

Seiken Densetsu 3 (Import) Duran FAQ

by Haste

Updated to vFinal on Aug 23, 2007

Guide information:

Last updated: 30 July 2001

FAQ version: Final

Created by Twilight, 12 May 2001

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Twilight's



For Seiken Densetsu III

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Twilight's Guide to Duran

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The most recent version of this FAQ can be found at GameFAQs (<http://www.gamefaqs.com>).

Version History:

- v1.0 -12/05/01
Hey people, created my first FAQ! There's 4 sections to the FAQ. I'll add more next time.
- v1.1 -14/05/01
Added the Negative Attitude section, and had to rearrange some sections to fit it in. I have a horrible feeling I'll be doing that a lot.
Added the Strengths and Weaknesses section and Group Suggestions section. I'll hopefully get some more when this gets posted on the net.
- v1.2 -15/05/01
Tidied up everything and made everything look neater. Plus I made an ASCII title!!! Oh yeah! And it doesn't even look half bad.
- v1.3 -17/05/01
Added a bunch of stuff. Decided on having 15 sections. 5 of them are done.
- v1.4 -18/05/01
Added a guide to beating a thing called the Black Rabite. He's quite tough, so go there for some info on him.
- v2.0 -19/05/01
Added a rather useless section that tells you how to get special scenes involving Duran. Useless because if you play his quest thoroughly, you'll find most of them. Oh well. Started a Techs section. I have all of them except for the Paladin's and the Lord's.
- v2.1 -20/05/01
Got the two other techs, started a Tips section.
- v2.2 -21/05/01
Added more to that tips section. :)
- v2.3 -23/05/01
Started a Shields! section, but I need some confirmed info. All I have is questions, and reading other FAQs, all the shield info they have in them is, The Sacred Shield is the best, and that really doesn't help me. So check out that shield section and send in your info.
- v3.0 -26/05/01
Biggest update yet. Added all the other sections, cleaned the FAQ up. Done everything that needed to be done. I also added the Voting Poll. Go to section 14 for more info. Now, lets see if I can post this on the net. :P When I get enough email (I hope I do), I'll add more to each section! Submitting time...
- v4.0 -24/06/01
Sorry this is late. I'm working on a new Tales of Destiny FAQ, and am getting quite addicted to it. Anyway, I have finished the Shields! section thanks to two legends called GoodLuckDie and Lord Zero. They gave me most of that information. Plus I saw the Adamant Shield today with my own eyes. It does have an Evade of 25 and is for the Lord. I

also added a bit to each section, and other stuff. Plus this FAQ got posted on GameFAQs, so thanks CJayC. I'll see everyone next update.

v5.0 -26/07/01

Late again, but its my trademark, and I'll know you'll forgive me. :) Yes my friends, this is the Final version, and sadly this is where my big updates end. Its been a blast, and the Guide to Duran will always be special to me; it was my first FAQ ever. Alright, I added the Final Chapter section and added more to pretty much everything. And hey, I even got some Class Opinions. This is (probably) the biggest and last update. If something huge happens involving Seiken Denetsu 3, I'll let you know. Farewell, Duran fans, stick up for Duran when others put him down because of his long recovery...and this is Twilight, signing off...

Final -30/07/01

Argh. So much happened since I posted what I thought would be the Final version. The translation isn't going ahead, I've found much more typos than expected, other stuff has happened and more. Anyway, I can honestly, truly say that this is the Final version. FINAL! That's it, closed book. If you want to see what I've changed do a search for NEW TO VERSION 6.0: Well, look out for other FAQs by me, ok? Farewell, Twilight...

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X C O N T E N T S X
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1. Introduction - How to contribute
2. The negative attitude
3. An overview of Duran
4. Duran's strengths and weaknesses
5. Group suggestions
6. Shields! (Thank you GoodLuckDie and Lord Zero for this section!)
7. Techs
8. Spells
9. Classes
10. Tips and advice from fellow gamers
11. Cool Duran stuff - Spoiler Alert!!!
12. The Black Rabite
13. FAQs
14. The Voting Poll
15. Credits - Finishing up
16. The Final Chapter

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X 1. I N T R O D U C T I O N - H O W T O C O N T R I B U T E X
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Welcome. This is my first FAQ, and if you're reading this it means it actually got put up on the net. I've tried to make heaps of FAQs but I always get bored with the games (!!!). I decided that I wouldn't make a general FAQ because that's just a bit too much work, so I decided to write one on Seiken Denetsu 3. Seiken Denetsu 3 is a game created by Square, a game company that has produced the greatest RPGs of all time IMHO. Seiken Denetsu 3 or Secret of Mana 2, is a game about a source of magic/power called Mana. Anyway, the game was released in Japan and ALOT of copies were sold. For some reason however, Square never released it in the US! This outraged many people who had waited yonks for the game and found out that they weren't going to get it. (Or would, but it wouldn't be in English.) Some time after, a group of very dedicated gamers translated the huge game 100%, and released the patch free over the internet. So after importing a game from Japan, gamers all over the world could play the translated ROM in English for free, legally. Anyways, the game has six characters in it, and you have to pick three for your party. I have made my first FAQ for the character Duran, who (IMHO) is one of the best

fighters in the game.

This guide is intended to show the average SD3 player that Duran doesn't suck as much as people make him sound.

Feel free to send in anything remotely related to Duran, and I'll stick it where it should go. (Like if you send in Black Rabite info, I'll put it in the Black Rabite section.) Put Seiken Densetsu 3 or something in the subject box so I know what it's about. Try to keep it readable people, cause I won't be changing it, except to rearrange your lines to fit in the FAQ.

My email is twlllght@hotmail.com, so send your tips, advice, information and questions there. You can also send questions to my ICQ, which is 118986797. Questions only to that ICQ number, please. When I get enough emails, I'll add a FAQs section, and put your question and the answer there. I'll also email the answer back to you, BUT ONLY IF IT CANNOT BE ANSWERED BY READING THE FAQ! I won't email you back if you can answer the question by reading the FAQ, but I'll still put the question in the FAQs section. Make sure the questions are related to Duran, because I won't answer any that aren't.

So, send in all those Duran related tips, info, questions etc and don't hesitate to email me and tell me about any mistakes in the FAQ.

Also, section 15 is the Voting Poll, and that section contains a question about Duran or Seiken Densetsu 3.

Example: What is your favorite God-beast?

- A: Danguard
- B: Xan Bie
- C: Fiegmund
- D: Land Umber
- E: Dolan
- F: Mispolm
- G: Lightgazer
- H: Zable-Fahr

So in your email, could you vote please? All you have to do is say something like: Voting Poll: E Dolan. I will announce the results in the next update, so you have a bit of time to vote. I will also change the question when I post results, so there will always be something to vote for. :)

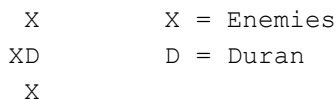
Note: The above question is only an example. The actual question is in section 15, so go look there for it.

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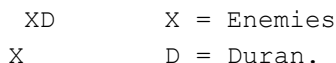
X 2. THE NEGATIVE ATTITUDE X

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There seems to be a fairly big negative attitude about Duran, stemming from the fact that he only attacks once unlike Kevin and Hawk who attack twice. People say that it takes forever for Duran to recover from his swing, but this is the same as any other characters recovery time (Its meant to be, anyway).



Above is a basic, simple diagram showing a place where Duran should never be. Because Duran can only attack once before needing to recover, he could only kill or knock away a single enemy before the other two would converge on him. Hawk and Kevin would be able to knock enough enemies away to escape without too much damage, because they attack twice. This is the reason that most people call Duran too slow, because they thrust him into the middle of a fight, and he can only attack a few times before he is smothered.



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Above is a example of a good place for Duran. Here he can attack an enemy, retreat, recover, and then attack again, systematically slaughtering all the enemies on screen.

Another thing I noticed is that sometimes, when an enemy attacks Duran, they seem to make him have to recover! That's not too good. I don't know if this happens to the other characters, or how it is determined but it does happen.

So, in conclusion, Duran's fighting abilities will shine if you (the player) control him. They will also shine if you don't let the enemies smother him. If you let the CPU control him, set his Battle Behaviour to Assist, and have him Assist your healer/magic user or another fighter. Hopefully, he won't kill himself as much. Joking. :)

From Lord Zero:

When you're explaining Duran Speed, you put this:

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If you put it this way, there's a chance he will hit ALL the enemies. He has a long arc swing that can hit all the enemies in surrounding him. Lise and I think Angela have the same attack, and Kevin has his kicks.

My note: Thanks for pointing this out. Yes people, he is very right, just be careful if you play this way. Another tip for this strategy is to select another character to use Throwing Items to knock monsters away from Duran if you see him getting smothered.

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X 3. AN OVERVIEW OF DURAN X

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Duran. The ultimate Saber-swordsman. A hard hitter and lots of HP. Has the highest attack power in the game. All the Sabers learnt in his classes are all the different Sabers in the game. Can wear shields, adding to his Evade. All the good things about Duran... Everything has a downside however. This section will take an indepth look at Duran's abilities or lack thereof.

Strength: Duran is not a magic user. He is a fighter, and his Strength can be raised correspondingly high. Generally, Duran is the best fighter in the game, but Kevin's Wolf-Devil form is stronger than Duran. This is only at night however. All his classes have acceptable Strength levels, and this should be the main thing your raising.

Agility: Agility allows you to dodge enemies attacks. Duran's Agility is average, a few points below his Vitality and Strength. His final Dark classes have a higher max agility than his final Light classes, but this doesn't matter because Light classes can wear shields, raising their Evade real high anyway!

Vitality: Duran's Vitality is quite important, because he will take a few hits now and then. Fear not, however, because his Vitality is second only to Kevin, and he gets strong armor in the course of the game.

Intelligence: Intelligence really isn't that important to Duran, because none of the spells he learns are attack ones. It is still quite good to juice some points into, though, because it also raises your magic Evade and magic defense. His Intelligence levels are really high, however.

Spirit: More important to Duran than Intelligence, because raising Spirit will

allow Duran to learn his Sabers, and boost the amount of HP his Heal Light will heal!

Luck: Duran's Luck is average, not quite as Hawk or Carlie's, and a few points under Lise's as well. :) Oh well. Duran's Light classes have a higher Luck level than his classes, if it really matters to you that much...

Summing up, Duran is quite high in attack-related stats, but falls short in the magic department. His Dark classes learn more Sabers than his Light ones, and his Light classes get a shield and Heal Light. A good fighter, who fights with magic swords. :)

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X 4. DURAN'S STRENGTHS AND WEAKNESSES X

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Durans main advantages lie in fighting, as most people know. There are, however, a number of things people overlook because of Duran's recovery time. He is not perfect, but then who in the game is?

Strengths: He hits hard. The Duelist is the hardest hitter in the game, second only to Kevin's Wolf Devil form. Duran can attack at a distance, retreat, and re-attack. His Vitality is right up there too, and he can wear the best armor in the game. His weapons are usually the strongest there are, and he can whup monster-butt easily. Duran's techs are usually the strongest in the group, and all of his classes bar 2 (3 if counting the Fighter class) have Full-Screen Techs (FST's). In the sub-screen, it says that the Duelist learns the strongest tech in the game, the Eruption Sword. I don't know if it is the strongest tech in the game, because I know of a few others that are rather powerful too (Split-Image Slice, Seiryuu Death Fist and a couple more). Duran can learn any Saber in the game, and allows him to cause more damage to the baddies. IMHO, Saint Saber is the most useful, but it may not actually be the best. His Light classes can wear shields, highly raising his Evade!!!

Weaknesses: Duran's biggest weakness is his recovery time. When he's catching his breath, he's sitting duck. Duran doesn't have any offense magic spells, only his trusty Sabers. His Intelligence isn't anything special, either. When Duran goes to the Light classes, his Spirit is raised higher than his Intelligence (Except the Lord, where it's equal), and when he goes to the Dark classes, his Intelligence is higher than his Spirit. Duran's Luck isn't too good either.

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X 5. GROUP SUGGESTIONS X

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Even though Duran is a good fighter, he won't be able to make it through the game alone. If you're reading this, feel free to send in your own suggestions to twlllght@hotmail.com Here are some recommended group suggestions.

Kevin and Duran: The ultimate power combo. Because Kevin can heal, and is quite close to Duran in attacking power, these two are a good combo. The Swordsmaster and Warrior Monk is a good combo, but my favorite is the Duelist and Death Hand combo. Extreme power, IMHO, but TOTALLY unbalanced. :)

Stick him with support: Duran needs good support characters on hand, like Lise or whoever you like. I find that Carlie is a good support character.

Duran + Ninja Master = Good Stuff: When Hawk goes Ninja Master, he learns to multitarget his Jutsu moves. I personally hate re-casting magic spells, so this class appeals to me. Anyways, use Thunder Jutsu to lower enemy defence, then let loose with Duran's Lvl 3 techs. Lord won't work for this, because

he's only got a single enemy tech. Duelist may be the best for this strategy, but I think the Paladin balances out the Ninja Master better, and the Flasing Sword tech rules as well.

From Lord Zero:

- DURAN (Swordmaster)
- CARLIE (Bishop)
- LISE (Starlancer or Fenrir Knight, whichever you prefer. It's basically the same, but I honestly prefer Starlance, cause of MARDUKE)
You know what that means? ALL THE SABERS, Icept Dark Saber, but who needs dark saber? Only against Lightgazer and still. (Oh, well, there's that mean Heath)
Add: Duran's Power, Carlie's Heal, and Lise's Spells, and you've got one hell of an army. The start will be pretty tough, but later becomes great.

From Me (Twilight):

Duran - Duelist
Angela - Archmage
Kevin - Warrior Monk

Duran is the center point in this party, with the Duelist's extreme power he should be going up against the stronger enemies and helping Angela out if she is getting hurt. Angela can pull out a multitarget level 2 spell or Rainbow and Kevin can Leaf Saber her if she gets low on MP. Kevin is the healer, and can help Duran out if he isn't healing with his multitarget Heal Light.

From Me (Twilight):

Duran - Swordmaster
Hawk - Nightblade
Kevin - Warrior Monk

All males (and no I'm not being sexist). This was the first team I bet the game with, and it worked like a charm. Swordmaster was the best choice here, because Multitarget Sabers are very good on 3 strong attackers. I threw in the Nightblade because normal fights weren't too hard, and the Nightblade has some great abilities for boss fights plus Black Rain for normal enemies. Warrior Monk is in there for the healing, plus Kevin's power.

From Me (Twilight):

Duran - Paladin
Kevin - God Hand
Lise - Fenrir Knight

You have two Singletarget Heal Light's, 2 FSTs, Saint Saber, Aura Wave, Multitarget Stat Downs, Lamia Naga and 3 strong attackers. Not too shabby. Kevin uses Aura Wave on Duran, Lise casts Protect Down Multitarget and Duran lets go with Flashing Sword. Ouch. A fun team to use.

From Me (Twilight):

Duran - Paladin
Carlie - Bishop
Kevin - Warrior Monk

You just can't die here. You have 2 Multitarget Heal Lights, Singletarget Heal Light, Leaf Saber for Carlie, all of her other spells, and most importantly TWO SAINT SABERS. This is the team to use if you want to go up against the Black Rabite for the first time. Cast Leaf Saber on Carlie at the start; she won't do much damage but she'll get MP back and she doesn't cause much damage anyway.

From Me (Twilight):

Duran - Duelist
Hawk - Nightblade
Kevin - Death Hand

This team reeks of power. You have Sabers, Jutsus and Energy Ball. This

doesn't compare in the least to the raw power you have at your control, and you have (arguably) the three strongest FSTs in the game. I don't recommend this for newbies however. This is one of the classic "Suicide Teams", which has no healing and one mistake will cost you your life.

BTW, this is the my personal team that I use most of the time. Just buy lots of Poto Oils.

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X 6. S H I E L D S ! X
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From GoodLuckDie:

When Duran was a Knight, you could buy a number of elemental shields in Forcena's armor shop, as you know. Now, if you equip one of those shields, say the Waterdragon Shield, it will block 1/3 of the damage of any Ice/Water-based attack. The same goes for the other 3 shields and their corresponding element. What makes the Sacred Shield so special is that it will block 1/3 of the damage of all elementals(!), making Duran pretty resilient against just about any form of magic. It's also said that the Sacred Shield blocks 1/3 of non-elemental magic like Ancient as well, but that's something I can't confirm by experience cause I rarely choose the Paladin (usually Duelist).

One other thing. You sounded like you've never found the Adamant Shield. Trust me, it's there - you probably had a bad break while trying to get it from the seeds. The Oath Shield is the ultimate shield for the Knight, and since you can equip it on the Lord you can probably get it for the Paladin too.

My note: I'm not too sure about the Oath Shield being the ultimate shield for the Knight, but everything else is great!

From Lord Zero:

Also, if the Adamant shield does exist, that means we all are missing the standard shield for the Paladin. Maybe it was removed...

My note: Lord Zero also send me heaps more information, and a shield chart. Thanks man. The Adamant Shield does exist, I have seen it with my own eyes!

Alright, here is the complete shield chart (Thanks to those guys on the Seiken Densetsu 3 messageboards that sent in a bit of info on shields, and MAJOR thanks to GoodLuckDie and Lord Zero! This section is up thanks to these two legends.

Name:	Class:	Evade:	Special attributes:
Gold Shield	Knight	20	*
WaterDragon Shield	Knight	20	Blocks 1/3 Water magic damage
Thunder God Shield	Knight	20	Blocks 1/3 Wind magic damage
Red-heat Shield	Knight	20	Blocks 1/3 Fire magic damage
Earth Shield	Knight	20	Blocks 1/3 Earth magic damage
Dragon Shield	Knight	20	Blocks 1/3 Dragon damage**
Oath Shield	Lord	20	Renders Duran immune to all negative status changes bar Silence and Snowman
Adamant Shield	Lord	25	None, although it gives the best Evade ***
Sacred Shield	Paladin	20	Blocks 1/3 damage of <u>all</u> elemental damage. Plus it <u>may</u> block 1/3 of non-elemental magic like Ancient ****

* I haven't received any information on this shield, but what I think it does

is block 1/3 of non-elemental magic damage. I don't know if this is what it does, but it may. I might try it later and post the results in the next update.

** I haven't received any solid information on what this shield does, but I think it does block 1/3 of Dragon damage (that is when a Dragon harms you in anyway). I'm not too sure about this one, though.

*** It does exist! You can get in when from Weapon/armor seeds when you are a Lord! It does exist! GoodLuckDie told me, and today I saw it with my own eyes.

**** When I say it may block 1/3 of non-elemental magic, I mean may. I do not know if it does, and neither does Lord Zero or GoodLuckDie.

Where you can get each shield from:

Name:	Where to get it:	Price:
Gold Shield	The Snow City Elrand or the Sand City Sultan	3380
Water Dragon Shield	Forcena's armor shop when Duran is a Knight	4000
Thunder God Shield	Forcena's armor shop when Duran is a Knight	4000
Red Heat Shield	Forcena's armor shop when Duran is a Knight	4000
Earth Shield	Forcena's armor shop when Duran is a Knight	4000
Dragon Shield	Weapon/armor seed when Duran is a Knight	N/A
Oath Shield	Weapon/armor seed when Duran is a Lord	N/A
Adamant Shield	Weapon/armor seed when Duran is a Lord	N/A
Sacred Shield	Weapon/armor seed when Duran is a Paladin	N/A

From GoodLuckDie:
Hey there again pal.

Reason I'm contacting you again is cause I found an interesting something about the Lord. It's a bit on the sideline, but I thought it might interest you anyway.

I recently brought Duran to level 57, to get the Lord's stats up to their maximum. Eventually, I reached an agility of 18 with it, with the result that all standard shields gave him an evade rate of 58, which is pretty damn impressive on its own. I first noticed it with the Oath Shield equipped, so naturally, with the Adamant Shield giving a +5 evade rate over all other shields, I expected to get an evade rate of 63. Curious thing was that I got 60. Looks like an evade rate of 60 is the absolute maximum the game allows, meaning that if you tech Duran's agility as a Lord up to its max, the Adamant Shield will only give a +2 evade rate, as it already pushes the evade to its most extreme limit with those extra 2 points.

Then again, an evade rate of 60 combined with a vitality of 21...
God I love this Class.

My note: I see... This is VERY good info to know, GoodLuckDie. I haven't tried this yet, but you can trust his info as good as mine anyday. I actually wouldn't have expected there to be a max for Agility, but I guess you learn new things everyday. I'm pretty sure this is the only FAQ with this information, so thanks for it pal.

Thanks once again to GoodLuckDie and Lord Zero for the help in compiling the above charts. They deserve major credit for the Shields! section!

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This section of my guide is to give you the rundown on Duran's techs. Duran normally has the strongest techs in the party, and they are all visually awesome. The first part is what it looks like, the second is what I think of it. Here they are:

Fighter tech: Cross Slash -Single Enemy

Duran glows white, does a front flip, and his sword whips out. Then he slashes across for damage.

Your usual Level 1 tech. It doesn't freeze the action, and doesn't really shine in anything. One particular annoyance I find is that by the time he finishes flipping, the enemy is gone before he can hit them. Also, Hawk and Kevin's Level 1 techs hit more than once, Duran's does not.

Knight tech: Three-Step Cut -Single Enemy

Duran lunges through his enemy, turns, slashes upwards towards head-height, turns again and slashes downwards, all the while with a yellow aura following his blade. He then jumps back to his starting position. He does it in three steps, hence the name Three-Step cut.

I like this tech. Sure, the Gladiator's tech is full-screen, but I think single enemy techs are better for bosses. Anyway, its crisp, fast, fun to watch and does some good damage. Very nice Level 2 tech.

Paladin tech: Flashing Sword -Full Screen

Duran jumps into the center of the screen, spins his sword in a circle and holds it high in the air. The point sparkles and the blade turns white as a gold circle expands under Duran's feet and fills the screen. Explosions rage across the battlefield, damaging all enemies on screen.

The Flashing Sword tech is brilliant. It does good damage, and looks sweet. Very cool. I like the jump part, looks cool. Very heavy damage, on par with Vacuum Sword. I heard in another FAQ that it causes heavier damage to Undead/Evil enemies but it doesn't. My second favorite Level 3 tech of Duran's.

From Lord Zero:

Flashing Sword damages everyone the same way. Carmillas aren't undead, and take the same damage than a Ghost (Try it on Kevin/carlie final stage: yes, the incredible long, hard and weird last stage.)

My note: He's right. Thanks once again.

Lord tech: Magic Circle -Single Enemy

Duran holds his sword with both hands into the air and runs with shadows trailing a few feet away. Shadows still trailing, he leaps high into the air as a blue magical circle appears across his target. He slashes on his enemy with full power, his blade glowing yellow and the magic circle fades away.

Hmmm... The Magic Circle tech is Duran's only Level 3 tech that is not full screen. Still, it causes acceptable damage and has nice animation. Looks alright too. A good tech, but not the best. Still, if you have Duran as a Lord, you are sacrificing power for his multitarget Heal Light and Tinkle Rain but the Magic Circle tech is still quite acceptable - just.

Gladiator tech: Whirlwind Sword -Full Screen

Duran dashes to the middle of the screen and starts to spin, going in an anti-clockwise circle. His sword starts to give off a blue wind aura as he damages all enemies on screen.

Damage wise, this tech is good. Great even. However, I just don't like it. Yeah it's full-screen, yeah it's powerful, but it seems like it takes forever to finish and it isn't that nice looking IMHO. Probably more useful than the Knight's tech, but I still think the Knight's tech is better for bosses.

Duelist tech: Eruption Sword -Full Screen

Duran stops where he is and spins his sword up into the air just like in the Flashing Sword tech. His sword turns white as yellow spheres fly into the blade. He jumps into the air with his sword held above his head and plunges it into the ground. A orange and red dome expands under Duran as lava erupts, coming up from the ground and damaging all enemies.

My favorite tech of Duran's plus his strongest tech out of them all. Insanely powerful, it could very well be the strongest tech in the game. In the sub-screen, it even says that the Duelist learns the strongest tech in the game. Powerful, nice to watch, the lava looks cool, an all-round excellent tech.

Swordmaster: Vacuum Sword -Full Screen

Duran runs into the center of the screen, and does the same pose that he does whenever he is healed. A white circle fills the screen, and centers in on Duran. He spins his sword above his head creating a damaging vacuum effect as serrated blue discs fly at all enemies.

Well, it is a very damaging tech, on par with Flashing Sword, but well, I don't like the way that the animation is carried out. Duran looks like a complete idiot during the animation and, IMHO, the whole tech looks budget. Good damage, but lame animation.

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X 8. S P E L L S X

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Duran isn't the greatest Magic user in the game. He does get some nifty spells though, and here they are. Add +1 to the rating if you have a Duran class that can multitarget the spell. Example: Heal Light's rating is 7, but if you have a Lord in your party who can multitarget it, it's rating is 8. All of Duran's spells are learnt with his Spirit stat. Whenever a character is Saberred, when they attack their hits will look different. *'s signal that class can multitarget the selected spell.

Warning!!!: If you have a Saber that is the same Element as an enemy you are attacking, you will heal it. Like if your weapon is Flame Saberred and you attack Xan Bie (the fire God-beast) you will heal him. Be careful when using Sabers.

Note: If you cast a Saber that is strong against an enemy you are attacking, it will give the best results. Instead of attacking Xan Bie (the fire God-beast) with a Flame Saber, use Ice Saber against him for the best results.

Dark Class Spells:

Diamond Saber: The first of the Elemental Sabers. Useful against Wind bosses or enemies, and good against Danguard. Use it against Flying enemies, Wind enemies and Wind bosses whenever you can if it's mulitarget, but save it for bosses only if it's not.

MP Cost: 4

Rating: 6

Stat level to learn: PIE 7

Spirit needed: Gnome

Classes who can learn it: Gladiator, Duelist, Swordmaster*

Thunder Saber: The second of the Elemental Sabers and my favorite out of all the Elemental Sabers. Will do extra damage against Earth enemies/bosses. Good against Land UMBER and his little monsters. Use against Ground enemies/bosses whenever you can if it's multitarget, but save it for bosses only if it isn't.

MP Cost: 4

Rating: 6

Stat level to learn: PIE 8

Spirit needed: Jinn

Classes who can learn it: Gladiator, Duelist, Swordmaster*

Flame Saber: The third of the Elemental Sabers. Good for Water enemies, and there are a lot of them. Basically the same as all the other Elemental Sabers, use it against Water bosses/enemies if it's multitarget and don't waste your time casting it in normal fights if it isn't.

MP Cost: 4

Rating: 6

Stat level to learn: PIE 9

Spirit needed: Salamando

Classes who can learn it: Gladiator, Duelist, Swordmaster*

Ice Saber: The fourth and final of the Elemental Sabers. You guessed it, useful for Fire type enemies/bosses etc. Use it whenever you can against Fire enemies if it is multitarget, but save it for bosses if it isn't.

MP Cost: 4

Rating: 6

Stat level to learn: PIE 9

Spirit needed: Undine

Classes who can learn it: Gladiator, Duelist, Swordmaster*

Dark Saber: Well, this Saber enchants a weapon with the Dark Element. It looks nice being cast, except there aren't that many Holy enemies (which this Saber does the best damage against). Pity too, because it would be a great Saber if there were. Use it against the enemies in the Ancient Ruins of Light and against the Light God-beast, Lightgazer.

MP Cost: 4

Rating: 5

Stat level: PIE 13

Spirit needed: Shade

Classes who can learn it: Duelist

Moon Saber: When a weapon has been Moon Saberred, it steals HP from the enemy with every attack and gives it to you! Nifty, but the amount of HP stolen is quite small unless the attacker is very strong. Works the best against Leaf enemies/bosses. Cast Moon Saber on a strong attacker in your group at boss fights. Nice if you have mainly physical attackers in your group. Cast it on your physical attackers in a boss fight.

MP Cost: 4

Rating: 6 and a half

Stat level: PIE 10

Spirit needed: Luna

Classes who can learn it: Swordmaster

Leaf Saber: A Leaf Saberred weapon steals MP with every attack and gives it to you! Much more useful than Moon Saber if you have magic users in your group because you don't need as much MP as HP, and HP normally goes down much faster than MP. A very nice spell. Always cast it on your magic users in a boss fight.

MP Cost: 4

Rating: 7
Stat level: PIE 10
Spirit needed: Dryad
Classes who can learn it: Swordmaster

Light Class Spells

Saint Saber: This is the Saber! Blesses a weapon with the power of Wisp, it deals excellent damage against Evil/Dark/Undead enemies/bosses, of which there are tons! Arguably one of the most useful spells in the game.

MP Cost: 4
Rating: 8
Stat level: PIE 6
Spirit needed: Wisp
Classes who can learn it: Paladin

Tinkle Rain: IMO, a waste of MP because for 5 Luc a pop you can buy Puipui Grass, which does the exact same thing except that it doesn't take time to cast and doesn't cost MP. Arguably one of the worst spells in the game.

MP Cost: 2
Rating: 2
Stat level: PIE 7
Spirit needed: Wisp
Classes who can learn it: Lord

Heal Light: This spell heals. Pretty simple eh? Anyway, this is one of the most useful spells in the game, because you don't have to rely solely on healing items if you have it. Very effective! Raise your Spirit higher and it will heal even more!

MP Cost: 3
Rating: 8
Stat level to learn: PIE 6
Classes who can learn it: Knight, Paladin, Lord*

* These classes can multitarget the selected spell.

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X 9. C L A S S E S X
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This may be the longest section of the guide, I really have no idea. The first part is all the items/spells/stats etc of the class, the next is the good points of that class, the next is the bad points, and the last is the conclusion. There is also a section for opinions from other gamers, so send some in!

Anyway, here they are!

Class changing note: When you class change, your stats get buffed up to the maximum of your last class. Example:

Here are the Fighter's max stats.

Strength: 12
Agility: 10
Vitality: 11
Intelligence: 8
Spirit: 8
Luck: 8

When you class change from a Fighter, your stats get buffed up to these. The point of this tip? Don't raise your stats to learn a new spell in your next class, because that is a waste. Instead raise stats that will help you out physically in your current class, because when you change class you'll get your magic stats up anyway.

Fighter - A mercenary who fights for what he believes in

Tech: Cross Slash -Single

Spells: None

Maximum stats:

Strength - 12
Agility - 10
Vitality - 11
Intelligence - 8
Spirit - 8
Luck - 8

The Fighter is Duran's standard class. It doesn't learn any spells or skills, all it does is fight. But it does fight well, having a high Strength rating for a standard class, and it's Agility and Vitality are high as well. It's tech is Cross Slash, which only hits once, but does good damage early in the game.

There is nothing really wrong with this class, it hits hard, has good Vitality and Agility. Paves the way for Duran's powerful later classes.

Knight - Taking up sword and shield to protect the weak and helpless with Light

Tech: Three-Step Cut -Single

Spells: Heal Light

Maximum stats:

Strength - 17
Agility - 15
Vitality - 17
Intelligence - 13
Spirit - 14
Luck - 14

As a Knight, Duran will learn Heal Light, a very useful spell to have on hand early in the game. He also learns the Three-Step Cut tech, while not being full-screen, it does do solid damage against single enemies (perfect for the God-beasts) and looks cool. The Knight's greatest ability IMHO is equipping shields. With Heal Light, high Vitality _and_ a shield, the Knight becomes a medieval tank. Solid class that is hard to knock down. Shields add to Duran's Evade rate, and some are meant to protect against certain things. Cool sub-screen pose.

The bad things about the Knight is that he will never have the explosive attack power of the Gladiator, nor the Elemental Sabers the Gladiator learns. The Three-Step Cut, while being cool, is not full-screen and does count as a downside. The Gladiator is stronger than the Knight.

Basically, if you need a healer and have other strong attackers in your party (like Lise or Kevin) who won't suffer from your lower attack power, the Knight is for you.

Opinions from other gamers:

From Veib:

If you don't have Kevin or Carlie, light is the way to go. Gets Heal Light (only ST though) and can get a shield, which helps quite a bit.

Tech looks cool, but it's only ST. Attack power is a bit low compared to Gladiator. I like Gladiator more, because of a certain Dark class that will be revealed later...^_^

Paladin - He who will stand against Evil; a Shining Spirit in a sea of Darkness

Tech: Flashing Sword -Full Screen

Spells: Heal Light, Saint Saber

Maximum stats:

Strength - 21

Agility - 17

Vitality - 21

Intelligence - 15

Spirit - 17

Luck - 16

Seal item: Paladin's Proof -Cast: Saint Saber multitarget

Final equipment:

Sword - Brave Blade

Helmet - Hero's Crown

Armor - Hero's Armor

Accessory - War King's Crest

Shield - Sacred Shield

A very nice Light class. Learns the beautiful spell Saint Saber, which gives a weapon a Light attribute that does mega damage against Evil/Undead. The best part is that there are so many of those sort of monsters. Anyway, the Paladin is equipping the Sacred Shield which is generally the best shield in the game. The Paladin is a good fighter and with the Saint Saber he can cause very good damage. If you already have a healer in your party, take this class. He also has a very nice full-screen tech.

Bad points? He still cannot multitarget his Heal Light spell and can't multitarget Saint Saber. He also doesn't learn as much Saber magic as the Dark classes. The Brave Blade (the Paladin's final sword) is weaker than the Sigmund (the Lord's final sword) by about 2 attack points too. :) The last bad thing about the Paladin class is his sub-screen that, IMHO, is his worst.

Good class if you have Kevin as a God Hand but you find you still need more healing. Saint Saber is a great spell, and because he's Duran, he can whup some ass!

Opinions from other gamers:

From Veib:

Almost everyone says this is far superior to Lord. Crap. Paladin gets Durans lowest attack power, and since he's mainly a physical attacker, this really matters. Still only ST Heal Light, thus not good for only healer. Paired with God Hand it can be probably enough. Only other spell he gets is Saint Saber. Let's see, you need it on....2 fights? Zable-Fahr and Black Rabite. Just get another 2 of Paladin's Proofs, and that's it. Or get a Bishop. Paladin gets a good FST, that looks cool and is powrful. I'd still rank him as Duran's worst class. He does have a cooler sub-screen pose and colors than Lord.

From EternalSpirit:

This is one of the weaker classes of Duran in my opinion. Doesn't heal as fast with STHL, and Saint Saber isn't really all that great. Again, good attack power, and a GREAT FST, but that's about all this class has.

From MeepleLard:

IMHO, his worst class, but that does not mean he's bad. He is just bad compared to his other classes. He has a good FST, and Saint Saber as well as a powerful Heal Light, but he does do the least damage with his weapons(ok, 2 points is not much, but I am just pointing out that the Lord is not the weakest) The Sacred Shield is OK, but for me, it does not do that much. I would use this class if I am going to fight the Black Rabite, or need a good FST and Healer at the same time.

From RyuSeiryuu:

A very good class in my opinion. It is able to equip the sacred shield which is able to reduce the magic attack damage by one third. This class is able to cast Heal Light which heals characters for decent HP but probably not quite as useful as the God Hand or Lord. This is also one of the two classes (the other one is Bishop) that are able to learn Saint Saber. This could be quite useful on most enemies except for the light ones. Alright, some people prefer to use Thunder Saber or whatever on different enemies, but I prefer to use Saint Saber. =) A good overall class for Duran.

From NothingMan:

A great class, IMO. Although it is Duran's weakest class, though only by a couple points, he makes up for this with a powerful Single Target Heal Light, Saint Sabre, which is a godsend towards the end of the game, the Sacred Shield, which cuts magic damage by 1/3, and a very powerful FST. My favorite Light class.

Lord - A warrior who fights for others, and will protect them with his own life

Tech: Magic Circle -Single

Spells: Heal Light*, Tinkle Rain

Maximum stats:

Strength - 21

Agility - 18

Vitality - 21

Intelligence - 16

Spirit - 16

Luck - 17

Seal item: Lord's Proof -Cast: Heal Light multitarget

Final equipment:

Sword - Sigmund

Helmet - Protection Helm

Armor - Protect Armor

Accessory - War King's Crest

Shield - Oath Shield and the Adamant Shield

The best class for Duran if you don't have a healer and you think you need one. In this class Duran will learn to multitarget Heal Light and learn the Tinkle Rain spell which cures status alignments. While Tinkle Rain is pretty close to useless, multitarget Heal Light is one of the best spells in the game. The Lord is not useless, as he is often described as, but is much different from say the Swordmaster. The Lord can equip the Oath Shield, and the Adamant Shield, which has an Evade of 25. Sigmund (the Lord's final sword) has 2 more attack points than the Brave Blade (the Paladin's final sword).

Where the Paladin has Saint Saber for variety, the Lord doesn't. Well, he has Tinkle Rain of course, but wow, it's the same as using Puipui Grass. Haha. Another thing that isn't good is that the Lord is the only final class of Duran that has no full-screen tech. Single enemy techs may be better for bosses, but by about the time you reach level 38 the enemies are rather strong, and having a full-screen tech saves you a lot of HP. But in the end though, the Lord isn't as effective as the Warrior Monk for healing, and is no where near as effective as Carlie.

So, should you find you need a good source of HP and a decent fighter, take the Lord. He isn't a Carlie of healing, but he does try his hardest and has a good enough Vitality to make damn sure you get that Heal Light without fail. A good class for newbies because it is hard to die with multitarget Heal Light. :)

From GoodLuckDie:

There is besides the multitargeted Heal Light, Adamant Shield and high vitality another reason why this Class tends to be one of the most reliable in the

entire game. Though I'm not completely sure if it is caused by the Lord's final armor or simply by the Class Change itself, as a Lord Duran will become almost totally immune to status effects. With the exception of silence and snowman, not a single status ailment will be able to affect him anymore. It's surprisingly helpful in a lot of situations, and it's also unique - no other Class whatsoever has this ability.

All this has an unexpected side-effect by the way. Because Duran can't be Chibikko'd anymore either, the Chibikko Hammer will have the same effect on him as a Puipui Grass - it will nullify any of the few things that are still capable of affecting him, while it no longer causes any change in Duran's condition on its own. Very useful to know when you're up against Heath for example. Also, because Duran can't be poisoned anymore either, the Lord is an excellent Class to have when you need to fight your way through Dragon Zombies and Carmilla Queens.

My note: I too have noticed this. GoodLuckDie has informed me that the Adamant Shield is in the game, and today I saw it with my own eyes (it looks like the Sacred Shield, but is silvery gray instead)! What I have found is that the Oath Shield makes Duran immune to status effects. It does not work with the Adamant Shield, though.

From GoodLuckDie:
Hey there again pal.

Reason I'm contacting you again is cause I found an interesting something about the Lord. It's a bit on the sideline, but I thought it might interest you anyway.

I recently brought Duran to level 57, to get the Lord's stats up to their maximum. Eventually, I reached an agility of 18 with it, with the result that all standard shields gave him an evade rate of 58, which is pretty damn impressive on its own. I first noticed it with the Oath Shield equiped, so naturally, with the Adamant Shield giving a +5 evade rate over all other shields, I expected to get an evade rate of 63. Curious thing was that I got 60. Looks like an evade rate of 60 is the absolute maximum the game allows, meaning that if you tech Duran's agility as a Lord up to its max, the Adamant Shield will only give a +2 evade rate, as it already pushes the evade to its most extreme limit with those extra 2 points.

Then again, an evade rate of 60 combined with a vitality of 21...
God I love this Class.

My note: I see... This is VERY good info to know, GoodLuckDie. I haven't tried this yet, but you can trust his info as good as mine anyday. I actually wouldn't have expected there to be a max for Agility, but I guess you learn new things everyday. I'm pretty sure this is the only FAQ with this information, so thanks for it pal.

Opinions from other gamers:

From Veib:

Higher attack power than Paladin, MT Heal Light, Tinkle Rain. All are useful, Pally gets none of them. Only bad thing about Lord are his horrible colors and a ST tech. But Magic Circle is on of the coolest ST techs in the game, and it's pretty powerful. This is the way to go with Duran if you dont have another character who can heal.

From EternalSpirit:

This is, in my opinion, Duran's best class to choose from in a LOT of parties without Carlie. He gets the amazing Magic Circle tech, decent MTHL, and great

attack power (but don't all his FC's attack great?). The tech is only single targeted, but that's good in some cases.

From MeepleLard:

This is one Awesome class. He has a powerful MTHL, and tinkle rain, but the Latter spell is easily replacable. His Magic Circle Tech is so powerful, as it does 940+ to a boss under right conditions. He also gets 2 ultimate shields, both are pretty good. It depends on whether you want More Evade or lack of Status effects, and both are good. The Lord has some nice stats as well, and sacrifices nothing except the Potential to learn Saint Saber, but MTHL is better IMHO. A great class to put into consideration.

From RyuSeiryuu:

This is another amazing class for Duran. It is able to equip the Oath shield, which raises the evade rate very high. When I first played this class, the shield amazed me. Duran's evade rate with the shield equipped is even higher than Hawk. Imagine a very powerful sword swinging fighter able to move around like Hawk. Heal light all is also a good addition to the Lord. I think this class has much usefulness as the Paladin. If not, then maybe more.

From NothingMan:

My opinion on this class differs from the rest, although that can probably be attributed to my playing style. I just don't like the Lord all that much. I've always found Multi Target Heal Light to be an unnecessary commodity, as Poto Oils, and in extreme circumstances, Single Target Heal Light and Honey Drinks, get the job done for me just fine. Tinkle Rain is quite useless, IMO, as Mama Poto Oils easily replace this spell and can be Multitargeted, and since they are items they can be used if your party gets silenced, whereas you would be unable to cast Tinkle Rain. The Lord's tech is OK, it's not quite as great as a lot of people say, IMO, but it's not bad. One good thing the Lord has going for him are his Shields, the Oath and Adamant Shield. The former grants him immunities to most status ailments, and the latter gives him a great boost to his evade rate. However, this is kind of useless, IMO, since most of the more threatening enemies later in the game use magical attacks over physical, anyway, making the Paladin's Sacred Shield better overall, IMO. The Lord, isn't bad, just not the godsend everyone seems to think he is. Again, this is probably just because my playing style is different, but that's my opinion.

Gladiator - Fights for himself, using perfected swordstrikes and deadly power
Tech: Whirlwind Sword -Full Screen

Spells: Diamond Saber, Thunder Saber, Flame Saber, Ice Saber

Maximum stats:

Strength	- 18
Agility	- 16
Vitality	- 17
Intelligence	- 14
Spirit	- 13
Luck	- 13

If you want power, then this is the second class for you. It has the highest Strength rating out of all the second classes and the second highest Vitality rating out of all the second classes (Kevin's second classes have 1 more point of Vitality). His Agility is up there too. A very great asset to this class is the four basic Elemental Sabers! Using these Saber spells, you can exploit any enemy's weakness. Perfect for the God-beasts! Also has more attack power than the Knight. Last but not least, he has a very powerful Level 2 tech that's full-screen as well!

In his Dark classes, Duran gains more Strength and loses the ability to equip a shield. None of his Dark classes can equip shields. He cannot multitarget his

Sabers (yet), so get ready to cast them 3 times on boss fights.

Take him along if you need attack power and have low Strength characters like Angela, who could benefit from it. If you are confident and find not having Heal Light to be bearable, go with the Gladiator.

Opinions from other gamers:

From Veib:

If you have a healer, then definitely go dark. Higher attack power is IMO more valuable than a shield. Gets a lame FST, and elemental sabers. Sabers help a lot against god-beasts, and only Carlie's Light classes can get them besides him. Stupid sub-screen pose once again.

Duelist - With inhuman speed and power, he takes up a blade to dance with death

Tech: Eruption Sword -Full Screen

Spells: Diamond Saber, Thunder Saber, Flame Saber, Ice Saber, Dark Saber

Maximum stats:

Strength - 22

Agility - 19

Vitality - 21

Intelligence - 17

Spirit - 15

Luck - 15

Seal item: Duelist's Proof -Cast: Dark Saber multitarget

Final equipment:

Sword - Deathbringer

Helmet - Skull Head

Armor - Skeleton Mail

Accessory - Master's Armband

Shield - N/A

When you went to the Gladiator class, it was either for power or Sabers. Now, with the final Dark classes, you have to tossup between the two. If you decide on power, go with the Duelist and watch in amazement as he rocks the screen! The Duelist is the strongest attacking class in the game, and he even recovers quite fast now! Sheer power and your beck and call! Also, he learns the Dark Saber spell, which will give you an advantage against Lightgazer. To top off the whole deal, YOU GET THE ERUPTION SWORD, one of the strongest techs in the game! Deathbringer (the Duelist's final sword) has 2 more attack points than the Ragnarok (the Swordmaster's final sword). If you have ever daydreamed about sheer power, take the Duelist...you won't be disappointed.

The greatest downside to the Duelist is that he cannot multitarget any of his spells. None of them. He doesn't get a shield, too. Finally, the Dark Saber spell isn't that useful because you never really fight Light/Holy enemies.

The Duelist rules. Stick him with whoever you want, he has a huge attack power and a really good full-screen tech. If you want only fighters on your team, take the Duelist.

If you find ourself in a party with Angela and Carlie, you will need every ounce of physical power you can get. Take the Duelist and you should be safe. (I can guarantee you Duran will be safe, I mean Angela and Carlie should be.) :) The Duelist isn't too good in the hands of a newbie, but once you start to get familiar with the game you should be able to use the Duelist effectively.

From Lord Zero:

Eruption sword does somewhat higher damage than Seiryuu death fist, at least technically talking. If Duran has 22 strenght and Kevin has 19. Since itIs only 1 hit, Eruption Sword should do more damage. (Well, kevin can turn into a wolf, anyway).

My note: Eruption Sword does do more damage than Seiryuu Death Fist during the day, but when Kevin turns into a Wolf Devil his attack power gets pumped up and it does equal damage then.

Opinions from other gamers:

From Veib:

Wow. Hail to the King, baby. This is The Best And Most Awesome Class In The Whole Game. Looks extremely sweet (both in-game and sub-screen (though pics and color of Duran's dark classes seem to be mixed up...)). Gets highest attack power of all Duran's classes, and of all classes in the whole game. Kevin can get more at night, but Duelist gets it all day. IIRC it was 351 with 22 str and Deathbringer. Add a STR Up (+1/3 to stat), and it goes to 468. Add a Defence Down to enemies, and a correct saber. Can you say destruction? Especially with Eruption Sword, the Mot powerful tech in the game, and its even a FST! It also looks coolest of them all. Gets only Dark Saber over the elemental ones, and basically the only place to use it is the rematch with Full Metal Hagger. Quite useless, I'd say. Now, the reasons for not taking Sword Master instead.

1. There is no need to multitarget sabers; theyre only needed on bosses and theres enough time to cast it 2 or 3 times.
2. Leaf and Moon sabers are handy, but not needed.
3. Power.

So, if you have a healer already, then go for the Duelist. It's worth it, this class ownz j00.

From EternalSpirit:

This is the most devastating class in the entire game. Highest attack power, insanely damaging FST, slow, ST sabers, but that's ok. He's mainly here for the attack power. A great class if you have a team that has crap for attack power.

From MeepleLard:

This Class is too powerful physically. Under the Right Conditions, he can deal a good 500 points of damage with his Standard attack. His FST, Eruption Sword, is the Strongest in the game. I once got it to do 993 to Arch Demon, and that's pretty darn good(fine, VERY GOOD) The one thing I don't like about the Duelist is that he learns only 1 new spell, the ALmost Useless Dark Saber. And he can't MT his old ones. But the extra boost in Strength sure comes in handy. A class that is definatly worth Putting into consideration.

From RyuSeiryuu:

Now this is my favorite dark class. I don't mind casting sabers over a little duration. I don't even really need the sabers when it comes to this class. The Duelist is able to attack with severity and the level 3 tech Eruption Sword deals a lot of damage and I think it is worth seeing. If you equip the Deathbringer weapon on the Duelist, it would just make him even more powerful. With a max strength of 22 on this class, Duran is able to wreak havoc on the enemies.

From NothingMan:

My favorite class for Duran. Obsecenely high attack power and a devastating FST. He learns only one new spell, the rather useless Dark Saber, but IMO, Duran is more of a fighter than anything else, and no one does it quite as well as the Duelist. This class is even more powerful when combined with the Wandered or God Hand...cast Aura Wave and watch everything on the screen die. Awesome class, and my personal favorite.

Swordmaster - Seeks extreme swordmagic to combine with his superb swordsmanship

Tech: Vacuum Sword -Full Screen

Spells: Diamond Saber*, Thunder Saber*, Flame Saber*, Ice Saber*, Moon Saber,
Leaf Saber

Maximum stats:

Strength - 21

Agility - 18

Vitality - 21

Intelligence - 16

Spirit - 16

Luck - 16

Seal item: Master's Proof -Cast: Diamond Saber multitarget

Final equipment:

Sword - Ragnarok

Helmet - Rising Moon Helm

Armor - Master's Armor

Accessory - Master's Armband

Shield - N/A

When you went to the Gladiator class, it was either for power or Sabers. Now, with the final Dark classes, you have to tossup between the two. If you decide on Sabers, go with the Swordmaster and grin like an idiot as he learns every Saber in the game bar Saint and Dark! You heard me! All of them except for Saint and Dark! That's the Moon and Leaf Sabers in the same class! Now, to make you even happier, he gets to multitarget all of his Gladiator's Sabers. Hows that? Plus (yes it is possible for it to get better!) he gets a full-screen tech! And, damage wise, it's on par with the Flashing Sword! Probably the best class to balance him out. VERY COOL!

Well, as a Swordmaster, Duran won't come close to the Duelist in attack power. Closer than his other final classes maybe, but the Duelist still owns in the attack rating. Also, Moon and Leaf Saber can't be multitargeted. The Ragnarok (the Swordmaster's final sword) is weaker than Deathbringer (the Duelist's final sword) by 2 attack points. Doesn't get a shield, but you knew that right? Doesn't excel in anything, because he is balanced.

If you have a pretty balanced party and want an edge in fights, take the Swordmaster. He'll give you all the Sabers you'll ever need. Add's good Saber support to balance Duran out. I personally prefer the Duelist, but that is only my opinion. Take this one if you are new to the game, because the Duelist requires a more experienced approach.

NEW TO VERSION 5.0:

According to Lord Zero's Lise FAQ (and Norse mythology) Ragnarok was the final battle between the Gods and the Giants, in which the Gods would lose and the Earth be scorched by a fire Giant. Want more info on this? Go to Lord Zero's Lise FAQ at GameFAQs. There is more information on this Character Guide in section 16.

So hows that for the name of a final weapon, eh?

Opinions from other gamers:

From Veib:

A good class, but I just don't see the point in taking him over the Duelist (reasons in Duelist's part). Cool colors and sub-screen pose, a lame-looking yet powerful FST. Gets to multitarget all elemental sabers, and is the only class in the game who gets both Leaf and Moon saber. They can't be multitargeted, however. Not my type of class.

From EternalSpirit:

This is the funnest class of Duran's to choose from. MT elemental sabers, plus moon and leaf saber to mess around with. Moon and leaf can also help heal life and MP. Good attack power, not too impressive FST (but that's ok, his spells make up for it), and he looks pretty cool.

From MeepleLard:

My favorite Class of Duran's. Not only is he Strong and has an FST, but has all the Sabers except Saint Saber(which loses usefullness after a certain point) and Dark Saber(hardest Saber to find Uses for). And he learns to MT the basic sabers. He is also good if you want sabers but lack a healer, since Moon Saber can be a great substitute to use on Bosses if you can't heal. Pairing him with Angela is a good idea, since he can Cast Leaf saber on Angela making her have almost Unlimited Death Spells/Rainbow Dusts/2x Spell/Ancients to use at will. And I love the name of his weapon, Ragnorak.

From RyuSeiryuu:

If you want to have as many learned sabers for your party, then this is the class to choose. The class is able to learn most sabers (except light and dark) which can be very efficient in a team of all attackers. The Swordmaster is able to multitarget the sabers he learns as a Gladiator and also learns Moon and Leaf Saber. Not a bad class overall but if you want to have more power, then I would choose the Duelist.

From NothingMan:

If you want Saber's, here's your man. In addition to being able to Multi target his Gladiator Sabers, he learns Moon and Leaf Saber as well. However, I find that by the time he learns to Multi target his Sabers, most of the God Beasts are already dead and I'm moving onto the final areas of the game, where they aren't quite as useful. Moon Sabre is only useful if you don't have a healer, otherwise, it's just a novelty spell. Leaf Sabre is decent, but if used against the wrong enemies, can severely hurt you, as you'll end up losing MP as a result. The Swordmaster has a powerful FST and good attack power. It is a good class, but not the best.

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X 10. T I P S A N D A D V I C E F R O M F E L L O W G A M E R S X
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Here is where the bulk of email sent to me will be posted. I'll add some of my own tips and tactics, but I really would like some sent in by other gamers. I will only take Duran specific tips, or tips that somehow relate to him.

Heal: Keep healed. There is a spell in the game called Heal Light. Duran's Light classes learn this spell, and the Lord can multitarget it.

Multicasting: If you time it right, you can cast multiple spells one after another without getting whacked. Here's how it works:
This example uses Duran, Lise and Angela. Imagine they are fighting 3 Frost Dragons. Start from Duran.
From Duran's magic box I select Lise's magic box. I select Power Up.
I tap on the X button to get Duran's magic box up. Then I select Hawk's magic box and use Thunder Jutsu on all enemies.
Then I smash down on the X button so I can get Duran's magic box up really fast. I select Flame Saber multitarget.
Lise casts Power Up, Hawk then casts Thunder Jutsu to lower their defence.
Duran than casts Flame Saber multitarget, and Frost Dragons are weak against fire. All the spells are cast immediately after one another.
It works because whenever you are in the item ring/magic ring, a spell is still being prepared so they get cast immediately one after another.
Make up your own combos!

Keep those class changing items: When you are finished with class changing items, don't throw them away because when used they cast certain spells.

Here are Duran's:

Paladin's Proof: Casts Saint Saber multitarget

Lord's Proof: Casts Heal Light multitarget

Duelist's Proof: Casts Dark Saber multitarget

Master's Proof: Casts Diamond Saber multitarget

See? Now when all of your characters have changed into their final levels, you will only get the Dark items when you plant ??? Seeds. Confused? For example, Duran is a Knight, and he has 4 Paladin Proof's and 3 Lord Proof's. He changes into a Paladin, so he now has 3 of each. Now the other two party members change. After all three have changed, they go to plant the rest of their ??? Seeds, and only receive their Dark items. (Master's Proof, Duelist's Proof etc.)

The bad thing is, if you go for the Dark classes, you'll never get Light class items like the Paladin's Proof. I think this may be a glitch in the game.

From Lord Zero:

In your tips section, you say that if you go, let's say, Duelist, you can't get light Class items. This is wrong. You will ONLY get light items, after the class change, that is.

My note: I'm not wrong here, but then again, he probably isn't either. I think it depends on your ROM or cartridge somehow.

NEW TO VERSION 6.0:

Alright, I think I've worked it out now (emphasis on think). If you change to a Light Light or Light Dark Final Class you'll only get Light Class items. But if you change to a Dark Dark or Dark Light Final Class you'll only get Dark Class items. This proves why me and Lord Zero have gotten different things. Of course, there is a very good chance that what I have just said is wrong, and if it is, feel free to laugh. :)

Sabers: Duran learns a lot of Saber type spells in his different classes, so use these to full advantage. Saint Saber is rather useful, because it causes extra damage to Evil/Undead enemies. Cast Leaf Saber on your spell casters so they can regain their MP.

Techs: Duran has very powerful techs, so use (or abuse) them whenever you can. Stick him with the God Hand or Wanderer and have them power him up with Aura Wave. Also time your attacks so you hit multiple enemies in one swing. Duran's sword has a long reach, so take advantage.

Class changing note: When you class change, your stats get buffed up to the maximum of your last class. Example:

Here are the Fighter's max stats.

Strength: 12

Agility: 10

Vitality: 11

Intelligence: 8

Spirit: 8

Luck: 8

When you class change from a Fighter, your stats get buffed up to these.

The point of this tip? Don't raise your stats to learn a new spell in your next class, because that is a waste. Instead raise stats that will help you out physically in your current class, because when you change class you'll get your magic stats up anyway.

That's all I've got for now, so send your advice in. Share your own personal strategies with everyone. Remember, Duran related tips only.

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X 11. COOL DURAN STUFF - SPOILER ALERT!!! X

=====

This section of the guide is about parts in the game where something cool (or funny) or even sad, happens involving our favorite hero. This is pretty spoiler-heavy so try to find out all these nifty things yourself first. Sorry if some of these are a little bit wrong. I'm typing from memory, you see. This is probably the most useless section in the whole guide, because if you play Duran's quest thoroughly, you will discover most of these things here. Oh well. Lets begin.

Got something to hide?

-Many people already know about this one, but some don't so here it is. If you have Angela in your group, head to Forcena, and move around to the right side of the weapon and armor shop. You will see a door. It leads to Duran's house. Go inside, and then Duran will ask the group to skip the house, because when he started his quest he decided not to return until he had defeated Koren. After saying this though, Angela says something like, "Too bad, I really wanted to see your room, but if you've got something to hide, like your porn collection, I understand."

Duran looks all funny, and tells Angela to shut up.

Note: I tried coming back here after defeating Koren and he still wouldn't let my group in -sigh-.

Uhh, I received an email telling me that I should add that Duran does not have a porn collection.

Duran does not have a porn collection people! He's not a pervert (unlike the Forcena librarian, who has XXX books in the library). :)

DO NOT READ THIS UNLESS YOU ARE WILLING TO SPOIL A MAJOR PART OF DURAN'S STORY!

Come to the Dark side Luke...oops I mean Duran.

-Ever thought Seiken Densetsu 3 is like Star Wars? Haven't? This is quite a good one then. For this one Duran must be your main character, because you have to do his quest. After defeating Zable-Fahr, wander around a bit (sorry for the vague instructions here, but this is a guide, after all, and not a walkthrough), until you find a headless and armless gold statue. Save (if you want), then go north, and then all the way to the east. You will find a dragon mouth, enter. Here you will find the Darkshine knight. He will talk to Duran and says something like he wouldn't want to hurt Duran because Duran is his son! Oh my gosh! Anyway, he tells Duran that if he comes to the Dark side, they would be together and they wouldn't have to fight. (Sorry if I'm getting some of this wrong, I'm typing from memory.) Duran becomes peeved because he knew that the Dragon Emperor had somehow corrupted his father Loki, the Knight of Gold. Then you fight him, and after defeating him, Loki's spirit will appear and say thank you for releasing him, and says that the Dragon Emperor had brought him back to life to fight for Evil. See? Told you this game could be like Star Wars. Duran = Luke, Darkshine Knight = Darth Vader.

Note: I know that you fight the Darkshine knight if Angela is your main character, but I don't know if he reveals himself as Duran's dad if Angela is the main character. Could someone confirm this?

Dad?

-This works if Angela is your main character as well as Duran. Anyway, once you get to Pedan, and find out where the Dark mana stone is, go to the guy who sells armor. You will find a Knight of Gold with King Richard. Upon talking to them, you'll find out that this is Prince Richard, and the Knight is Loki, Duran's father! I read in Loopy's Seiken Densetsu 3 FAQ that the whole of

Pedan and the Forest of Illusion is all an illusion, and that what you see in Pedan happened 12 years ago. Talk to them, and they will talk a bit, and then leave for Dragon's Hole to fight the Dragon Emperor. If Duran is with you, he'll tell Loki that his name is Duran, and that he is his son and that if they would go against the Dragon Emperor that Loki would die. Loki says that his son, Duran, is only five years old, and is back home. He then says something like, "I hope he grows up to be strong like you, though." Then they leave, and Duran is left by his father once again...

STOP THE BOAT!!!

-For this one, Duran cannot be in your team. He can't. And Carlie has to have been your third character. The reasons for this is that when Carlie is your third character, you get her in the Cave of Waterfalls. Anyway, after fighting the Full Metal Hugger, carry on until Lugar pushes you off the waterfall. When you awaken, you'll be in Jad's prison. There will be another character in the cell next to you. Normally, this would be your third character, but because you already have Carlie, it is someone else. Yep, in the cell next to you is Duran. This is why he can't be in your party, because if he is, he can't be in the cell next to you. If he is in your party, and Carlie is your third character, it would be someone else, obviously. Anyway, Duran will get the guard's attention, and then lock him in the cell. He'll come and free you then. After this, he'll tell you that it might be best to split up, and tells you that he'll distract the beastmen so you can get away to the port; he heard rumors of a boat leaving soon. What a legend! Anyway, fight your way to the port, and climb on board the boat, 'cause it's free. One of your characters (main or not, I can't remember) will tell the captain to wait for Duran. The captain says sorry, and takes off. But then Duran comes running up! NOOOO! He tells the captain to wait up, but they have already left. Drats! I know people who would laugh at this, I actually thought it was sad...

I wonder what happens to Duran after this? I mean, I hope he made it to Forcena...

From GoodLuckDie:

You mentioned that you didn't know what happened to Duran after the ship took off without him, and that you hoped that he made it to Forcena.

Yeah he did make it. If you would have played it further with that team you need to see this scene happening, you'll encounter Duran again at the Demon statue in the Molebear Highlands. I'm telling this from memory too here, but he did say something along the lines of:
" I didn't expect to see you guys again. After you left with the ship, I fought my way through a group of Beastman in the confusion and flew one of their giant birds out of there. "

Hehehe... you gotta admit - he's really something.

He also said he was on a journey to find Koren by himself, but returned to Forcena when he heard the rumors that Altena was planning an invasion, and then asks the team if they would mind assisting him cause they look like fighters themselves. Then he finishes the conversation by saying " Well, I'm kinda in a hurry, so if you'll excuse me... ", and he runs off.

My note: Thanks for the cool info GoodLuckDie! And he really is something, isn't he?

From GoodLuckDie:

- About the "thing" going on between Duran and Angela.
If you play Duran's quest without Angela in your team, you might think that

nothing will happen between them cause Duran and Angela never really get together. You're all wrong. After the defeat of Koren, Duran will find Angela's mother in Dragon's Hole and takes her back to Altena. Now that the Queen is back to normal and Altena is restored to the way it was before Koren's return, Angela can finally come home again. And the guy who made this all possible for her is... you guessed it. If you talk to Angela after the conversation between Duran and the Queen, she will say this:

" Duran... thanks to you, I can finally come home! Thank you...
Duran... you're so great! " *KISS*

The lucky dog... ;-)

From Lord Zero:

I only saw that ending the first time I played, and yes, duran was my main character, but since I've never played with Angela again, I don't know if it happens without him.

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X 12. T H E B L A C K R A B I T E X
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One of the advantages of playing Duran's/Angela's quest is fighting a super-secret boss called the Black Rabite. Rabites are those pesky little bunny things, and come in a variety of colors and flavors. They are usually really easy to beat-up. Anyway, this one isn't. YOU MUST HAVE BEATEN KOREN!!! This is important, because you will not be able to get to the Black Rabite if you have not defeated Koren. To get to the little fool, start at the room where you fought the Darkshine Knight. Go north, and then north once again. You will have to circle around abit on the second north part. Head east, then east again. Go north, heading northwest. You will come to two exits, one going due west, the other due north. Go through the due north one. From there on, just follow on, there is only one exit each screen. If you really need more specific directions, email me. It's not that hard to find. You will eventually come to a vertical corridor. Push on the left wall and you will end up in the Black Rabite's lair.

What you need:

Items:

Poto Oil:

EXTREMELY IMPORTANT. Casts multitarget Heal Light. You should have a healer that can cast multitarget Heal Light, but if you don't, oh man. Stock up on these. Find them at Byzel's Black Market.

Honey Drink:

Useful for sticky situations, and the Black Rabite will give you many, many sticky situations. Buy them at item shops.

Puipui Grass/Mama Poto Oil/Chibikko Hammer:

All these heal you of status alignments. Very useful when fighting Blackie. Use the Chibikko Hammer twice to get rid of status alignments. Buy Puipui Grass at item shops, Mama Poto Oil at the Black Market and you should already have the hammer.

Matango Oil:

Casts Reflect Magic on one person. Reflects attack magic back at the Black Rabite. Hawk's Wanderer class has an ability called Counter Magic which does the same job as Matango Oil. I don't think you can reflect Ancient, though. Find it after beating up some enemy in the Forest of Wonder. Sorry I forgot the name.

All right, I found the monster, it's called a Darth Mantango and looks like a mushroom.

Papa Poto's Claw/Paladin's Proof:

Both these items cast Saint Saber. The claw is single ally, but the Paladin's Proof casts it on all three of your characters. Saint Saber is quite useful for fighting Blackie, since he is weak to Wisp-based spells. He likes to cast Dark Saber on your entire team so you heal him, so you may have to use extra. Find Papa Poto Claws after smashing up Papa Poto's and find Paladin Proofs using ??? Seeds.

Carmilla's Claw/Demon Wolf Soul:

Cast Moon Saber. The Demon Wolf Soul gives Moon Saber to your entire team, the claw is only single. I find it more useful to not have any Sabers on, except for Saint, but it's your call. Kill a Carmilla for it's claw, and get the Demon Wolf Soul from a ??? Seed.

Crawler's Claw/Silver Wolf Soul:

Cast Leaf Saber. Both items cast Leaf Saber to one ally. Magic isn't too useful in the fight, but if you have a healer with Heal Light, giving them Leaf Saber is a good move. Kill a Crawler for it's claw, and get the Silver Wolf Soul from a ??? Seed.

Drake's Scale, Bulette's Scale, Sahagin's Scale, Bird's Scale:

Cast stat up spells on one person. VERY USEFUL for fighting Blackie. Drake's Scale and Sahagin's Scale are probably the most useful, because Drake Scales raises attack, increasing damage dealt, and Sahagin's Scale reduces the damage his spells do to you. Find them at the Black Market.

Slime's Eye, Bee's Eye, Battum's Eye, Needlelion's eye:

Cast stat down spells on the Black Rabite. Harder to find than the scales, because they can't be brought. Use them once on the Black Rabite and thats all you have to do. Hawk's Ninja skills will do the same, and so will Lise's Dark classes. Find them after beating the respective monster.

Shadowzero's Eye/Bottle of Ashes:

Casts Black Curse. Black Curse lowers all four stats at the same time. Useful if you can't find some of the above items. Find Shadowzero Eyes after killing Shadowzeros (BE VERY CAREFUL WITH THESE MONSTERS, BECAUSE THEY WILL KILL YOU IF YOU AREN'T!!!). Find Bottle of Ashes using ??? Seeds (Carlie must be in your team).

Specter's Eye:

Casts Anti-Magic to remove Blackies Dark attribute. Laugh as he casts Hell Cross to heal and knocks the piss out of himself. Don't use this if you want a challenge. Buy them for 40 Luc a pop at the Black Market. You'll only need one, however.

Angel's Grail:

Revives your characters. Useful, to say the least. Buy them at item shops.

Spells:

Multitarget Heal Light - Substitute: Poto Oil *

Tinkle Rain - Substitute: Mama Poto Oil/Chibikko Hammer/Puipui Grass

Reflect Magic/Counter Magic - Substitute: Matango Oil

Saint Saber - Substitute: Papa Poto's Claw/Paladin's Proof

Moon Saber - Substitute: Carmilla's Claw/Demon Wolf Soul

Leaf Saber - Substitute: Crawler's Claw/Silver Wolf Soul

Power Up, Mind Up, Speed Up, Protect Up - Substitute: Drake's Scale, Sahagin's Scale, Bird's Scale, Bulette's Scale.

Power Down, Protect Down, Mind Down, Speed Down - Substitute: Slime's Eye, Bee's Eye, Battum's Eye, Needlelion's Eye.

Black Curse - Substitute: Shadowzero's Eye/Bottle of Ashes

Anti-Magic - Substitute: Specter's Eye

* I guarantee you won't survive without multitarget Heal Light or Poto Oils.

Helpful tips:

Try to get each of your characters final Weapons and Armors and set up your item ring to include heaps of healing items plus those items mentioned above. Now it's show time. Enter into the Black Rabite's lair and get prepared for a careful fight.

Save during the fight on different slots (if your using an emulator).

People say to make your team use only Level 1 techs, but it's really your call. I didn't the first time I beat him, so it is still possible to win with Level 2 or 3 techs. He will retaliate against them, so be careful.

Attack magic isn't too useful, because Elemental spells heal him and mega spells (Ancient etc) don't do enough damage.

The Black Rabite has an annoying ability called Summon Level 99 Great Demon, which makes Level 99 Great Demons for you to fight. They give you no EXP.

Your characters should be around the Level 50 mark, anything higher is a waste of time.

If he casts Dark Saber on your team, remove it with Moon, Leaf or Saint. If you can't, use Stardust Herbs, but you will have to recast all your stat up etc spells again. If you don't want to recast all those, use a Specter's Eye on Blackie to remove his Dark Attribute. Dark Saber won't heal him anymore.

He also likes to cast 2-4 spells in a row, SO HEAL WHENEVER HE HITS YOU WITH A SPELL. All the time too, because he may cast another two spells that will catch you off guard.

Don't use elemental Sabers in this fight, because they do 1 damage to the Black Rabite. Heh, imagine fighting Black Rabite's full-time instead of normal ones.

How to kill him:

He'll hit you with a multitarget Dark Force spell first up, so use Heal Light or something and use/cast all those items/spells to help you in the fight. Corner him and try to stand and move to block him off while your other two party members cane, knock, smash him into the walls. Sometimes the rabite glows white, and people think he recovered all his HP. I really doubt that though. As I said, corner him and heal, then when he is low in the HP department, he'll cast Ancient. That's why I don't think he heals all his HP when he glows white, because one time I fought him, he glowed white and then, after a few more hits, cast Ancient. Chase him and heal, and you'll get there in the end.

When he dies, he may leave a chest. Reload until you get it (you'll want what's in that chest). If you didn't get it, make sure to kill him last, and take out any Demon's first. In the chest is the Moogle Badge, which mooglelises and un-mooglelises your team. It's mainly for novelty value though, because it's pretty worthless. :)

Congratulations, you bet the Black Rabite!

Feel free to submit your own tips on defeating him!!!

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Frequently asked questions. Look through here before emailing me with problems, because you might find your answer here.

Send in your questions, and I'll post the questions and answers here (plus email you back the answer, if it can't be found in the FAQ). Send all questions to twlllght@hotmail.com or my ICQ 118986797.

DURAN RELATED QUESTIONS ONLY!

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I am closing the voting poll. I don't get enough emails (but I get very good ones) and the poll relies on email. I may reopen it in a future version of the FAQ but I doubt it. Thanks to everyone who voted.

The winner was the Duelist, BTW.

=====
Wow, I actually done it! Didn't think I would. Anyway, this section of the guide is dedicated to whoever helped me make it and stuff.

Anyway, thanks to these people:

Squaresoft - C'mon, you gotta admire them. They have given us such great games over the years. But they have also made mistakes. No one's perfect, so I can sorta forgive them for not releasing Seiken Densetsu 3 out of Japan.

Neill Corlett, Lina'chan, Nuku-nuku, and SoM2Freak - Legends. All four of you. Thanks to these people, all of us English speakers can play Seiken Densetsu 3 in full English. Thanks for the 100% translation guys. It's not much, but Thank you anyway! Earned my respect very quickly. Here's their Seiken Densetsu 3 translation homepage: <http://www4.ncsu.edu/~nscorlet/sd3/> Go have a look there.

Lord Zero - He sent me some very good information, and heaps of it. Thank you for your input and contribution. Lord Zero has a FAQ/Walkthrough for Seiken Densetsu 3 too. It is in Spanish, and you can find it at GameFAQs. (<http://www.gamefaqs.com>).

NEW TO VERSION 5.0:

Lord Zero has also created a Lise FAQ, similiar to my Duran FAQ. For more info on this, check out section 16.

GoodLuckDie - GoodLuckDie also sent me heaps of information, and is another loyal Duran fan. Thanks for your information, and the cool shield info man. GoodLuckDie is the author of the Class and Class Combinations Guide. His Guide is one of the cooler ones, because it doesn't give the usual "Duran sucks" feeling. You can find his Guide at GameFAQs. (<http://www.gamefaqs.com>).

NEW TO VERSION 5.0:

GoodLuckDie has updated his FAQ again, adding in information that he and I found out and discussed via email. READ HIS FAQ FOR CORRECT INFORMATION! Some of the Seiken Densetsu 3 FAQs are so chocked-full of false info it's not funny. Luckily for you and I GoodLuckDie's FAQ isn't one of them. Not to mention his emails were funny. Thanks for everything and keep updating the Class and Class Combinations Guide. Adios, pal.

MeepleLard - One of my pals from the Seiken Densetsu 3 Messageboard at GameFAQs, Meeple is great to rant against, or just to talk to. He (also) has created a character guide; a Hawk FAQ. For more info on this, check out section 16. Gave me some handy Class Opinions, too.

DC - Thanks to this guy here for completing the most thorough FAQ/Walkthrough on Seiken Densetsu 3. It helped me a lot when I first went through the game. I never talked to you and you have never once said a word to me, but you have earned my respect. Keep up the good work! Find his FAQ at GameFAQs. (<http://www.gamefaqs.com>).

Nightblade - This guy also made a FAQ/Walkthrough for Seiken Densetsu 3. His isn't as long or big as DC's, but I was once stuck off the net for 3 months one time, and his Walkthrough was the only one I had with me. It got the job done, but I don't think he's updating it anymore. :(Find his FAQ at GameFAQs. (<http://www.gamefaqs.com>).

Loopy - Another Seiken Densetsu 3 FAQ author. I just thought I'd mention him because of his interesting viewpoint on what happens to Loki and Prince Richard in Pedan. Plus his FAQ is awesome, and it has a blue dot (meaning FAQ completion). As usual, find his FAQ at GameFAQs. (<http://www.gamefaqs.com>).

Veib - This guy sent in the first Class Opinions, and saved me from looking like a loser without any. :) Thanks buddy, say hi on the messageboards, ok?

EternalSpirit - Another cool person to talk to on the Seiken Densetsu 3 messageboard. Also gave me some nice Class Opinions. I owe you one. :)

RyuSeiryuu - The Guru of the Seiken Densetsu 3 messageboards, Ryu is known for his knowledge of the game and just for being a friendly and decent guy to talk to. If you don't know, Ryu has also done a FAQ for the game, available at GameFAQs. Thanks for the Class Opinions, pal.

NothingMan - You guessed it, Class Opinions! Some of his are different to mine and other's, but having different viewpoints and insights are great in my book anyway.

Matthew, Tim, Belsham, Ryan, Liam and Eric - For being the best friends ever. All of you. (Yes, even you Liam... :P). Thanks a bunch guys.

CJayC - The head honcho behind GameFAQs. I'd just mention him for his kick ass site and thank him for accepting this FAQ. (<http://www.gamefaqs.com>) is his site, and a very good one at that.

Bahamut - Who's Bahamut? The person that is translating the Guide to Duran into German. Look at section 16 for more info.

NEW TO VERSION 6.0:

The translation isn't going ahead, now. As I said, for more info look at section 16.

The Messageboard guys and gals - Great people to talk to. Mainly, thanks to ThundaSnake, MeepleLard, RyuSeiryuu, and Paul Wolfstien. There were other ones too, but I forgot. ^_^

You, the readers - For taking the time to read my FAQ, and listen to my rants. You know who you are.

Those are the only people that have helped me. If you want to get your name posted above, send me tips, etc. Read below for more information.

Wish List:

These all must include Duran in some way. Here they are, not in any specific order. X's designate I no longer need that information

NEW TO VERSION 5.0:

I don't need any of these anymore. You can send them in, but I can't guarantee I'll update this FAQ from now on.

Shield information! X

More Group Suggestions from the public X

Opinions about any of Duran's classes etc. X

Tips X

Black Rabite info X

Can you help me with any of the above? I'll be utterly grateful and (if you post enough) I'll even add your name on the Credits list. :)

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X 16. THE FINAL CHAPTER X

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This is just the section where I'll put a few odds and ends, and tie everything up.

Up with the Character Guides!:

Yes, there are two other Character Guides on GameFAQs. One is a Lise FAQ, created by Lord Zero. While talking to him via email, he stated something about not going through the game again to find information, unless he started a Lise FAQ. I retorted with, "Write that Lise Guide!", or something. I later found out that he had meant his comment as being half-a-joke, but he went ahead and created it!

Yeah, his FAQ covers Lise pretty much the way mine covers Duran. He also has some pretty cool information on how Lise relates to Norse Mythology. So... check it out! It's very cool, and he has actually solved the mystery of Jormungand vs Lamia Naga (the bit on what does more damage). Hell, he even made a GIF to prove it! Thanks again, buddy.

There's another, by MeepleLard, one of the people I know from the Seiken Densetsu Messageboard. His is a Hawk FAQ, and like the Lise or Duran FAQ, covers pretty much everything relating to Hawk. Extremely cool. Actually, I'm going to have to print it out for my cousin, cause he's a Hawk fanatic. Keep up the good work.

NEW TO VERSION 6.0:

Man, there's even ANOTHER one going up. It's an Angela FAQ, by ThundaSnake. Congrats to you bro. Hey, that's four of the six characters down! Who's gonna finish them off with a Carlie or Kevin FAQ? Anyway, congrats Thunda.

Yes, it's getting translated:

Into German, by a guy (or gal, I dunno) by the name of Bahamut. Don't worry, he only has permission to translate my info. So keep an eye out for this one, and I hope the translation is completed and helps out those people who don't understand English.

NEW TO VERSION 6.0:

No, acutally it's not:

Well not anymore, anyway. Due to my lack of experience of FAQ writing and a

lot of complications that I don't know how to handle yet, the translation isn't going ahead. So yeah, no translation. Sorry to everyone who wanted it, and sorry to Bahamut as well.

You ain't finish with this game? Say what?!

Yes, that's right. I'm working on a "secret project" at the moment that should interest a few people when it's posted. Keep an eye on the Seiken Densetsu 3 FAQ page at GameFAQs for it.

NEW TO VERSION 6.0:

Yeah, it's still going too. If you want more information, email me, and I might just tell you. Or you could go look at the Seiken Densetsu 3 messageboard at GameFAQs.

On a finishing note:

Remember, feel free to send in anything remotely related to Duran, and I'll stick it where it should go. (Like if you send in Black Rabite info, I'll put it in the Black Rabite section.) Put Seiken Densetsu 3 or something in the subject box so I know what it's about. Try to keep it readable people, cause I won't be changing it, except to rearrange your lines to fit in the FAQ. My email is twlllght@hotmail, so send your tips, advice, information and questions there. You can also send questions to my ICQ, which is 118986797. Questions only to that ICQ number, please.

So, send in all those Duran related tips, info, questions etc and don't hesitate to email me and tell me about any mistakes in the FAQ.

And most importantly, don't flame Duran without trying him out for yourself first. He deserves a fair chance, so give him one!

Of course, now that this is the Final version, I can't guarantee I'll update this FAQ to add more info.

Well, thats it for now (and probably ever). And no, I probably won't see you next update (cause there probably won't ever be one). Although you may see me on the Seiken Densetsu 3 Messageboard at GameFAQs under the name Twlllight. (Twilight was already taken as a username, damn!) Also, as I mentioned above I will be busy working on a "secret project" so keep an eye out for that, ok?

Try Duran out sometime, you may be suprised at what you find. It's been a blast completing this FAQ, and I can whole-heartedly recommend you to try your hand at writing a FAQ yourself. It's a lot of fun.

Farewell my friends,
T W I L I G H T

Quote of the century:

"THERE'S NO JUSTICE. THERE'S JUST ME." - Death, from the Discworld Novel Mort.

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