Dragon Egg.

For your final wish, I'd still recommend going for a third Might Shield (equip on Aguro). Granted, the Might Bow is kind of nice, but at this point, she really shouldn't be attacking very much anyway. Warp back to Arus and rest up

at the inn. When you are ready, fly northwest to Doom Island.

Recommended Equipment

- Hero: Zircon Sword, Zircon Armor, Might Shield, Zircon Helm, Sword Shoes, White Ring
- Aguro: Zircon Axe, Zircon Armor, Might Shield, Zircon Helm, Sword Shoes, Black Ring
- Lufia: Catwhip, Clear Silk, Silver Wrist, Carbo Cap, Tan Shoes, Flash Ring
- Jerin: Artea's Bow, Zircon Robe, Might Shield, Might Helmet, Cat Heels, Wave Ring
- Extra: Elven Bow

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DOOM ISLAND [DOOM2]

- Recommended Level: 48
- Treasure: Power Potion, Speed Potion, Mind Potion, Great Potion, Spell Potion, Power Potion, Spell Potion, Miracle x2, Miracle x3
- Enemies: Act Demon, Act Dragon, Act Hydra, Electromaz, Fire Wave, Gold Golem, Green Core, Mega Atlas, Waterspout, Whirlwind

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Land on the lower plateau, go down, then around it to the above shrine. Just walk straight up to get through it. Climb up the hills above to reach the Fortress of Doom. There are some new enemies here, but only slightly more powerful than the ones you met up with earlier. The layout of the fortress is exactly the same as during the intro, but I'll repost the directions anyway.

In the left room, you will find a chest which contains a POWER POTION. Then, take the steps down to the next floor.

Follow the path to an intersection, where you should go up to three chests which contain a SPEED POTION, MIND POTION, and GREAT POTION. Return to the intersection and take the other path to the stairs back to the first floor.

Open the chest in the room which contains a SPELL POTION. Leave the room, then head up the main hall to the steps to the second floor.

Along the straight-forward path to the next floor are two enclosed rooms. In the first room, you will find a chest which contains a POWER POTION. In the second room, you will find a chest which contains a SPELL POTION. Otherwise, just follow the path through the hall to the stairs to the third floor.

Before climbing the above platform, you may want to walk around to the back to find two chests which contain 2 MIRACLES. Return to the steps, then climb up to the second platform. If you care, the first platform will lead you to steps, where you will find an HP and MP restoration tiles, but you won't need them. Just climb up to the stairs to the fourth floor.

If you like, walk around the perimeter of the room to find the final three chests which also contain 3 MIRACLES. From the steps, walk across the glass bridge to the fifth floor where you will find the Sinistrals.

\*\*\*\*\*

- BOSS TIME: Gades
- HP: 4200
- WEAKNESS: Thunder
- STRATEGY: Aguro should attack every round. The hero should cast Drain during the first round, then attack in each subsequent round. Jerin should cast Trick on the guys, then heal in each subsequent round. Don't be afraid to have the hero cast Valor, if necessary. Keep everyone's HP above 300, so you can survive his Destroy attack. Jerin's Champion spell is great for healing up

here.

\*\*\*\*\*

BOSS TIME: Amon

HP: 4000

WEAKNESS: Fire

STRATEGY: I would not advise on taking advantage of Amon's weakness to fire. Since he mostly casts spells, have Jerin cast Mirror on everybody. She should cast it every round on each character in a cycle, even if they haven't lost their Mirror yet. This should guarantee that none of Amon's spells will ever get through. As usual, have the Hero cast Drain, then have Aguro and he attack every round. I wouldn't even bother using Power Gourds or Trick.

\*\*\*\*\*

This is the last break you will have, so use Miracles on everybody. I would also recommend equipping Jerin with her old Elven Bow, if you still have it.

\*\*\*\*\*

BOSS TIME: Daos

HP: 4200

WEAKNESS: None

STRATEGY: Use the same strategy as against Amon. He always casts spells that can easily be reflected by Mirror.

\*\*\*\*\*

FINAL BOSS TIME: Guard Daos

HP: 6500

WEAKNESS: Thunder

STRATEGY: Guard Daos only has two attacks: Flood and Figual. Figual can inflict confuse on your entire party. Thus, it is imperative that you cast and maintain Mirror on as many party members as possible. If you have given all your Speed Potions to Jerin, she should be fast enough to maintain Mirror on everyone. If not, then she should at least maintain it on herself and the Hero, who can cast Valor. If too many characters become confused, Jerin can safely use the Elven Bow to attack your own party and snap them all out of it. If it's just one character, then use a Shriek to do so. Otherwise, Aguro and the Hero should attack every round, while Lufia casts Thunder for massive damage.

\*\*\*\*\*

Congratulations on completing Lufia & the Fortress of Doom. Sit back, and enjoy the well-deserved ending!

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V. Item List

Item Name	Description
Antidote	Cures Poison
Apple Cider	Restores HP, temporarily boosts ATP by a very small amount
Arrow	Small damage to a single target
Arrows	Small damage to a group of enemies
Awaken	Cures Sleep
Big Arrow	Large damage to a single target
Bomb	Small damage to all enemies
Dragon Arrow	Moderate damage to a single enemy
Dragon Tooth	Moderate damage to a group of enemies
Dragon Egg	Exchange 8 at the Dragon Shrine for a wish
Escape	Transports the party outside of most dungeons
Ear Tip	Small damage to a single target
Empty Bottle	Small damage to a single target
Ex Arrows	Large damage to a group of enemies
Ex Bomb	Large damage to all enemies

Ex Magic	Restores all MP to a single target
Ex Potion	Restores all HP to a single target
Float	Allows party to float over swamps to avoid damage
Foul Water	Increases encounter rate
Gloom Arrow	Instant death to a single target
Gloom Voice	Instant death to all enemies
Goblet	Small damage to a single target
Great Potion	Permanently boosts ATP by 1-3
Grilled Newt	Restores very small amount of HP to a single target
Hi Arrows	Moderate damage to a group of enemies
Hi Bomb	Moderate damage to all enemies
Hi Magic	Restores moderate amount of MP to a single target
Hi Potion	Restores moderate amount of HP to a single target
Lime Cider	Restores HP, temporarily boosts ATP by a very small amount
Magic Guard	Temporarily boosts MGR by a large amount
Magic Jar	Restores a small amount of MP to a single target
Mid Arrow	Moderate damage to a single target
Mind Gourd	Temporarily boosts INT by a large amount
Mind Potion	Permanently boosts INT by 1-3
Miracle	Restores all HP and MP to a single target
Mystery Pin	Cures Paralysis
Pear Cider	Restores HP, temporarily boosts ATP by a very small amount
Plum Cider	Restores HP, temporarily boosts ATP by a very small amount
Poison Pin	Instant death to a single target
Potion	Restores a small amount of HP to a single target
Power Gourd	Temporarily boosts ATP by a large amount
Power Potion	Permanently boosts HP by 3-5
Puzzle Arrow	Inflicts confuse on a group of enemies
Revive	Revives a dead party member
Royal Statue	Sells for 2500 Gold
Shriek	Cures confusion
Silver Tarot	Sells for 900 Gold
Sleep Arrow	Inflicts sleep on a group of enemies
Smoke Bomb	Guarantees the party to escape from non-boss battle
Sour Cider	Restores HP, temporarily boosts ATP by a very small amount
Speed Potion	Permanently boosts AGL by 1-3
Spell Potion	Permanently boosts MP by 3-5
Stone Cure	Cures petrify
Stuffed Bear	Inflicts confuse on a single target
Stuffed Dog	Inflicts paralysis on a single target
Stuffed Pig	Inflicts sleep on a single target
Stun Arrows	Inflicts paralysis on a single target
Sweet Water	Reduces encounter rate
Swing Wing	Transports the party to any town previously visited
Wind Flute	Restores a moderate amount of HP to all party members

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## VI. ARMORY

### LEGEND:

ATP = Attack Power

WGT = Weight (probably affects speed slightly, I don't know)

Equip (H=Hero, A=Aguro, L=Lufia, J=Jerin)

Weapon	ATP	WGT	Equip	Notes
Gloom Pick	0	50	L J	Curse, inflicts instant death
Fry Pan	5	3	H LAJ	
Small Knife	10	1	H LAJ	
Knife	13	10	H LAJ	
Dagger	19	26	H LAJ	



Long Knife	24  40  L J
Club	28  20 H A
Staff	37  30  L J
Short Sword	39  30 H A
Mace	45  20  L J
Broad Rod	50  75  L J  Cursed
Spear	53  45 H A
Long Staff	56  40  L J
Elven Bow	58  38  J  Attacks a group of enemies
Rapier	66  30  L J
Brone Sword	71  40 H A
Rod	75  28  L J
Broad Sword	81  75 H A  Cursed
Glass Robe	88  25  L J
Scimitar	90  50 H A
Hammer Rod	98  55  L J
Artea's Bow	100  50  J  Attacks a group of enemies
Axe	104  80 H A
Silver Rod	112  50  L J
Long Sword	115  50 H A
Catwhip	121  60  L J
Trident	128  60 H A
Morning Star	142 100 H A
Might Bow	148  62  J  Attacks a group of enemies
Battle Axe	155  85 H A
Zircon Rod	160  50  J
Gladius	168  80 H A
Great Axe	180 100  A
Silver Sword	192  90 H A
Buster Sword	217  90 H A
Carbo Sword	232  85 H A
Grand Blade	244  85 H A
Zircon Sword	256  75 H
Zircon Axe	288  85  A
Dual Blade	300  0 H
Might Sword	380  30 H A
Luck Blade	400  80  A  Cursed

Body Armor |DFP|WGT|Equip

-----+-----+-----	
Apron	2  1 HLAJ
Cloth	8  15 HLAJ
Cloth Armor	12  25 H A
Tan Armor	16  30 H A
Chain Mail	20  45 H A
Brone Armor	24  60 H A
Light Armor	28  29 H A
Half Mail	32  65 H A
Plate Mail	36  80 H A
Silver Armor	42  70 H A
Carbo Plate	46  75 H A
Zircon Armor	58  75 H A
Might Armor	100  80 H A
Gown	2  1  L J
Dress	4  10  L J
Robe	11  20  L J
Tan Robe	15  25  L J
Chain Cloth	18  35  L J
Brone Robe	21  35  L J
Light Robe	24  30  L J

Quilted Silk		28	35	L J
Plate Cloth		31	50	L J
Silver Robe		34	50	L J
Clear Silk		37	50	L J
Zircon Robe		44	55	J

Arm Gear		DFP	WGT	Equip
----------	--	-----	-----	-------

Tan Shield		5	15	H A
Wood Shield		7	20	H A
Brone Shield		10	33	H A
Buckler		13	14	H A
Kite Shield		15	20	H A
Round Shield		18	30	H A
Large Shield		20	40	H A
Silver Plate		23	28	H A
Tower Shield		25	60	H A
Carbo Shield		28	55	H A
Zircon Plate		30	45	H A
Might Shield		65	45	H AJ
Bracelet		2	7	L J
Chop Block		2	2	L J
Brone Breast		10	20	L J
Round Wrist		15	26	L J
Silver Wrist		20	28	L J
Zircon Wrist		25	30	J

Head Gear		DFP	WGT	Equip
-----------	--	-----	-----	-------

Cloth Helmet		2	5	H A
Pot		3	1	H LAJ
Tan Helm		5	10	H A
Wood Helm		8	14	H A
Brone Helm		11	21	H A
Iron Helm		14	30	H A
Plate Helm		16	24	H A
Silver Helm		18	27	H A
Carbo Helm		20	29	H A
Zircon Helm		25	30	H A
Might Helm		35	30	H AJ
Earring		1	1	L J
Broach		1	1	L J
Ribbon		1	1	L J
Necklace		1	1	L J
Hairband		2	7	L J
Glass Cap		4	10	L J
Glass Beret		6	15	L J
Red Beret		8	14	L J
Plate Cap		10	17	L J
Carbo Cap		14	24	L J
Zircon Beret		16	25	J

Shoes		ATP	DFP	AGL	WGT	Equip
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Wind Shoes		0	1	5	5	H A
Mach Shoes		0	2	10	5	H A
Sandal		0	2	0	2	H LAJ
Cloth Shoes		0	4	0	4	H LAJ
Tan Shoes		0	6	0	5	H LAJ
Sonic Shoes		0	7	8	4	H A

Spike Shoes		5	5	0	8	H A
Knife Shoes		10	5	0	10	H A
Sword Shoes		15	8	0	15	H A
Wind Heels		0	1	5	5	L J
Mach Heels		0	3	10	3	L J
Sonic Heels		0	5	8	2	L J
Heeled Shoes		5	2	0	4	L J
Needle Heels		10	2	0	8	L J
Cat Heels		15	3	0	12	L J

Rings		ATP	DFP	INT	AGL	MGR	WGT	Effect
Black Ring		10	7	0	10	40	0	None
Blast Ring		0	0	0	0	0	0	Explosion spells deal more damage
Blue Ring		10	8	0	0	0	0	None
Daze Ring		0	8	0	0	4	0	None
Diamond Ring		0	0	0	0	0	0	Increases item cost by 25%
Dragon Ring		0	0	0	0	0	0	Attacks deal more damage vs. Dragons
Emerald Ring		0	0	0	0	0	0	Sells for 100 Gold
Engage Ring		0	0	0	0	0	0	Reduces item cost by 25%
Flame Ring		0	0	0	0	0	0	Fire spells deal more damage
Flash Ring		0	0	0	0	0	0	Thunder spells deal more damage
Fly Ring		0	0	0	0	0	0	Attacks deal more damage vs. Fly monsters
Frost Ring		0	0	0	0	0	0	Ice spells deal more damage
Ghost Ring		0	0	0	0	0	0	Attacks deal more damage vs. Ghosts
Gloom Guard		0	0	0	0	0	0	Increases resistance to instant death
Gloom Ring		0	0	0	0	0	0	Increases accuracy of instant death spell
Green Ring		4	7	4	10	4	0	None
Heavy Ring		80	0	0	0	0	120	None
Hi Daze Ring		0	40	0	0	10	0	None
Hi Power Ring		40	0	0	0	0	0	None
Mach Ring		0	4	0	11	0	0	None
Mind Ring		0	0	30	0	10	0	None
Monster Ring		0	0	0	0	0	0	Increases encounter rate
Opal Ring		0	0	0	0	0	0	Sells for 50 Gold
Power Ring		10	0	0	0	0	0	None
Purple Ring		10	11	4	2	5	0	None
Red Ring		0	1	10	5	0	0	None
Sea Ring		0	0	0	0	0	0	Attacks deal more damage vs. Sea monsters
Sonic Ring		0	1	0	5	0	0	None
Undead Ring		0	0	0	0	0	0	Attacks deal more damage vs. Undead
Water Ring		0	0	0	0	0	0	Water spells deal more damage
Wave Ring		30	22	15	5	15	0	None
White Ring		40	21	0	4	0	0	None
Yellow Ring		0	20	0	0	20	0	None

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VII. Magic Learning List

NOTE: Lufia automatically joins at Level 1 with Flash & Waken.

NOTE: Jerin automatically joins at Level 14 with Spark, Strong, Warp, Escape, Poison, Stun, and Frost. She also learns Elf as an event.

LV Hero	Lufia	Jerin
2		
3	Shield	
4 Strong		
5	Dew	
6		
7 Float	Strong	



Escape	8	Transports the party outside of most dungeons
Fake	4	Increases AGL of all party members
Flame	10	Moderate fire-elemental damage on a group of enemies
Flash	2	Small thunder-elemental damage on a single enemy
Float	2	Allows the party to float over swamps
Flood	15	Large water-elemental damage on a group of enemies
Fright	4	Inflicts sleep on all enemies
Frost	9	Small ice-elemental damage on all enemies
Glacier	18	Large ice-elemental damage on all enemies
Mirror	3	Reflects enemy spells back at them
Perish	4	Instant-death on a single enemy
Poison	3	Cures poison
Protect	5	Increases MGR of all party members
Rally	30	Revives a single party member to max HP
Revive	10	Revives a single party member with less than max HP
Shield	2	Increases MGR of a single party member
Spark	6	Small fire-elemental damage on a group of enemies
Statue	3	Inflicts petrify on a single party member
Stone	5	Cures petrify
Strong	3	Restores a small amount of HP to a single party member
Stronger	5	Restores a moderate amount of HP to a single party member
Stun	2	Cures paralysis
Succumb	8	Instant-death on a group of enemies
Sunder	20	Large explosion-elemental damage on all enemies
Thunder	12	Large thunder-elemental damage on a single enemy
Trick	5	Increase ATP of a single party member
Valor	35	Restores all HP to all party members
Vulcan	15	Large fire-elemental damage on a group of enemies
Waken	4	Cures sleep
Warp	8	Transports the party to any town previously visited
Water	10	Moderate water-elemental damage on a group of enemies

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## IX. Bestiary

This bestiary is entirely based on the information provided to me by Thatdutchguy on my forums and is used with permission. If there is a mistake, it's probably due to a typo on my part. Note that enemy stats are slightly randomized upon each individual encounter and may not have the HP listed below. This list only includes random enemies, as the boss information is listed during the walkthrough.

Some enemies simply have very high or very low magic resistance, so it may appear that they are weak or strong vs. a particular element when they are really not. If you would like to find the location of a particular monster, search for it through the walkthrough, though I'm not 100% certain of every location. For items dropped, the drop rate varies, but in general, better items seem to have a lower drop rate than worse items.

Monster	HP	Type	Weak vs	Resists	EXP	Gold	Item Dropped
-----	+-----	+-----	+-----	+-----	+-----	+-----	-----
Act Demon	380	Flying	None	None	3666	560	Foul Water
Act Dragon	730	Dragon	None	None	4000	1000	Diamond Ring
Act Hydra	400	Dragon	None	None	3456	400	None
Anemone	18	None	Fire	None	5	2	None
Archer	88	None	Thunder	None	46	60	Foul Water
Armor Lord	120	None	Thunder	None	180	120	None
Axe Knight	150	None	Thunder	None	310	80	Tower Shield
Baby Crab	28	Sea	Fire	Water	8	5	Small Knife
Barient	340	None	Thunder	None	2300	280	Might Helmet
Basilisk	210	None	None	None	850	245	Stone Cure

Beetle	58 None	Ice	None	38  28 None
Berserker	160 None	None	None	850  240 Gloom Arrow
Big Meany	120 None	None	None	90  9 Ear Tip
Big Newt	12 None	Water	None	2  1 Grilled Newt
Blue Meany	120 None	None	None	140  48 None
Blue Skull	210 Undead	None	None	294  200 None
Blue Wisp	66 Ghost	None	None	216  70 None
Blue Wolf	70 None	None	None	38  48 None
Bore Worm	23 None	Fire	None	7  3 None
Cave Rok	180 None	None	None	450  200 None
Chomp Weed	102 None	Fire	None	53  37 None
Crazy Jar	112 Ghost	None	None	255  5 Magic Jar
Crazy Pine	220 None	Fire	None	380  120 Power Gourd
Crazy Pot	45 Ghost	None	None	34  58 Magic Jar
Dark Demon	104 None	None	None	100  50 Hi Potion
Dark Elf	90 None	None	None	85  68 Mind Gourd
Dark Spook	160 Undead	None	None	800  220 Gloom Guard
Demon Mace	170 None	Thunder	None	700  340 Morning Star
Dracu Rose	35 None	Fire	None	22  74 Hi Arrows
Dragon	640 Dragon	None	None	2800  330 Dragon Arrow
Earwig	18 None	None	None	4  3 None
Efreet	320 None	Water	None	1900  290 Hi Potion
Electromaz	280 None	None	None	3000  500 None
Evil Clam	190 Sea	Fire	Water	937  90 Earring
Eye Curse	170 Flying	Ice	None	650  270 None

Monster	HP	Type	Weak vs	Resists	EXP	Gold	Item Dropped
Fight	40 None	Thunder	None	20  66 None			
Fire Plate	200 Ghost	None	None	1112  230  Might Armor			
Fire Wave	230 None	None	None	3000  500 None			
Flamefreak	134 None	None	None	88  47 Fry Pan			
Flamespook	54 Ghost	Ice/Wtr	None	39  53 None			
Frog	46 None	Fire	Water	39  20 None			
Frogula	150 None	Ice	Water	265  70 Antidote			
Gargoyle	110 Flying	Fire	None	97  54 None			
Ghost Mail	56 Ghost	None	None	28  74 Light Armor			
Ghoul	140 Undead	None	None	209  60 Potion			
Giant Bat	27 Flying	Water	None	9  4 None			
Giant Newt	30 None	Fire	None	11  7 Grilled Newt			
Giant Oak	138 None	Fire	None	135  55 None			
Gloom	250 Undead	None	None	1999  290 Miracle			
Goblin	34 None	None	None	10  62 Awaken			
Gold Golem	390 None	None	None	3333 1000 None			
Gold Orc	134 None	None	None	130  100 Small Knife			
Gorgon	300 None	None	None	1900  245 Stone Cure			
Green Core	210 None	None	All	65000 8400 None			
Green Magi	160 None	None	None	750  350 Hi Magic			
Green Orb	18 Ghost	None	None	6  5 Opal			
Griffon	280 Flying	None	None	1500  300 None			
Halloween	80 None	None	None	230  97 Puzzle Arrow			
Harpie	120 Flying	None	None	250  57 None			
Horrorquin	80 None	None	None	96  39 Gown			
Huge Bunny	41 None	None	None	14  83 Ribbon			
Humungus	395 None	None	None	2850  310 None			
Hydra	340 Dragon	None	None	1850  300 Might Sword			
Ice Snake	120 None	Ice	None	240  80 Sleep Arrow			
Jelly Bolt	170 Sea	Fire	Water	400  120 None			
Jellybean	108 None	Fire	None	70  38 None			
Jellyfish	18 None	Fire	None	3  2 None			

Killer Bee	34	Flying	Ice	None	41	41	Poison Pin
Killer Eel	128	Sea	Fire	Water	254	100	None
Kobold	18	None	None	None	8	5	Mid Arrow
-----+-----+-----+-----+-----+-----+-----+-----							
Monster	HP	Type	Weak vs	Resists	EXP	Gold	Item Dropped
-----+-----+-----+-----+-----+-----+-----+-----							
Land Worm	180	None	None	None	400	8	None
Lizard Man	180	None	Ice	None	725	150	None
Lobsteron	117	Sea	Fire	Water	260	90	Goblet
Mace Man	130	None	Thunder	None	110	64	None
Mad Cleric	230	None	None	None	3333	274	None
Mad Knight	300	None	Thunder	None	1750	270	None
Mad Lily	300	None	Fire	None	340	115	None
Mad Wolf	210	None	None	Frost	1250	210	None
Madshroom	14	None	Ice	None	3	1	Potion
Magura	250	Sea	Fire	None	1400	90	None
Manta Ray	250	Sea	Fire	None	1400	95	None
Manticore	210	Flying	None	None	750	400	Mind Potion
Mega Atlas	350	None	None	None	2929	420	None
Mega Frog	420	None	Ice	Water	1200	500	Miracle
Megaturtle	290	None	Ice	Explode	1300	270	None
Mimick	32	None	None	All	663	339	None
Mimicker	55	None	None	None	2999	813	None
Mini Crab	30	None	Thunder	Water	17	7	Pot
Mini Demon	28	None	None	None	13	6	Potion
Mud Ghoul	244	Undead	None	None	495	240	Hi Potion
Mud Man	78	Undead	None	None	45	38	None
Mummy	72	Undead	Fire	None	9	71	None
Nail Man	170	Undead	Fire	None	600	48	Straw Doll
Nettles	20	None	Fire	Water	7	8	None
Nightmare	82	None	None	None	52	46	None
Orc	77	None	None	None	43	47	None
Pin Lizard	96	None	Ice	None	160	45	None
Pirate	316	None	None	Water	732	320	None
Poison Rat	62	None	None	None	32	8	Poison Pin
Psychoclam	102	Sea	Fire	Water	270	130	None
Rat	30	None	None	None	10	6	None
Red Core	110	None	None	None	13333	4000	None
Red Magi	30	None	None	None	20	44	Hi Magic
Red Orb	56	Ghost	None	None	45	6	Emerald Ring
Red Skull	310	Ghost	None	None	2400	270	None
-----+-----+-----+-----+-----+-----+-----+-----							
Monster	HP	Type	Weak vs	Resists	EXP	Gold	Item Dropped
-----+-----+-----+-----+-----+-----+-----+-----							
Red Star	157	Sea	Fire	Water	260	124	None
Red Wolf	190	None	None	Ice	700	190	None
Rock Golem	270	None	None	None	1550	240	None
Rok	130	None	None	None	128	80	Swing Wing
Roozard	28	Flying	None	None	12	114	Apron
Sabrespook	130	Ghost	None	None	550	140	Buster Sword
Salamander	230	Dragon	Ice	None	925	300	Grilled Newt
Sand Man	58	None	Water	None	59	68	Smoke Ball
Sand Rose	107	None	Fire	None	55	33	Hi Potion
Sea Dragon	310	Dragon	Fire	None	1488	0	None
Sea Snake	190	Sea	Fire	Water	730	90	Power Gourd
Skeleton	92	Undead	None	None	53	40	None
Spellsnail	93	None	None	Water	64	52	None
Spider	20	None	None	None	4	3	None
Spike Newt	46	None	None	None	19	13	Poison Pin
Starfish	190	Sea	Fire	Water	466	62	None

Steel Lord	190	None	Thunder	None	975	220	Grand Blade
Sting	90	Flying	None	None	100	80	Poison Pin
Straw Man	80	Undead	Fire	None	48	10	Long Nail
Swordspook	50	Ghost	None	None	30	45	Scimitar
Tarantula	80	None	None	None	68	33	None
Terrorquin	120	None	None	None	360	165	Ex Potion
Trap Harp	250	None	Fire	None	290	100	Ex Potion
Troll	300	None	None	Water	800	300	None
Vampire	190	Undead	None	None	899	400	None
Waterspout	250	None	None	None	3000	400	None
Werefrog	180	None	Ice	Water	550	400	Great Potion
Werewolf	160	None	None	Ice	410	65	None
Whirlwind	210	None	None	None	3000	400	None
Willowisp	33	Ghost	None	None	37	36	None
Wing Lion	296	Flying	None	None	2700	325	Spell Potion
Yeoman	110	None	Thunder	None	216	34	Hi Arrows
Zaurus	170	Dragon	Ice	None	470	210	None
Zaurus Rex	315	Dragon	Fire	None	2100	280	None
Zombie	46	Undead	None	None	18	50	None
Zooster	160	Flying	None	None	335	65	Stone Cure

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X. CREDITS & COPYRIGHT INFORMATION

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Thanks GameFAQs for hosting this walkthrough and for creating the most awesome website on the planet!

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