

# Seiken Densetsu 3 (Import) Magic/Items Guide

by DragonKnight Zero

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Seiken Densetsu 3 Magic & Items Guide  
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## - Why I wrote this

At last, a listing containing the 97 different items in Seiken Densetsu 3. That and the magic listing should help people play the game more effectively and make it more fun. I will assume the reader is already somewhat familiar with the gameplay and characters involved. If not, it may be better for you to read some of the other FAQs at Gamefaqs or check out some SD3 sites as this is not a tutorial guide. I've added a quick contrals guide as no other guides seem to cover them at this time.

I found a website with item and magic listings similar to what you'll see here. It's [www.rpgclassics.com](http://www.rpgclassics.com) and while their lists are arranged differently, the idea is the same. I did not know of this until after I had finished constructing the lists so I did not rip these people off. Go visit the site's SD3 section. Besides lists, it has screen shots for the spells and some other lesser known information like how your characters' attack and defense ratings are derived. There's more of course, but I won't spill it all.

## - Legal Jazz

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## - What's New

7/31/04 v1.5: Added long overdue controls section and moved info on a Kevin bug to its own section. Fixed a few things though left some small errors intact. This will be the last major revision.

9/21/01 v1.4: Been effin' ages since I updated. Then again, there's not much for me to update. The FAQ section is up; the first one will be of interest to anyone who never seems to get the right Class Change items. Also have included information on a partial translation patch I downloaded back in 1998.

8/5/00 v1.3: New e-mail finally updated, some corrections in stat requirements for Charlotte's spells, more party suggestions, a new trick on powering up Kevin's attack to insane levels, a few additions within the spell effects section. Next update will include the questions I've accumulated since I started this.

2/4/00 v1.2: Added Suggested Parties section, added info on the item exchange menu since it is not very evident to first-time players, fixed an error in Charlotte's spell requirements, fixed some stupid errors attributable to not proofreading, added to Tips & Tricks, added a new challenge.

12/21/99 v1.1: Added Traps section, changed Mysteries to Miscellany, added DEX requirement for Hawkeye's Black Rain, added a new challenge, fixed a few errors in the Spells section. Since I wanted to send this update out before I leave school, the Suggested Parties section isn't up yet. New information in Miscellany; look around.

## - Controls

I should have included these a long time ago. This is a quick list

of the controls since most folks probably won't be able to read the manual. It's not meant to be in-depth, just what button does what.

Control Pad: Move characters and navigate menus

A: Attack, Talk, Confirm, Hold to have character auto-attack

B: Use Tech, Hold to run, Cancel

X: Bring up Ring menu

Y: Status screen

L: Switch to ally's ring menu, Hold to control ally #2 temporarily

R: Switch to ally's ring menu, Hold to control ally #1 temporarily

Select: Change player controlled character

Start: Access storage

#### - Items

The items are divided up into the order they appear on the Storage Screen that appears when you press Start. While I'm not sure about the exact order of individual items, I'm sure on the categories. Effects or uses of items are given. I may put in locations where some of the rarer items can be obtained if there's enough demand.

#### - Using the item exchange menu

Press START to enter the item exchange menu, also known as the warehouse. For the Japanese impaired (like me) who don't have access to a translated ROM, the left window represents the items in your ring. These are the only items that can be accessed during battle. The right window shows your stored items. The top option in the right window lets you store items without replacing it with anything in the ring. Other than that, the exchange process is simple though if you try to exchange something with something else that's already in your item ring, the second item's stock will be filled to 9, stored stock permitting.

Example: There are 6 candies and 4 item seeds in your item ring. You try to replace the item seeds with more candy. 3 candies will be taken from storage and you will have 9 candies in your item ring. The item seeds are not replaced.

You're not allowed to double up on the same items; ring capacity is up to 9 of 10 different types of items. The weapon and armor storage are in these menus as well; push left and right when you open the item exchange menu. One screen for each type. I'm not going to explain these. They work very similarly and you can play through the game without ever using them. Obsolete equipment is better used by selling it.

#### - Class Change Items

Class Change items can only be obtained from ??? Seeds. You can only obtain the items that correspond to the characters in your party and their first class change. The exception is that after you choose Light-Dark, you obtain the Dark items instead.

Paladin's Proof (Paladin): Saint Saber on all allies

Lord's Proof (Lord): Heal Light on all allies

Master's Proof (Sword Master): Diamond Saber on all allies

Duelist's Proof (Duelist): Dark Saber on all allies

Gold Wolf Soul (God Hand): Aura Wave on one ally

Silver Wolf Soul (Warrior Monk): Leaf Saber on one ally

Death Wolf Soul (Death Hand): Energy Ball on one ally

Demon Wolf Soul (Dervish): Moon Saber on all allies

Good Luck Die (Wanderer): Life Boost on one ally

Bad Luck Die (Rogue): Land Mine on one enemy  
Bullseye Die (Ninja Master): Fire Skill on all enemies  
Nighteye Die (Nightblade): Thunder Skill on all enemies  
Arcane Book (Granddevina): Saint Beam on all enemies  
Book of Secrets (Arc Mage): Exploder on all enemies  
Book of Rune (Rune Master): Death Spell on one enemy  
Forbidden Book (Magus): Dark Force on all enemies  
Holy Water Vial (Bishop): Heal Light on all allies  
Jar of Salt (Sage): Tinkle Rain on all allies  
Jar of Ashes (Necromancer) Black Curse on one enemy  
Jar of Blood (Evil Shaman) Anti-Magic on one enemy  
Briesingamen (Vanadies): Power Up on all allies  
MorningStar Chain (Star Lancer): Speed Up on all allies  
KnightDragon Chain (Dragon Master): Protect Down on all enemies  
Gleipnir (Fenrir Knight): Mind Down on all enemies

#### - Seeds

When used in battle they restore 50 HP to each character. When planted at in pots at inns, you'll receive an item based on the seed you planted.

Item Seed: White colored seeds give certain recovery item when planted.

Mysterious Seed: Blue seeds which also give recovery items. These give the stronger healing items.

Flying Item Seed: Yellow These give the throwing items

Magic Seed: Pink seeds give you items that cast spells

Weapon/Armor Seed: Gives a piece of powerful equipment. What comes out is based on your characters' current classes.

??? Seed: These give Class Change items as explained previously

#### - Magic Items

Each of these items are used to cast one of the spells that belong to the eight Elemental spirits. To use these the most effectively, remember that when a character uses these items; it is as if he or she is actually casting the spell. The person with the highest Spirit (PIE) should be the one to use the light magic items while the one with the highest Intelligence should use the other attack spell items.

Earth Coin: Diamond Missile (one/all enemies)

Gnome Statue: Land Slide (one enemy)

Basilisk Fang: Stone Cloud (one enemy)

Needlion Eye: Speed Down (one enemy)

Bujette's Scale: Protect Up (one ally)

Molebear's Claw: Stone Saber (one ally)

Storm Coin: Air Blast (one/all enemies)

Jinn Statue: Thunderstorm (one enemy)

Harpy's Fang: Stun Wind (one enemy)

Bee's Eye: Protect Down (one enemy)

Bird's Scale: Speed Up (one ally)

Siren's Claw: Thunder Saber (one ally)

Ice Coin: Ice Smash (one/all enemies)

Undine Statue: Mega Splash (one enemy)

Whitedragon Fang: Cold Blaze (one enemy)

Slime's Eye: Power Down (one enemy)

Sahagin's Scale: Mind Up (one ally)

Posseidon's Claw: Ice Saber (one ally)

Flame Coin: Fireball (one/all enemies)

Salamando Statue: Exploder (one enemy)  
Fire Lizard's Fang: Blaze Wall (one enemy)  
Battum's Eye: Mind Down (one enemy)  
Drake's Scale: Power Up (one ally)  
Kerobos Claw: Flame Saber (one ally)

Darkness Coin: Evil Gate (one/all enemies)  
Shade Statue: Dark Force (one enemy)  
Ghost's Eye: Death Spell (one enemy)  
Specter's Eye: Anti Magic (one enemy)  
Shadowzero's Eye: Black Curse (one enemy)  
Demon's Claw: Dark Saber (one ally)

Light Coin: Holy Ball (one/all enemies)  
Wisp Statue: Saint Beam (one enemy)  
Poto Oil: Heal Light (one/all allies)  
Pakkum Dragon Oil: Magic Shield (one ally)  
Mama Poto Oil: Tinkle Rain (one/all allies)  
Papa Poto's Claw: Saint Saber (one ally)

Moon Coin: Lunatic (one enemy)  
Luna Statue: Half-Vanish (one enemy)  
ChibiDevil Eye: Body Change (one enemy)  
Porobin Oil: Life Boost (one ally)  
Wolf Devil Oil: Energy Ball (one ally)  
Carmilla Claw: Moon Saber (one ally)

Myconid's Eye: Sleep Flower (one enemy)  
Assassin Bug's Eye: Poison Bubble (one enemy)  
Dryad Statue: Trans Shape (one ally)  
Gurel Oil: Aura Wave (one ally)  
Matango Oil: Reflect Magic (one ally)  
Crawler's Claw: Leaf Saber (one ally)

#### - Flying Items

These are the items that the yellow Flying Item seeds give. In general, the higher the Agility (DEX) of the user, the more damage these will do.

Hand Axe: Throw for damage  
Shuriken: Damage and lower hit rate  
Dart: Thorw for damage  
Pumpkin Bomb: Treetype damage, 1/15 of damage is absorbed as MP.

#### - Recovery Items

Your all-purpose healing items used to restore HP, MP, life, and status. These are the items obtained from white and blue seeds.

Candy: Restore 100 HP  
Pakkum Chocolate: Restore 300 HP  
Honey Drink: Restore 999 HP  
Puipui Grass: Removes status effects of Poison, Silence, Snowman, Petrify, Sleep, Moogole, and Minimum.  
Stardust Herb: Cancels all magic effects. Magic effects include status up/down effects, Max HP up/down, all sabers, Reflect Magic, your attack gauge, and transperent.  
Angel's Grail: Revive dead character with full HP and MP  
Faerie Walnut: Restore 20 MP  
Magical Rope: Return to the entrance of a dungeon.  
Dreamview Herb: Change from day to night or the other way around.

Useful if Kevin is in your party.

- Event Items

These are obtained at mostly set places in the game and all but the Moogle Badge are necessary to progress.

Gunpowder: It must be obtained before you can use Cannon Travel. I don't think it needs to be in your item ring though. It can be used as an item normally but I've never seen it do anything.

Chibiko Hammer: Toggles Minimum status. It's needed to enter the Corobokkle village. This also can be used in battle. Works exactly like the Midge Mallet in Secret of Mana.

Piyhara Flute: Summons Booskaboo (the big turtle) at beaches

Wind Drum: Summon Flammie

Mirror of Illusion: Obtained in Kevin or Charlotte's quest. Use in a certain place to fight Death Jester.

Moogle Badge: You may obtain this from the Black Rabite if you kill it. If it doesn't drop a treasure chest, reset and try again. Exactly like the Moogle Belt in Secret of Mana; it changes your characters to and from Moogle status. This can also be used to control who attacks if for some reason, you'd rather not have your computer controlled partners attacking.

- Magic

This section is dedicated to SD3's magic system. If you've wondered what certain spells actually do, what order you get stuff in, or why you aren't learning a certain spell, here's the place to look.

- Magic Requirements

There are only a few ground rules to obtaining spells. If it is a spell controlled by one of the Elementals, you must gain its power first. Second, the spells you learn depend on the character's class. Third, you gain one spell at a time for each level you gain. Most spells and skills are learned in a fixed order although there is some variation with Elemental spells. If for some reason, you didn't learn all the spells associated with a class before class changing, you'll pick up those before learning new skills. This is particularly true with Angela's neutral class since I usually class change after coming out of the volcanic island.

For the most part, the spells listed here are in the order you'll learn them in. Additional status requirements will be listed to the right of the spell. I've only listed new abilities gained for each class since the old ones are kept.

The spell orders and requirements are from my play experience so I'm probably missing a few things. E-mail me with additions or corrections so I can make this complete.

Duran

neutral	light	light-light	light-dark
-----	-----	-----	-----
no spells	Heal Light (one)	Saint Saber (one)	Heal Light (all) Tinkle Rain (one)
dark		dark-light	dark-dark
-----		-----	-----
Stone Saber (single)		Stone Saber (all)	Dark Saber (one)
Thunder Saber (single)		Thunder Saber (all)	
Ice Saber (single) PIE: 9		Ice Saber (all)	

Flame Saber (single) PIE: 9      Flame Saber (all)  
Moon Saber (one)  
Leaf Saber (one)

Kevin

neutral	light	light-light	light-dark
no spells	Pressure Point (self) Heal Light (one)	Aura Wave (one)	Heal Light (all) Leaf Saber (one)

dark	dark-light	dark-dark
no spells	Energy Ball (one)	Moon Saber (one)

Hawkeye

neutral	light	light-dark
no spells	Arrows (one) DEX: 13 Spikes (one) DEX: 14 Sleep Flower (one) INT: 10? Body Change (one) INT: 11	Sleep Flower (all) Body Change (all) Rock Fall (one) Land Mine (one) Silver Dart (one) Cutter Missile (one) Crescent (one) Rocket Launcher (one) Axe Bomber (one) Grenade Bomb (one)

light-light	dark
Sleep Flower (all) Body Change (all) Poison Bubble (one) Lunatic (one) Trans Shape (one) PIE: 16 Life Boost (one) Aura Wave (one) Half Vanish (one) Reflect Magic (one) Energy Ball (one)	Shuriken (one) DEX: 13 Water Skill (one) DEX: 14 Fire Skill (one) DEX: 15 Earth Skill (one) DEX: 16 Thunder Skill (one) DEX: 17

dark-light	dark-dark
Shuriken (all) Water Skill (all) Fire Skill (all) Earth Skill (all) Thunder Skill (all)	Poison Mist (one) Fire Breath (one) Hidden Needles (one) Big Wrench (one) Black Rain (all) DEX: 19

Angela

neutral	light
Holy Ball (one/all) Diamond Missile (one/all) INT: 7 Air Blast (one/all) INT: 8 Evil Gate (one/all) INT: 9 Ice Smash (one/all) INT: 10 ?	Saint Beam (one) Land Slide (one) Thunderstorm (one) Mega Splash (one) Exploder (one)

Fireball (one/all) INT: 10 ?

light-light	light-dark	dark
-----	-----	-----
Saint Beam (all)	Saint Beam (all)	Dark Force (one)
Land Slide (all)	Land Slide (all)	
Thunderstorm (all)	Thunderstorm (all)	
Mega Splash (all)	Mega Splash (all)	
Exploder (all)	Exploder (all)	
Double Spell (all)	Rainbow (all)	

dark-light	dark-dark
-----	-----
Dark Force (all)	Land Slide (one)
Stone Cloud (one)	Thunderstorm (one)
Stun Wind (one)	Mega Splash (one)
Cold Blaze (one)	Exploder (one)
Blaze Wall (one)	Ancient (all) INT: 20
Death Spell (one)]	

Charlotte

neutral	light	light-light
-----	-----	-----
Heal Light (one)	Heal Light (all)	Tinkle Rain (all)
Tinkle Rain (one) PIE: 7	Holy Ball (one)	Saint Saber (one)
	Stone Saber (one)	Magic Shield (one)
	Thunder Saber (one)	Turn Undead (all) PIE: 19
	Ice Saber (one)	
	Flame Saber (one)	

light-dark	dark	dark-light
-----	-----	-----
Tinkle Rain (all)	Heal Light (all)	Tinkle Rain (all)
Holy Ball (all)	Unicorn Head (one)	Black Curse (one) PIE: 18
Stone Saber (all)	Machine Golem (one)	Dark Saber (one)
Thunder Saber (all)		Ghoul (one)
Ice Saber (all)		Ghost (one)
Flame Saber (all)		
Saint Beam (one)		

dark-dark  
-----  
Anti Magic (one) PIE: 18  
Gremlin (one)  
Great Demon (one)  
Demon Breath (all)

Riesz

neutral	light	light-light	light-dark
-----	-----	-----	-----
no spells	Protect Up (one)	Freya (all)	Protect Up (all)
	Speed Up (one)		Speed Up (all)
	Mind Up (one)		Mind Up (all)
	Power Up (one)		Power Up (all)
			Marduk (all)

dark	dark-light	dark-dark
-----	-----	-----



Speed Down (one)	Jormundgand (all)	Speed Down (all)
Protect Down (one)		Protect Down (all)
Power Down (one)		Power Down (all)
Mind Down (one)		Mind Down (all)
		Lamia Naga (all)

- Spell Effects

Make the most out of your magic by knowing what they actually can do. Refer to above list to find who learns a particular spell or skill.

Gnome Spells	Cost	Effect
-----	----	-----
Diamond Missile	2 MP	Lv 1 Earth magic
Land Slide	4 MP	Lv 2 Earth magic
Stone Cloud	7 MP	Lv 3 Earth magic, may add Petrify
Protect Up	2 MP	Raises defense by 1/5
Speed Down	2 MP	Lowers hit and evade by 1/3
Stone Saber	4 MP	Earth attribute to weapon. Weapons do heavy damage to enemies weak against earth

Jinn Spells	Cost	Effect
-----	----	-----
Air Blast	2 MP	Lv 1 Wind magic
Thunderstorm	4 MP	Lv 2 Wind magic
Stun Wind	7 MP	Lv 3 Wind magic, may add Silence
Speed Up	2 MP	Raises hit and evade by 1/3
Protect Down	2 MP	Lowers defense by 1/5
Thunder Saber	4 MP	Wind attribute on weapon. Weapons do heavy damage to enemies weak against wind.

Undine Spells	Cost	Effect
-----	----	-----
Ice Smash	2 MP	Lv 1 Ice magic
Mega Splash	4 MP	Lv 2 Ice magic
Cold Blaze	7 MP	Lv 3 Ice magic, may add Snowman
Mind Up	2 MP	Raises Magic power and defense by 1/5
Power Down	2 MP	Lower Attack power by 1/3
Ice Saber	4 MP	Ice attribute on weapon. Weapons do heavy damage to enemies weak against ice.

Salamando Spells	Cost	Effect
-----	----	-----
Fireball	2 MP	Lv 1 Fire magic
Exploder	4 MP	Lv 2 Fire magic
Blaze Wall	7 MP	Lv 3 Fire magic
Power Up	2 MP	Raise Attack power by 1/3
Power Down	2 MP	Lowers Magic power and defense by 1/5
Flame Saber	4 MP	Fire attribute on weapon. Weapons do heavy damage to enemies weak against fire.

Shade Spells	Cost	Effect
-----	----	-----
Evil Gate	2 MP	Lv 1 Shadow magic
Dark Force	5 MP	Lv 2 Shadow magic
Death Spell	8 MP	If caster is at a higher or equal level than the target, this does 999 damage: enough to kill any regular enemy. If caster is at a lower level than the target, this does no damage
Anti Magic	4 MP	Cancel all magic effects. Like Stardust Herb but

		used on the enemy
Black Curse	6 MP	Lowers attack, defense, magic power, magic defense, hit, and evade
Dark Saber	4 MP	Shadow attribute on weapon. Weapons do heavy damage to enemies weak against shadow.
Wisp Spells	Cost	Effect
-----	----	-----
Holy Ball	2 MP	Lv 1 Light magic
Saint Beam	5 MP	Lv 2 Light magic
Heal Light	3 MP	Restore HP
Magic Shield	4 MP	Raises magic defense by 1/5
Tinkle Rain	2 MP	Heals the same status ailments as Puipui Grass
Saint Saber	4 MP	Light attribute on weapon. Guess what kind of enemies this rocks.
Luna Spells	Cost	Effect
-----	----	-----
Lunatic	5 MP	Lowers max HP by 1/5, works on bosses
Half Vanish	3 MP	Cuts current HP by 1/2, by more on Luna's day
Body Change	3 MP	Turns enemy into Shell Hunter worth zero EXP. When cast on your people, inflicts Minimum status.
Life Boost	4 MP	Raises max HP by 1/5
Energy Ball	6 MP	Increases critical hit rate (???)
Moon Saber	4 MP	1/8 of damage from weapon is absorbed as HP.
Dryad Spells	Cost	Effect
-----	----	-----
Sleep Flower	3 MP	Adds Sleep status
Poison Bubble	5 MP	Treetype magic, 1/15 of damage is absorbed as MP, may add Poison
Trans Shape	2 MP	Makes target immune to regular attacks for a short time
Aura Wave	3 MP	Maxes out the attack gauge for a ready-to-go power attack.
Reflect Magic	4 MP	Creates a barrier that reflects most attack magic. However, Heal Light and other beneficial spells are not reflected. This spell rocks.
Leaf Saber	4 MP	1/15 of damage from weapon is absorbed as MP. Causes heavy damage to enemies weak against Tree.
Special Skills	Cost	Effect
-----	----	-----
Pressure Point	1 MP	Raises Kevin's attack power to that of his werewolf form
Arrow	1 MP	Lv 1 trap attack
Spike	2 MP	Lv 1 trap attack Stronger than arrow
Rock Fall	3 MP	Lv 2 trap attack
Land Mine	4 MP	Lv 2 trap attack Stronger than rock fall
Silver Dart	2 MP	Light elemental weapon
Cutter Missile	3 MP	Throwing weapon
Crescent	4 MP	Shadow elemental weapon
Rocket Launcher	5 MP	Fire elemental weapon
Axe Bomber	6 MP	Throwing weapon
Greneade Bomb	7 MP	Tree elemental weapon, absorbs MP
Shuriken	1 MP	Damages and lowers hit rate
Water Skill	3 MP	Ice damage and lowers attack power
Fire Skill	3 MP	Fire damage and lowers magic power and defense
Earth Skill	3 MP	Earth damage and lowers hit and evade

Thunder Skill	3 MP	Wind damage and lowers defense
Poison Mist	3 MP	Tree damage, may add Poison
Fire Breath	3 MP	Physical fire elemental attack
Hidden Needles	3 MP	Damage, may add Silence
Big Wrench	4 MP	Damage and lowers max HP
Black Rain	6 MP	Strong Shadow magic
Double Spell	9 MP	High-powered magic attack (I think it's tri-elemental but am not sure)
Rainbow	10MP	High-powered magic attack
Ancient	12MP	Meteors rain on enemies for heavy damage
Turn Undead	1 MP	Instantly kills undead enemies such as Zombie Dragon, Carmilla types, Zombie type and maybe a few others. Does 999 damage to Jagan and the Dark Lich. Doesn't work if enemies are at a higher level than the caster.
Unicorn Head	1 MP	Lv 1 summon magic
Machine Golem	2 MP	Lv 1 summon magic Stronger than Unicorn Head
Ghoul	3 MP	Lv 2 summon magic
Ghost	5 MP	Lv 2 summon magic Stronger than Ghoul
Gremlin	3 MP	Lv 2 summon magic
Great Demon	5 MP	Lv 2 summon magic Stronger than Gremlin
Demon Breath	6 MP	Shadow damage and lowers magic defense
Freya	7 MP	Lv 3 summon, turns enemies into Shell Hunters
Marduk	6 MP	Lv 3 summon, adds Silence to all enemies
Jormundgand	7 MP	Lv 3 summon, adds Poison to all enemies
Lamia Naga	6 MP	Lv 3 summon

#### Spell comments:

Cast Lunatic (or Big Wrench) at the start of boss battles. Besides Heath, the several thousand HP it loses it will never recover. Careful with Leaf Saber. On some enemies (Dark Lich being one), you'll lose the MP you'd normally gain. This also affects Poison Bubble and Grenade Bomb as well as the Pumpkin Bomb item. If you're using Hawkeye in either light class, feel free to fire away with his spells. Use the MP absorbing spells to recover his magic. If you have already cast Mind Up, there's no need to cast Magic Shield

#### - Status Effects

During battles, enemies may inflict various status ailments upon your characters. All status effects disappear when you get the WIN message. Wounded, Snowman, Petrified, or Sleeping characters receive no experience from any enemies killed while in those states.

**Poison:** Indicated by green bubbles over a character's head. Your HP will drain away until this is cured.

**Silence:** Indicated by a ... word balloon. You cannot use any magic or your level 2 or 3 power attacks.

**Sleep:** Character is lying down with zzz symbol. It will wear off in a short time or if the character is hit.

**Petrify:** Character loses half of its current HP and cannot perform any action. Petrified characters can still be hit.

**Minimum:** Character is small, only does 1 damage per hit, and can't use power attacks. You can still use magic.

**Snowman:** Like Petrify, except you don't automatically lose half your HP. It wears off on its own after a short time.

**Moogles:** Character can't use magic and hit rate drops to zero.

**Wounded:** Zero HP. If this happens to your entire party, it's game over.

#### - Traps

When a trapped chest is opened, a roulette wheel starts spinning. If you can stop the cursor on OK, you'll avoid the trap. Land on anything else and something bad will happen. Either way, you'll receive the item. The higher your Luck, the better your chance of avoiding a trap and the slower the wheel spins. If your Luck is 20 or higher, there will be no traps in the wheel. Here are the possible traps and their effects.

Arrow: Arrows strike opener damaging for 1/8 of max HP

Spikes: Spikes impale opener damaging for 1/6 of max HP

Poison Gas: Poison gas cloud engulfs party damaging for 1/5 of max HP to all.

Ogre Box: Chest becomes tough enemy. It's level is equal to that of the person who opened it.

The other four traps only show up if the character opening the chest is at Lv 26 or higher.

Rock Fall: Falling rocks damage opener for 1/4 of max HP

Bomb: An explosion knocks out half of each party member's max HP

Mr. Death God: Instant death to opener

Kaiser Mimic: Like Ogre Box but tougher and has an extra attack.

- Tricks and other stuff

- When using a power attack, keep holding the button and it may execute again even if it hit something. This happens primarily with level 1 power attacks although I have seen happen with level 2 and 3 attacks. (Double Split-Image Slice, lights out for the enemy) This seems to occur most often with characters who have high Agility (Hawkeye and Riesz). Maybe it's Luck. Any ideas?

- dshort's Midge Mallet trick: To cure status ailments (other than Wounded of course), use the Chibiko Hammer twice on the character and he or she will be at normal status. This trick also works with the Moogle badge. The reason is that the game only allows one status effect on a character at a time so minimizing yourself cancels whatever other negative status was inflicted on you.

- Level 2 and 3 power attacks are treated like spells. There are quite a few implications on that. First, enemies will counterattack these the same way they would counterattack magic if not killed by the attack. Second, you can't use them when you're silenced. Third, if another character, player or enemy, is charging a spell, it may not execute until after the other spell comes out. Fourth, lv 2 and 3 attacks aren't affected by sabers (this is both good and bad). In a lot of boss battles, it is better to use the Behavior Setup menu to make the characters use their lv 1 attacks instead of the higher level ones. Either the boss has a tendency to counter magic attacks or has an elemental weakness and you're using a saber.

- When you are charging a spell, that character is immune to most status changes. This has been confirmed with sleep, minimum, moogle, and death. This also applies to characters about to use a lv 2 or 3 power attack.

- The enemies in the God beast dungeons levels' increase by 2 for each God beast you kill. Therefore, do your scouting early after killing the first one. I highly recommend opening the gates in the Ancient Ruins (place with the Light boss) early as the enemies are weaker then. By the way, my recommended order is Fire, Moon, Ice, Earth, Tree, Wind, and Light (remember to open passages in Light early).

- Want some ??? Seeds before you've killed the first 7 God beasts?

There are two ways I know of to obtain them before Pedan. If you're playing Hawkeye or Riesz's quest, go to the throne room of Navarre after the event there. There's a decent chance the Lesser Demons will give up a ??? Seed. The other method involves the Mama Potos in the Ice maze or Ancient Ruins of Light. Mama Potos sometimes summon a Papa Poto which may drop a ??? Seed but very infrequently. The Mama Poto needs to be at Lv 32 or higher to summon a Papa Poto. (defeat 2 God beasts)

- Know what day it is. On a particular Mana Spirit's day, spells with its element will do 1 1/3 times more damage. Taking on a boss which favors the element whose day it is will make it harder.
- Take advantage of the pause after the level up screen to get a free hit or two on the immobilized enemies.
- Not really that much of a tip but Heal Light is stronger when your magic defense is weakened.
- Sometimes, it's cheaper to buy items to heal up instead of staying at an inn.
- Random rant: Why Dark Saber and Saint Saber? Shadow Saber and Light Saber sound much better.

#### - The Black Rabite

Well, I found it using DShort's SD3 Information guide so I claim no credit for finding this hidden enemy. For the sake of completeness, here's how to find it. You must have chosen Angela or Duran as your lead character and have defeated the Scarlet Magician. Return to the Dragon Hole. From the first room (where you fought the Dark Knight), go up three, right one to a room with a save point, first upper path in the next room, then follow the path until you reach an empty room with passages leading up and down. There is a hidden passage in the left wall that leads to the black rabite. If you're using an emulator, play with the background switches to see it.

The black rabite is unaffected by Death Spell and can summon lv 99 Great Demons. It can reflect most magic too. Bring in a full stock of 9 Drake's Scales. If you can lower its stats (Black Curse works nicely here), do so. Power up your attack and hammer it with regular and lv 1 attacks. Use Saint Saber if you can; the black rabite hates light elemental attacks. If it casts Dark Saber on your party, dispel it or you'll just heal the boss. I've seen it go crazy and have had to hammer the X button just to open the ring menu to heal my characters between its flurry of spells. Should you manage to kill it, it may drop a chest containing the Moogle Badge.

#### - Suggested parties

Hawkeye as Nightblade (DD)  
Riesz as Star Lancer (LD)  
Charlotte as Bishop(LL)

Pretty much an ideal group to tear apart anything within minutes. Reisz can quickly power up the group. Hawkeye can drop an enemy's max HP with Big Wrench and his Ninja skills lower enemy stats. Charlotte heals and her saber spells can raise your team's destructive power even more at bosses. Only real weakness is that Hawkeye's elemental ninja magic can be reflected. Some may find his inability to target multiple enemies with his power down spells a weakness but since Reisz can summon Marduk to silence regular enemies' most dangerous attacks, it's not so important. If you are going to try to beat the game without the second class change this is one of the best groups to use.

Duran as Paladin (LL)

Kevin as Death Hand (DL)  
Charlotte as Necromancer (DL)

This is my Black Rabite killing party. It's really not that good overall due to no one having a level 2 attack that hits all enemies and the lack of useful spells beside Heal Light. Duran must become a Paladin to gain access to Light Saber because Charlotte needs to learn Black Curse. Kevin is the strong attacker with an auto power up in werewolf form. Well for me, Light Saber was essential because of a bug in the RPE patch which hung the game whenever Drake's Seales were highlighted in a ring menu.

Duran as Lord (LD)  
Hawkeye as Nightblade  
Angela as Rune Master (DL)

Probably the best group you can use if you want Duran and Angela in the same party.

Hawk-Rogue  
Angela-Archmage  
Carlie-Bishop

"This Party is ESPECIALLY capable of annihilating dark enemies, and even better for undead! Also, Hawk has several elemental spells, one being the elusive Treetype! Even more, Hawk is one of two people capable of casting dark elemental spells. Angela's Rainbow dust is formidable, and Carlie has various Sabres, which are capable of adding awesome power to your attack, and she has an instantaneous Heal Light. In all, this party has all the elements covered except moon, but that's pretty useless.

Disadvantages! Hawk can't Multi target ANY of his offensive spells, Angela burns through MP's, and Carlie can't multi-target her Sabres."  
(submitted by 9T3 Branch)

Hawk-Nightblade  
Angela-Magus  
Carlie-Bishop

"This party is purely for Ass Whuppin'. You can silence (Blow Needles), and weaken (Deadly Weapon, Water/Fire/Earth/Thunder Jutsu) enemies. Then you slam enemies with Ancient. I've already listed the faults and virtues of the Bishop. Also, the Nightblade's "Split Image Slice" is absolutely incredible. Problems: Angela STILL burns Mps like there's no tomorrow (I guess that is ALWAYS her problem) and she can't multi-target her Lvl.2 spells." Nightblade's problems are already mentioned.

(submitted by 9T3 Branch)

- Kevin bug mini-FAQ

A contribution in Magus' SD3 FAQ tipped me off to this trick which can boost Kevin's attack to obscene levels, thus making him even more unbalanced. This is a cheat so don't go bragging to anyone when using this bug.

What is the Kevin bug anyways?

It gives Kevin the strength of his werewolf form during the day and treats that number as his base attack when powering up his werewolf form. In other words, it makes him even more disgustingly powerful at night. The daytime increase is nice too, putting him at Duran's strength easily.

What the bug isn't and the powering up of werewolf Kevin

Normally, when Kevin transforms, his attack stat goes up by about 15%. After taking damage, his attack stat goes up another third, equal to having a Power Up spell on him. This is not the Kevin bug as defined in this FAQ. This is normal behavior on the cartridge.

Whatever, so how do I activate the bug?

Call Flammie while Kevin is a werewolf. The Rabite forest south of Jadd is one such place where this can be done. Once activated, this attack increase can be saved and will stick when loading the game.

This is too cheap. Is there a way to deactivate this bug?

Change Kevin's equipment or level up. It's not truly necessary to change equips; opening up his equip menu is enough. As for levelling up, if Kevin is in his werewolf form and is hit again before ending the battle and transforming back, he will keep the (bugged) attack increase. If you want the attack increase back, repeat the activation process.

Limit

There is a limit to how much power this bug can give. The maximum attack power of Kevin's initial transformation is equal to current STR + 351. This is regardless of what his daytime attack power is.

- Miscellany

Stuff about the game I couldn't figure out at some point.

Detect: In the old RPGe partial translation, this appeared in the spell window whenever Leaf Saber was cast. If you use a hex editor on your save state, you can give Detect to a character. It looks like an Analyzer spell but doesn't work completely. Thanks to Obioma Ohia for the tip.

Here's some more speculation on Detect. Based on an early class change text file, my guess is that it originally was a special skill for Hawkeye's light class. Its use would be to detect trapped chests. 2 reasons it was probably removed. First, both of Hawkeye's light classes learn the maximum of 12 spells so there isn't enough space. Second, I think the programmers switched to the trap roulette system so they could remove the spell.

So I don't get a ton of e-mail on this, there is a detailed guide to save state hacking at [rpgclassics.com](http://rpgclassics.com) among other places.

In the molebear highlands, there's a statue that displays ? in the message window if you examine it. If you bought the Gunpowder from Watts (as in paying his outrageous prices) and go to Forcena without Gnome, its purpose will be revealed after you talk to the king. After speaking with him, return and examine the statue. It will reveal a hole that leads straight to the room before the mole boss (Jewel Eater).

Does Energy Ball actually do anything? I've never seen a critical hit in this game. The closest thing I've seen that might be related is that sometimes my computer controlled allies will do a lv 1 power attack even if they haven't filled the attack gauge enough. I once thought Energy Ball would fill my attack gauge faster but I've tested that and it doesn't. I have seen enemies get criticals on my team very rarely. Does it work for the player at all?

- FAQs

here's my problem: i am trying to upgrade my classes, but all i'm getting from the ??? seeds are demon wolf souls. I want to upgrade Kevin to

death hand and my other guys are un upgradeable. Why am i only getting demon wolf souls.

- Rotten luck really. To fix this, go kill something (a Rabite is fine) and save. Try planting the seeds again. If you're not getting different items right away, reset and you will. Repeat as necessary until you have what you want.

On Seiken Densetsu 3, I am stuck on Xan Bie, the Fire god beast. Many walkthroughs say to use Ice Sabre, but I am Duran at level 27. I do not have it. I was looking at your magic thing, and it says that Duran learns it after Diamond Sabre and Thunder Sabre (I have both of those), and that it requires PIE:9. What does this mean?

- Every stat has a three letter abbreviation which you can see when you're choosing a stat to raise at level up. PIE is piety or Spirit in the translation. This stat must be at least 9 for Duran to learn the other two sabers. Ice Saber also requires finding Undine.

Where do you get the ??? seeds?

- Pedan. Nighttime. Purple eyeballs. Kill them last. Do after defeating the first seven God-beasts. I suggest doing the final class change here before progressing to the final dungeons.

### Challenges

Tired of doing the exact same thing every time you play? Try some of these challenges.

Challenge #1: Complete the game using a party of Hawkeye LL, Angela DL, and Charlotte LD. This group has the lowest Strength stats you can get in the game so their physical attacks are just going to blow. It's going to take a change in style to win with this group.

Challenge #2: Play through the game with the party of your choice giving priority to Luck at level up. This means that if you can increase Luck at level up do so with disregard for your other stats. Of course, doing so will make you unbalanced but that's the challenge.

Challenge #3: Complete the game without the second class change.

Challenge #4: Gain Undine and Salamando without the first class change.

Challenge #5: Level up twice during a battle with Genova or Gildervine, no wait, that would be far too tedious. I am not responsible for any physical or mental trauma you may suffer if you attempt this one.

Challenge #6: What's the fewest number of healing items you use on the volcanic island? Can you complete the area using fewer than 9 Candies and no other items?

Challenge #7 (submitted by Glynn Fowler): Defeat Koren and the Dragon Emperor using only spells.

Challenge #8: Item collector. Acquire at least one of every possible item available in a particular quest. The total number of different items available in a single game is 84 for Hawkeye and Riesz's quest and 85 for the others. All your characters must go Light-Dark to pull this off.

- Credits

### Sources and contributors:

DShort and his SD3 Information Guide: Full spell lists for each character which predates any fan translations. Those lists saved me a lot of work so I only had to put the spells in the order which they are learned. Also how to find the Black Rabite, the Chibiko Hammer trick, and a few other things.

Richard Bush: Partial translation patch which provided info on the



traits of Hawkeye's LD and DD skills, Magic Shield, and the source of the Detect mystery.

Neils Corlett and company involved with the SD3 translation patch: A full translation: I could never have written this without it.

rpgclassics.com: filled in the last few item names I was missing

Matthew Mather and Adam Boyd: information on the purpose of the ? statue at Molebear heights.

Obioma Ohia: Sent me information on the mysterious Detect spell.

Glynn Fowler: Challenge #7

9T3 Branch: Some party suggestions

DD: Provided the lead on powering up Kevin's attack (as if Kevin wasn't obscenely powerful already)

Anyone else who deserves credit not mentioned above.

- Contribute

Contributions, comments, suggestions, questions, etc... can be sent to the e-mail at the top of this document. Send in something and get your name or alias (whatever you prefer) in the credits section. I am especially interested in making the Magic Requirements section 100% accurate. Suggested party section is now up so you can send me those as well.

- The partial translation patch

I've alluded to this patch a few times in this FAQ so here's the scoop. Before there was the full translation SD3 patch, Richard Bush made this one which was never completed. Player character/item/monster/spell names etc... are translated while the text is not. Some of the names are different from the full translation patch. There are quite a few undocumented bugs. It's been a while since I used this patch but here are some I remember.

- Although the name entry is in english characters using any name other than the default will cause the name to appear as random Japanese characters in the game.

- Enemy names of more than 10-11 characters tend to leave the last part of the name onscreen for awhile. Keep playing and they'll usually disappear, eventually. This bug won't crash the game.

- Sometimes the level up screen will linger onscreen. Just keep playing. This won't crash the game either. I think this happens most often with classes which have names longer than 8 characters.

- If Drake Scales are highlighted in a ring, the game will hang. Reset time. Really annoying as these are the ones that raise attack power.

- Spell names will display incorrectly. The name that appears is actually the next spell/special attack in the executable. The only thime the correct spell names are displayed is the learned spells in the subscreen. (The power attack names such as Whirlwind Sword will still appear incorrectly).

Okay, the textfile that came with the patch says not to distribute it.

However, the site listed there doesn't exist anymore. My original conditions were strict to prevent being swamped by requests. Since there were no takers, I have dropped them and will send the patch to anyone who asks. Limited time offer: allow 2-4 weeks for delivery though it shouldn't take that long. 35-40 takers maximum. The zip file is unmodified in any way.

This patch is the property of Richard Bush, not me. Hence, don't do anything illegal with it This offer is for historical purposes

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