

Golden Sun FAQ/Walkthrough

by Super Slash

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Golden Sun
FAQ/Walkthrough
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VERSION HISTORY
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- v 1.1 - Added in something minor that was missing for awhile
- v 1.0 - Submitted the guide

NOTE: To find what you're looking for, hold Ctrl and press F (Apple for Macs), and type in, for example "IV. Walkthrough", without the quotations. Do this for any section you may be looking for.

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I. Story

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A forbidden power is unleashed...

Nestled away at the foot Mount Aleph, the most sacred peak on the continent of Angara, rests a quiet village called Vale. For ages, the elders of this remote community have been the caretakers of Sol Sanctum--an ancient temple on the mountain's slope that for eons has guarded the seal on the ancient science of Alchemy. Now, that seal has been broken. A mysterious figure is attempting to release the powers of Alchemy upon the world, a power so great that one who wields its full force can attain any of his hearts desires--countless riches, endless life, even the power to destroy the world. Once the combined power of the four elements--earth, water, wind, and fire, which together make up all matter--is unleashed, the world will fall to its knees before the one who wields it. If this horrible fate is to be averted, a brave soul must now arise!

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II. Controls

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"A" Button: Brings up the menu. Also confirms stuff and talks to people, as well as examines certain objects (such as barrels or jars)

"B" Button: Cancels out of menus and such. Hold B while walking to run

"L" Button: Uses a customized shortcut for Psynergy. Also gives you a view of your surroundings while on the world map

"R" Button: Uses a customized shortcut for Psynergy. Also brings up the map while on the world map

"Start" Button: Brings up the Pause screen, where you can save your quest, put the game in Sleep mode, or change the game's settings

"Select" Button: Brings up the menu. Also randomly changes the window color and brightness on the Change Settings screen

D-Pad: Moves character

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III. Game Basics

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In this section, I will list the basics of the game. If you are new to the Golden Sun series or new to RPGs in general, be sure to read this section before playing!

The Battle System

Golden Sun plays like most RPGs out there. It is turn-based, and in a battle, you have a list of commands to choose from. You can choose to do your basic attack with your weapon, and you can even choose to use your equipped Djinn. Once you use a Djinni, you can use a summon on the next turn with that character. However, most of the summons require you use more than one Djinni in order to be able to use them. You can tell how many Djinn you have to use by looking at the number next to the summon. You can also use items in battle, and can even run away. Running away isn't always successful, however, and you can't run from a boss battle (why would you be able to?).

Other Game Mechanics

Hit Points

This is your health in the game (way more commonly known as "HP"). The more you level up, the more HP you will obtain. Characters get more or less HP with each level you gain, and HP is a very important element in every RPG. If the HP of a character reaches zero, that character falls. You must use an item or certain skills to revive the character, and there's always the sanctuaries you can use in the towns.

Psynergy Points

This is more commonly known as "PP". Psynergy Points are basically your magic points in Golden Sun, and they're also a really important element in the game. Like with HP, you gain more PP for each level up, more or less with each party member. It's important to conserve as much PP as possible, simply by not using Psynergy skills that are pretty much worthless, and by exploiting the enemy's weakness. PP is recovered the same way as HP is.

Psynergy

Probably the most important aspect of Golden Sun. Psynergy is like your magic in this game, only it can be used outside of battle as well. Depending on the type of Djinn you equip, you'll learn other Psynergy spells. They are required to use in order to access certain areas of the game, making them a nessecity. Sometimes you might have to switch around Djinn to certain characters to learn certain spells you'll need. However, you can just switch them back once you get past that area of the game. Psynergy that's used outside of battle can have a shortcut set to it. Put the cursor over the Psynergy you want to create a shortcut on, then hold Select and press L or R. You can then use that button to use the Psynergy immediately.

Djinn

Another new aspect to RPGs. Djinn are strange little creatures shaped like small balls, only with wings, ears, eyes, and a small mouth. You will find your

first one automatically when you first get on the World Map, so you're forced to get it. Djinn are sometimes difficult to find, and they are scattered at random locations at random spots in the game. Some are even found by battling on the World Map itself, and you have to go to a certain spot just to find it. There are several different types of Djinn, too, and you can either give your party members one type of Djinn, or several types. These also affect your character classes (you can find info on that in the Character Classes section). You can't use them outside of battle like Psynergy, but only in battle.

Djinn do certain things in battle, and you have to use a certain amount of them in order to be able to use summons (they MUST be equipped in order for you to use them). After using them, they take a "rest" for a few turns before they are ready for use again. You can see how many turns are left before it becomes available again by looking at the Djinn list in the battle. There is a number to the right of the Djinni you used which determines it. In case you're confused, Djinni is singular and Djinn is plural.

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IV. Walkthrough
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In this section is a complete walkthrough of the game, from the beginning to the end. When you create a new file, you'll get to name the main character (by default, his name is "Isaac". I'll be referring to him by this throughout the guide). You'll wake up at the town of Vale.

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Vale
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Isaac's mother will awaken him, saying that the Mt. Aleph boulder is falling. He wakes up and she uses the Catch spell to snatch his tunic, then he puts it on. Tell her you've gotten everything you need and the two will head downstairs automatically. A guy named Kyle will appear and talk about the boulder, then Dora (Isaac's mom) and Isaac head outside. Dora will eventually tell you that the plaza is located just south of here. Try going down the steps to the south and a boulder will roll down, blocking your path. We'll have to find another route. Go north and go through the door of the second house, only for Kyle to come out and bump into you. He'll want you to follow him to the plaza, then he'll head down some steps near his house.

Head all the way north and up the steps, to someone trying to pull a treasure chest. He says that he's trying to pull his "things" (he worded that terribly). Talk to him again and convince him to stop worrying about the treasure, then he'll join your party. Head back south and go down the steps, then go left of Kyle's house and down those steps. Another boulder will fall down and block your path, so you can't go this way either. Drat. Go back up to where you got Garet (the party member that just joined), then head left and cross the bridge. Go forward and you'll hear a loud crash. To the north are four villagers that are guarding the huge boulder from falling. The boulder falls and they use their Psynergy to hold it in place.

They say that they can't hold it for much longer, then one of them notices Isaac and Garet and tells them to run. Head south and go down the steps, then go left and to the next area. Every path here is blocked off by boulders. Head

all the way left and go north, then speak with the man lying on the ground. After the conversation, head south and go down the steps, then follow the path right. Enemies will appear around this area, but they're very easy to defeat. At the end of the path, enter the next area. Here, go south and cross the bridge going right, then head down all of the stairs. A boulder will then fall down, blocking the path in front of you. Go back up the stairs again, then head west and cross the bridge again.

Go south and down the flight of stairs, then you'll hear a girl's voice. She is Jenna, and her brother, Felix, is in trouble. After Dora and the others converse for awhile, Jenna and Dora goes to get help before Felix gets thrown away by the water current. Dora will go forward and notice Isaac, then ask for your help. Say you'll help her, then she'll tell you to meet Jenna at the plaza to the south. Head all the way south and go up the steps, then cross the bridge and head east into the next area. Here, head east and go down the steps, then follow the path and go down the flight of stairs. You will come to a building with symbols on them, which indicate that the building is a shop. It's empty right now, though.

Follow the path down and to a tiny pebble by a tree. Talk to the person next to the tree, and he'll show you that he can lift the pebble using Psynergy. Head right and to Jenna and some villagers. Some dialogue will commence. One of the villagers that can use Psynergy will come with you, along with Jenna. Head all the way back north and then east, then head up all of the stairs. Continue west and back to the previous area. Back here, cross the bridge and Jenna will call out to Dora. Jenna and the others head down the stairs to where Dora is, then suddenly, an earthquake ensues and the giant boulder from Mt. Aleph falls. You will see a few images of the boulder crashing down onto the village. Once the image slideshow has stopped, you'll regain control of Isaac.

Felix is gone! Go south and speak with the guy that can use Psynergy, then he will try to move, but to no avail. Continue south and head up the steps, then cross the bridge and head to the next area. Garet will be worried about Isaac, and thus, he'll follow him. In the next area, you'll see a mysterious man in blue and a mysterious woman in red. They will talk about how they activated a trap, which caused this thunderstorm and the boulders that fell. They'll then notice Isaac and Garet eavesdropping. Answer however you want to, then they will fight. Just attack, because it doesn't matter; you can't win. Once they defeat you, they'll run away, then the Golden Sun title will appear onscreen. Press the A button to continue.

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Vale (Three Years Later)
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You will see Jenna walk up the flight of stairs to Isaac's house. As you can see, everyone looks older (if you can't tell that by the "Three years later" message, then I pity you). Isaac is seen fixing the roof of his house, which is full of holes. After a short conversation (if you can call it that) between Dora and a silent Isaac, Jenna goes over to Garet's house. She and Garet have a conversation about what happened three years ago. After that, the two go back to see Isaac, who is still patching up the roof using the Psynergy he learned over the course of three years. Dora and the others then have a rather lengthy conversation, then eventually Garet and Jenna will join your party and you'll gain control of Isaac.

Take note that throughout the game, there will be items in random pots and such which you can examine with A. Anyway, feel free to look around in the houses around this village. Head all the way north of Isaac's house when you're ready,

then cross the bridge to the left. Head down the set of steps and head into the next area. Go forward here and you'll overhear the mysterious warriors talking again, just like last time. They speak of the Sol Sanctum and the old man, Kraden. They will then spot Isaac and the others. Answer their questions in whatever way you wish, and they will eventually say each others names: Saturos and Menardi (Saturos is the man, Menardi is the woman). They will let you go for whatever reason, leaving your party unharmed.

Go west and past them, then head up the steps. You'll see an old man muttering to himself. This is Kraden. He speaks about the Elemental Stars and such, then you regain control. Head north and speak to him. He will tell Isaac and the others that Saturos and Menardi are after him to get something important, and Kraden will want to climb Mt. Aleph (which is supposedly forbidden to climb) and enter the Sol Sanctum. Agree to everything they say, then Kraden will go into his house. Inside, he'll pick up a black bag and then go back outside, then we're off. By the way, one of the pots to the left of Kraden's house holds an Elixir. Anyway, head down the steps by Kraden's house, then go east back to the previous area.

Here, go up the steps and cross the bridge again, then head north and go on the left side of the sanctum (the brown building). Go forward and you'll bump into a man, which is guarding Mt. Aleph. He will ask you if you're really planning on going to Mt. Aleph, so tell him you are and he'll say that it's forbidden. When he walks off to the right side of the building, make your move and go left past the tree to the next area. You're at the Sol Entrance, so simply go forward and enter the sanctum.

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Sol Sanctum
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When you arrive here, Kraden will ask if this is your first time here. Choose whatever you want, then continue to the next room. In here, you'll see many stepping stones across the water. Head all the way right and use that set of stones to hop your way across. Eventually you'll be at the northern side of the room, so enter the next area. Simply follow the hallway here and head through the door when you get to it. In the next room, hop onto the stepping stones in the middle, then hop your way up to the platform in the middle. Go forward and open the chest at the end to get a Small Jewel. Go back across the stepping stones, and when you get to the three stones, hop to the one on the right. Hop your way up to the eastern platform.

Go to the end of the path and examine the sparkling object on the wall. It will tell you that it's a minotaur, then the menu will come up. Select "Item", then select Isaac, then the Small Jewel. Finally, select Use and you'll place the jewel in the minotaur, giving it two sparkling eyes. You will then hear a rumbling noise. Go back across the stepping stones again, then hop across the ones on the far left to reach the left platform. Go forward and enter the door at the end. Kraden will look around in this room for a moment, then he'll say that Saturos and Menardi mentioned a secret passage somewhere in here, but he could never find it. After the conversation, go forward and head right, then push the statue aside to reveal a secret entrance. Go through.

Head to the end of this hallway and take the stairs up. In this room, take either path and it will split again. Take the left path this time and you'll come to a chest, so open it to get another Small Jewel. Now, go back to the path split and take the northern path, then go west. Go through the door at the end. Here, Kraden will notice a bunch of statues over the water, which makes it look like you're at a dead end. He suggests you try Psynergy, however. Go left

and use Move on the last statue on the left. To use Move, just cast it from the Psynergy screen and then when it grabs ahold of the statue, press Left or Right. Move the statue to reveal another minotaur. Jump to it and examine it, then place the Small Jewel into it to open another path somewhere.

Jump back across and go all the way right, then move the last statue aside and go through the revealed door. In this room, head north and then west, then open the chest at the end to get an Herb. Go back south and head right, then go up to a shining sun symbol on the ground. Kraden says that this is the heart of the Sol Sanctum, and the sun represents the Sol. When he asks if you'll keep going, tell him you will and you'll soon regain control. Go east of the sun symbol to a room with a moon symbol, where the room turns dark. Kraden says that it's the Luna, which represents the moon. When he asks if you will explore further, tell him you will, then he'll wait on you in this room. Go south and take the stairs up to the next room.

Here, go south and enter the room there, which is full of crystals. There is also a shiny purple object on the ground. This is a Psynergy Stone, which heals all of your party's PP. Take it and exit this room, then head all the way north to an area with four statues. Push one of them and a light will shine onto the Luna in the middle, revealing another symbol. Back at the room where Kraden is, a loud noise is heard, then the symbol that appeared in the other room appears here too. Lightning then strikes and Kraden runs off to tell Isaac and the others. He will explain that this must be a trap, and that somebody must have hidden something here. Once he leaves, jump across to the south and go west, to an area with four more statues and a Sol symbol.

Go up to the top-left and top-right statues and push them up, then onto the white pedestals. Each one will have a light emit from them onto the ground in front of them. Once both of them have been pushed onto the pedestals, a hole opens. Hop onto the Sol in the middle (go south to do so), then use Move to pull the statue in front of the hole. Pull it towards the hole and it will fall in, causing you to hear a rumble and something to click. Hop back across and go right, then push one of the statues onto a pedestal again. This causes more rumbling to occur on Kraden's end, only this time, no lightning struck. Kraden goes back to Isaac and his crew, then he sees that a moon symbol has appeared over the sun symbol in the room on the left, and vice versa for this room.

Once Kraden leaves, push the other three statues onto the pedestals to form the sun symbol completely. Now, go south and take the stairs out of this room. Go north here and to the Luna room. It's changed into a Sol, however, so I guess it isn't the Luna room after all. Once Kraden gets done talking, head left and you'll see that the Sol in that room has changed to Luna. However, a strange beam is also being shot from the Luna to the wall. Examine the wall where the beam shines and it will turn into a portal. Isaac will go into it and Kraden will follow. Isaac, Garet, and Jenna appear out of the portal in an eerie room, then Kraden also comes out of the portal. He thinks we're in the ocean at first glance, but quickly changes that thought.

Garet then asks him what an ocean is, then Kraden explains and everyone seems clueless (they must not be educated at all if they don't even know what an ocean is). They begin talking about the Elemental Stars, which have four elements: fire, earth, wind, and water. All of them are gathered up in this one room, too: the Venus Star of earth, the Mercury Star of water, the Mars Star of fire, and the Jupiter Star of wind. After some long, mindless jabbering, Kraden will want you to get the Elemental Stars for him (figures), then he'll give you four Mythril Bags to put them in. Go to the northeastern corner of the platform and hop across the ledges there. Hop your way over to the right, then down and left, to the Venus Star.

Examine the statue and some platforms will appear, then you'll get the star. Hop back across the ledges, then take the northern path when you reach it. Hop across to the Mercury Star, then examine the statue. More platforms will appear and then you'll take the star. Hop back across and go south, then left and back down onto the center platform. Now, hop across the ledges to the south to reach the Jupiter Star. Examine the statue, and after more ledges appear, you'll get the star. One more to go. Suddenly, Isaac and Garet look over at the middle platform, only to spot Saturos and Menardi! They want the Elemental Stars. Suddenly, a strange person wearing an odd-colored mask enters the room. Saturos and Menardi promise to spare Jenna and Kraden if you give them the stars.

It doesn't matter which option you choose. They will tell the mysterious man to remove his mask, because that will be their guarantee of Jenna and Kraden's life. They call him Felix, then he removes his mask. So he survived! Did you really think he was dead? Tell Garet that you'll give them the Elemental Stars, then Isaac will give them to him and hop across the platforms. Another person suddenly appears, named Alex. Garet gives the stars to him, then Alex demands the last Elemental Star. Tell him you'll get it and bring it to them, then you'll regain control. Hop back across the platforms to the center, then go around Saturos and go directly north. Hop across those platforms and go all the way north, then west.

Follow the path south and then finally left, to the Mars Star. Examine the statue to get it, then all of the water will disappear and the room will start to shake and collapse. A strange floating rock will appear, then eventually everyone except Isaac and Garet will leave through the portal. The guardian of the Elemental Stars suddenly appears, then he uses Psynergy to temporarily stop this volcano from erupting. A light appears from the statue in front of you, then the Wise One says that the Djinn have returned. After some more talking, Isaac and Garet get transported to the Luna room by the Wise One. Now you need to make your way out of here; it should be pretty straightforward. Once you get outside of the sanctum, head south and back to Vale.

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Vale
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Everyone will be outside of the sanctum, watching in fear as the volcano erupts. Isaac and Garet will eventually show themselves, then they'll explain what happened and everyone will enter the brown building, the sanctum. The old man, the Great Healer, will explain about the lighthouses and the power that activates them, the Elemental Stars. The Great Healer says that Isaac and Garet are the only ones who can save the world, and he wants them to do so. After a lengthy scene, Isaac and Garet will take a rest. The next day, two kids see everyone at the town's gate to see them off. Once everyone at once says farewell, Isaac and Garet leave the village to start their journey.

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World Map
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On the world map, follow the path south to a strange creature. It will grow big and turn brown, and it talks. He says that he's been looking for an Adept like you, and introduces himself as the Venus Djinni, Flint. He will explain that all of his comrades have been lost due to the volcano eruption, and he will ask for your help. Accept it, then he'll join you and teach you how to use Djinn. It's a rather long explanation, so just listen to what the Djinni has to say. After he teaches you everything, you'll obtain Flint, your first Djinni. The

Djinni are scattered everywhere throughout the game, so check the Djinn section to see the locations of all of them. Go ahead and set Flint to Isaac now. I'm going to assume that you have all of the Venus Djinni you get set to Isaac.

Anyway, follow the path and cross the bridge you come to, then go south and you will see a village. Walk up to it and some wagons will exit the village, then they'll go to the bridge that leads to Kalay, only to find out that it is broken. They'll speak of someone named Ivan and how he has some strange powers, then a rock will fall to the ground. They'll then enter their wagons again and leave towards a place called Lunpa, then Isaac and Garet enter the village in front of them.

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Vault
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Enter the first house to the north. Inside is a shiny crystal-like rock on the table, and the man next to it says that it came from the volcanic eruption. In the buildings of this village, you can find stuff in the barrels and such, so look around. Exit the building with the shining rock, then go north. You will see a potion symbol by a door and a sword symbol by another door. The potion symbol resembles an Item Shop, and the sword resembles the Equipment Shop. Go to the Equipment Shop. The man on the left sells armor, while the man on the right sells weapons. Buy some Clothing and a Shield for Isaac and Garet. At the Weapon Shop, buy a Long Sword for Isaac and Garet, or a Battle Axe for them. Either way, once you buy that stuff, exit the shop.

Your destination in this village is the big building at the northwestern corner. Enter it, and speak to the boy in the left corner of the room. He will immediately use Mind Read to read Isaac's mind. Pretty creepy. He asks if you will help get Master Hammet's rod back, so accept his help and he'll read your mind again. He'll find out the names of Isaac and Garet, then he'll introduce himself as Ivan, the strange kid with mysterious powers everyone was talking about. After some babbling about mind-reading, Ivan joins your party. Now we have to read random villager's minds to find out who the thief is. If you want, feel free to read people's minds in this room. To do so, stand in front of someone, then go to Ivan's Psynergy list and choose Mind Read.

Anyway, exit this building, then head left of it and go south. Follow the path to an odd man in purple clothing. Go east and past the tree to reach him, then talk to him. Say that you think he stole Hammet's rod, and he'll deny it. Read his mind and you'll find out that he's part of the gang of thieves. Go back north and head down the stairs, then go south and enter the Inn. Inside, go east and take the stairs up. In this room, follow the path and you'll find two thieves. They'll notice that Ivan is with you, then they'll run away from you. Try to chase them down, but no matter what you do, you can't read their minds. Head back towards the entrance of the room, and say that you can't get close enough to read their minds.

Ivan will get an idea, saying that if all three of them surround one of the thieves, you can read their mind. You now have to control Isaac and try to surround one of the thieves, while Garet and Ivan do the same. Simply try to corner one of them so that they can't run, then Ivan will read his mind. After that, they'll automatically be gone, and Ivan will say that they definitely stole the rod, along with a few other things. You'll now have to explore more of the Inn and find the thieves. When you regain control, exit the Inn completely. Outside, climb the ladder which leads to the roof, then go through the hole in the ceiling. In here, you'll see a crate and a broken part of the floor. Use Move and move the crate left, then jump across and head into the

next room.

You'll see someone tied up in this room. Talk to him and Isaac will cut him free of the ropes, then some dialogue will commence. The three thieves will then enter the room. When they ask you to let them go, say no, and then you'll have to fight them. They're not really even bosses, so I won't consider them one; they're incredibly easy. Just have Isaac use his Earthquake Psynergy, Garet use Flare, and Ivan use Ray. The Bandit will sometimes use an Herb to heal himself. Once the Thieves are defeated, just use Quake with Isaac and use a normal attack with Garet. Make sure Ivan keeps using Ray. Once you defeat all of them, you'll get a Bandit's Sword. After the battle, the man you untied earlier will go and get the mayor.

Garet will suggest going after Felix and the others again, then Ivan reads Isaac's mind to find out what they're talking about. After that, the mayor and two other people come in, then they say that they'll let the thieves rot in some cells for a long time. They tie them up, then the mayor orders the two men to take the thieves away. After they leave, the mayor and the other man open the chests, which contain the mayor's urn, a golden statue, and not last but not least, the Shaman's Rod. They leave the chest closed, though, and continue talking. After the mayor talks about Dodonpa and Hammet, him and the man with him leaves. Ivan says that he wants to rescue Hammet and he does not want to involve Isaac and Garet in it. Before Ivan leaves, he opens the chest with the Shaman's Rod inside.

Once he leaves, exit this room and jump back across, then take the stairs back up outside. Climb down the roof and go through the door of the Inn. Spend a night there for a very small amount of coins to recover yourself from the battle with the thieves. After that, make your way back to the house where you found Ivan, at the northwestern corner. Inside, speak with the mayor and he'll give you some Water of Life, which revives a fallen party member. He'll ask if you're headed beyond the Goma Range. Tell him you are, and he'll say to look for a cave at the Goma Range to reach Bilibin soon after. Make your way out of the village now.

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World Map
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Head directly east and cross the bridge there. Keep heading east, ignoring the bridge to the north. Then, turn north and cross the bridge there which leads to a cave object. Walk up to it.

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Goma Cave Entrance
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There are no enemies in this area. Head north and jump across the stone to reach the other side. Head south and push the log out of the way, then climb the ladder up and go right, to the end of the cliff. Use Move to pull the log towards you, making it fall down and create a walkway. Head right and take the ladder up, then follow the path to a stump trapped in ivy. Try using Move on it to no avail, then cancel the Psynergy. Ivan will suddenly walk up to Isaac and Garet, then he'll ponder the turn of events for a moment, getting an idea after a few seconds. He'll use the Whirlwind Psynergy to remove the ivy from the stump, then he'll say that he couldn't get in Lunpa, and so he decides to come with you and stay with you this time.

Once you regain control, push the stump aside and it will fall into the water. Jump across to the platform it was on, then use Ivan's Whirlwind while facing the wall of ivy to remove it, revealing the entrance to a cave.

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Goma Cave

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Enemies will appear in this cave, just so you know. Head all the way north and jump across to the left side, then head south and follow the path to some stairs. Take them down to the next room. In this room, head all the way right and you'll come to a stump. Push it to the right as much as you can, then push it all the way north until it falls in place. On a platform near you is a Djinni which we're about to get. Talk to the man nearby, and he'll say that when he fought the Djinni, it ran away, then came back when he reentered the room. Now, head west and then go south. Jump across the water and head right, then take the stairs down to the next room. In here, follow the path until you come to a stone in the water. Jump to it and across the water, then head north and enter the next room.

Here, go north and use Move to push the log across from you to the right. Jump across, then jump south and follow the path to a stump. Use Move to push it off of the cliff, then go back up to the log and use Move to move it to the left. Jump across and jump to the right, then open the chest to get a Lucky Medal. Go back to the log and jump across, then jump to the south. Use Move on the log again, then jump across and jump to the left, then exit this room. Back here, you'll see that a new platform is in the water on the right. This is the stump we just pushed off the cliff. Jump onto it and jump to the right, then head up the stairs. In this room, jump across the log and to the Djinni, then press A to enter combat against it.

Some Djinni you will have to fight to obtain, others will just join you without any effort required. Djinni are pretty simple to defeat; just use your best Psynergy, but don't use the element that they're strong against (in this case, don't use Fire spells with Garet, because they won't really hurt at all). While fighting a Djinni, it might try and run away, although it doesn't always succeed. If this happens, just reenter the room and fight it again. Once you defeat it, you'll obtain the Forge Djinni. This one is good for Garet, so I will assume throughout the rest of the guide that Garet has Fire-based Psynergy spells. The man you talked to earlier will congratulate you for defeating it, then he'll run off.

Jump back across the log and take the nearby stairs up to the next room. In here, follow the path and use Move on the stump to push it down. It will fall into the water, creating a shortcut back to the entrance of the cave. Jump across to the platform and head north, into the next room. Here, follow the path and cross the bridge, then take the stairs down and proceed outside.

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World Map

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Back outside, simply go east and enter the town of Bilibin.

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Bilibin

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When you enter, examine the tree next to you. It looks like a man. Weird. Feel free to wander around the village and talk to people and stuff. From where you enter the village, the Equipment Shop is located directly north. Go in and buy some equipment for your characters, and definitely buy a weapon for Ivan. The Shaman's Rod really, really sucks, so he needs something much better. The villagers around here speak of Kolima and someone named McCoy. When your errands are done, head to the northern side of the village and enter the next area. Here, speak with the two guards and tell them you think you're worthy. They will let you enter McCoy's palace, so follow the soldier inside. Head all the way north and go through the door.

You'll see McCoy, then the soldier you're following will tell him that some new warriors have arrived. Isaac and the others then enter the room, and McCoy places a key on the table in front of him. He says that it allows you to pass through the Bilibin barricade, but then he ends up taking the key away. He changes his mind, saying you are not worthy enough, He then makes the captain force you out, so you're forced to exit the room. The soldier mumbles to himself, saying that a key may not be needed to get past the barricade, then he leaves. Leave the palace, then exit the village.

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World Map
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Outside, head southeast of Bilibin to reach the Bilibin Barricade. Read the sign there if you wish, then use Move on the westernmost crate by the barricade. Move it left to reveal an opening, then head on through and continue to the next area. Follow the path and cross the bridge, then head east and enter Kolima.

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Kolima
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In this village, feel free to examine the barrels and such to find some items. Literally every villager has been turned into a tree, so there's not much you can do here. However, you'll probably notice a Djinni behind a fence. Go behind the house he's at to enter the house from the back. You'll be in the basement. Simply follow the path around to the other side, then take the ladder up and out of the cave. You will be right next to the Djinni, so press A in front of it to get Granite. You can't give this to Isaac yet, so for now, just set it on Ivan. Go back through the basement again and exit the village.

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World Map
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Back on the world map, head northwest and head into Kolima Forest.

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Kolima Forest
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Ivan will immediately notice some sparkling objects on the ground, when the sky suddenly turns purple and some rays hit your party. They all fall over, then

some sparkly stuff rains down. Ivan says that this is the stuff that turned the people into trees, then a blue barrier encases everyone, preventing them from turning into trees. The area then turns back to normal as the barriers vanish. Ivan says that their Psynergy did it, then they get back on their feet. After some chatting about Psynergy, the sky turns purple and the sparkles rain down again. They also get encased in the barrier again, then they hear the voices of a male tree and a female tree. The male tree is Tret, who's gentle side is no longer there.

Laurel, the female tree, says that if you wish to save the people of Kolima, you have to awaken the gentle side of Tret again. Tret doesn't trust Isaac and the others, however. The area turns back to normal again and the barriers vanish once again. After some talking, you'll regain control. Head directly north and then go east, then you'll come to a vertical log. Push it left and into the lake, then head north and cross the bridge. Push that log to the left, then go up and around it, then follow the path to the next area. Here, head up to the log, but don't push it. Go south and around it, then you'll see a horizontal and a vertical log. Push the horizontal log down, then go all the way north and head to the right, then go up and to the next area.

In this area, head around to the right to a vertical log. Push it to the left, then go left to where it got pushed to and head up. Follow the path to a horizontal log. Push it down, then push the vertical log back to the right. Push the horizontal log to the south down, then the second horizontal log up. Finally, go south and go around the small stumps, then push the vertical log left and into the lake. Use it to jump across, then head north and up the stairs. Follow the path to the next area. In this lake-filled area, head south and follow the path east to a sign. Read it and it will tell you not to touch the floodgate switch, which is right next to the sign. Flip the switch anyway and the lake in this area will drain.

Go west and head down the stairs, then head all the way north past the logs. Push the last one to the northwest left, then go back and flip the floodgate switch again to raise the water. Head back left and use the logs as platforms, then jump to the northwestern one and then up. Head into the next area. Here you will meet Laurel, one of the trees that was talking earlier. Speak to her and she'll tell you to leave before the forest is destroyed. Go right and speak to the evil Tret. After that, climb up the vine next to him and then enter the tree itself.

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Tret Tree
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When you enter the tree, head right and follow the path around. Climb up the vine at the northwestern corner and enter the next room. In here, head all the way south and you'll see some leaves on spider webs. Once you hop onto a leaf, it will crack. If you hop onto a cracked leaf, it will break and you'll fall through the spider web into the lower room. Use the three leaves all the way to the south to cross over, then jump up to the platform and head to the next area. Out on the branches, head all the way right and climb up the vine, then go all the way left and to the next area. In this room, you'll see a chest and a Psynergy Stone. To get the stone, head to the northwestern part of the room, then jump across the leaf and get it.

However, this will make you have to backtrack to this room again, so you don't have to get it if you don't want to. Regardless, to reach the chest which contains a Healing Ring, head to the northwestern corner and jump on the leaf to the right, then to the chest. Again, you'll have to backtrack here if you

choose to get it. Anyway, go on the leaf that leads to the chest, then jump north and climb the vine up to the next area. Here, simply make your way south and continue outside onto more branches. Out here, head all the way right and climb the vine up, then go left a bit and take the path going up. You'll find a Djinni, which you'll have to battle to obtain. Once you beat it, you'll get the Breeze Djinni. Trade this one with Granite, whom Ivan should have. Equip Breeze onto Ivan.

Head west and down the branch, then go left and to the next area. In here, open the chest to get a Nut, then exit this room. Back here, take the southern path this time, then climb down the vine and go west to the next area. Back here, go right and follow the path up, then make your way west. Enter the next area. Out here, head west and climb up the vine, then go all the way right and back into the tree. Here, go south to a bunch of leaves which you must hop across in a certain order. First, hop on the one all the way to the south. From there, hop right once, up once, right once, and left again to fall through the web. You will fall through several holes in the center of the tree, eventually landing in a dark room. Follow the path and you'll meet Tret, the evil version. He will be angry and fight you!

Tret

HP: ~710

Weakness: Fire

Experience Points: 226

Coins: 700

Items Obtained: Potion

Boss Strategy: Start the battle off by having everybody use their equipped Djinn. Isaac should have two, so have him use his last one on his second turn. This will enable some good summons for you to use, such as Ramses. Use all of the summons you can, then start dishing out damage to Tret with your Psynergy. His attacks aren't that powerful, but he also has Sleep Star, which has a chance to put one party member or more to sleep. It doesn't cause damage, though, so that's a plus. If you keep your HP up using Herb's and Isaac's Cure, you shouldn't have much trouble.

Once Tret has been defeated, a vine will appear in the middle of the room, and Tret will become normal again. He will thank you for saving him, then he'll say that he's about to die, and that he could not leave this world with all of that evil in his heart. However, before that, he tries to restore the people of Kolima, but to no avail. He then disappears and dies, but Ivan still thinks we should try to revive him to restore the people of Kolima. Climb up the vine in the middle of the room to the next room, then head south and exit the tree.

=====
Kolima Forest
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Climb down the vine and go west to Laurel. Read her mind, and she'll say

something about some healing water at the Mercury Lighthouse that might be able to restore Tret. Guess we're gonna have to go get it. Use the Retreat Psynergy and then exit the forest.

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World Map
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Out here, head all the way south and cross the bridge, then go left and back to the Bilibin Barricade. Head west there and push the crate on the left down, then follow the path back out. Now, follow the path back to Bilibin, then go north of it. Follow the path across the bridges, then head to the cave you will come to.

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Bilibin Cave Entrance
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Here, head north and you'll come to a sprout in the ground by a raised cliff. You'll have to use Growth on it. To get it, give Gareth a Venus Djinni (which should be one of Isaac's), and make sure he also has a Mars Djinni. Use Growth on the sprout to create a vine. Climb up the vine and give Isaac's Djinni back to him, then head right and up. Jump across to the other cliff and follow the path to the end. Slide down the slanted part of the cliff to a cave entrance, then go inside.

=====
Bilibin Cave
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Follow the path here, then open the chest at the end to get an Elven Rapier. Slide down the chipped off part of the platform, then follow the path. When you come to a split path, take the left path and you'll come to another split path. Take the eastern path and head into the next room. In here, follow the path in this icy room and take the exit leading out of the cave.

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World Map
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We've come from grassy fields to snowy plains. Follow the path across some bridges, and eventually you'll come to a town, with a lighthouse nearby. Don't bother with the lighthouse just yet; enter the town instead.

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Imil
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In this town, walk around and speak with everyone. Lots of people in the village have a cold, meaning that you can't buy any weapons or anything right now. If you want to get a Djinni, then head north and go up the stairs, and you should see a snowman behind a fence. Use Move on it and move it left to drop it onto the sheet of ice below. Cross the bridge in front of you and head down the stairs, then go south and move right to slide up against the wall on the ice. From there, move up, left, up, left, up, right, up, left, up, right, and up.

You will slide into a broken part of the frozen waterfall and into a cave. Inside is a Mars Djinni called Fever, and he'll join you instantly (this town is full of sick people, and there's a Djinni called Fever. Coincidence?).

You should know the drill by now, but he should go on Garet. Slide south to exit the cave, then slide your way back to the left part of the village. Once you're back on the snow, head left and enter the sanctuary there. Speak to the girl with the pigtails, and she'll speak of a couple living in a certain house. Apparently a girl named Mia went there. Exit the sanctuary and go back to the ice. Slide right, up, left, up, left, up, right, up, left, down, left, up, and right. You'll be by a ladder. Climb it up to a raised cliff with a chest, then open it to get a Vial. Climb back down the ladder and slide your way back onto the snow, then make your way back to the entrance of the village. Enter the first house.

Inside, you'll see a girl with blue hair, which is Mia. There is an old man lying in bed sick. Mia uses the Ply spell on him, and this immediately cures his cold. A purple light suddenly emits from the lighthouse nearby, then Mia mentions Alex's name and runs off in haste. Sounds like she knows him. Open the chest in this house to get an Empty Bottle. Do NOT sell it. If you do, you will be forced to restart the game since you have to have this item. Leave the house and the village.

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World Map
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Remember that lighthouse I told you to ignore earlier? Enter it now.

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Mercury Lighthouse
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When you enter this lighthouse, read the plaque by the entrance. It will speak of the Water of Hermes that brings rejuvenation to all. Go up the stairs nearby on either side, then follow the path and you'll find Mia. Talk to her, and she will say that Alex is the only one able to enter the lighthouse, aside from her. She sees the statue in front of her, which blocks the way into the actual lighthouse. Go up to it and cast Move, then push it to the left to reveal a blue portal. Apparently Mia saw your Psynergy, then she explains that her Ply spell was passed down from generation to generation from the Mercury Clan. She then uses Ply on the blue portal to reveal the entrance, then goes through. Jump across and follow her.

In the next room, you'll see a monster which is preventing Mia from passing. Walk up to it to enter in combat against it. Just use normal attacks to defeat it in no time, and after the battle, Mia will continue off into the next room. Follow her. In here, read the plaque, which says "He who honors the heart of the goddess shall stand at the center of all, like a swan in the center of a rippling pond". Head north and through either of the doors. Here, simply go forward and through the door, and in the next room, hop across the stone and take the stairs down. In here, go south and you'll find Mia again. The path is blocked by another statue, so use Move and pull it down to create a path. Mia will feel that she can trust you, and will now join your party. Yay!

Hop over the statue and continue into the next room. Here, simply go right and head into the next room. This room is full of pipes with water spouts. Go south and push the pipe in front of you to the right, causing water to spout out of

the left side of the pipe. Go south and you'll see another water spout. Walk into it and it will push you forward, so continue head down the nearby stairs and you'll end up on the other side. Now, head south and have the water spout push you forward, then follow the path. Ignore the next water spout, then take the set of stairs down and back up. Go all the way north and use the next set of stairs. Head left and push the pipe back to the left. Go back right and use the stairs again, then go south and use those stairs as well.

Go around the pipe and go north, then take the eastern path. Open the chest here to get a Psy Crystal, then go back south and then left. Go north and take the set of stairs down and back up, then head all the way left past the pipes. Head south and go through the set of stairs, then continue to the next room. In this room, go right and jump across the broken part of the platform to the other side. Follow the path all the way around to a switch and a blue statue. Push that statue onto the blue switch on the left to open a door. Head right and slide down the slanted part of the wall, then follow the path and climb up the ladder, going through the door. Slide down the wall here to fall down a hole leading to the next room.

You will fall down onto a small platform in the middle of a pond, in the room where you read that plaque earlier. The message the plaque had on it will display again. Jump onto the statue's hands to the north, then have Mia use Ply on it. This will cause the platform in the middle of the pond to grow. Jump on it, then three rings appear above Isaac's head. These allow you to jump across the water three times, and if you don't make it onto safe ground, you'll fall into the water and will have to try again. Just jump to the left or right and cross the water, then go through either door. In this room, jump onto the stone on the right, and hop to the right and across the water. Hop onto the next platform, then just hop south and enter the next room.

In here, you'll come out of a waterfall. Go right in this hallway and examine the chest, only to discover that it's really a Mimic! This is an enemy that looks just like a treasure chest, only with eyes, arms, and legs. To defeat it, just use your best single-target Psynergy spells (such as Ragnarok with Isaac). It has a lot of HP (in the range of 350-450), but you'll be able to defeat it rather easily. You'll get a Water of Life for defeating it. After the fight, go through the waterfall to the east. In this room, use the glowing stones to hop across the water to a chest, which contains a Psynergy Armor. Leave this room and go through the western waterfall again. Back here, use the stones to hop across the water, then go through the door in the middle.

Now we have to do a sort of puzzle with stepping stones. Jump on the glowing one ahead, then hop across to the next glowing stone. Hop all the way to the right to another glowing stone, then hop all the way north to another one. Hop left to a stone that isn't glowing, then hop south to another glowing one. Now, hop west once, then hop all the way north to the next stone. Hop all the way left to a platform with a chest, which contains a Sleep Bomb. Hop onto the glowing stone again, then hop south onto a platform with some stairs. You're back at the start of the room. Hop onto the glowing tile near the entrance again, then hop to the one all the way on the right. Then, hop all the way right to the next one, then all the way north to another one.

Hop north three times and west once, then hop back to the right. From there, go north three times again to a platform in the corner. Hop onto the glowing tile to the left, then hop left three times and south once. Hop all the way left and follow the path to another glowing tile. From there, just hop all the way south and enter the next room. Aren't you glad that room is over with? Here, hop onto the tile to the south, then hop across to the next room. This is another room filled with waterfalls. Go through the middle one to reach another room, then simply go forward and through the door. In here, there are some pipes you must

push so that they connect with the main pipe in this room. Push the horizontal pipe at the end of the room north.

Next, push the horizontal pipe to the south up, then push the vertical pipe left. That wasn't so bad. Water will flow through all of the pipes, filling up the previous chamber with it. Go back to the previous room, and jump onto the glowing tile. Hop all the way north and then west, then take the stairs up to the next room. Here, just simply head right and take those stairs up as well. In the next room, you'll see a switch. Ignore it for now and take the stairs to the right up to another room. Follow the path in this room to find out that it is another pipe puzzle, only it's a bit harder this time. Go to the northern end of the room and use the stairs to get on the other side of the pipes. Now, head south and push the vertical pipe by the block left.

Head back to the north and take the stairs back to the other side again, then push the pipe you just pushed back to the right. As a result, the blue statue will be pushed further down. Go back around again and push the pipe left once again. Finally, push the horizontal pipe down, then the vertical pipe right to make water spout out on the right. This sends the statue down the hole, and it lands in the room we were just in. Exit this room. Back here, push the statue onto the switch in the middle, then go through the door that opened. In this room, you'll see some statues. Push the third one from the right to reveal an opening, then go through. The rest of the path is blocked off, but open the chest to get a Nut, then leave this room.

Back here, go right and hop across to the platform, then make your way around to the end of the room. Use Move on the statue to move it aside, then jump across and enter the next room. In here, push the horizontal pipe in front of you up, which will cause some water to push part of the wall back, revealing a door. Go through that door. Welcome to another waterfall-filled room. Enter the one in the very middle to find a small room with a Mercury Djinni. You will have to fight it to get it. Once you defeat Sleet, give it to Mia and set it on her. I'm going to assume you give all Mercury Djinni to her. Leave the room and go left to the next room. Go through this hallway and head up the stairs, then follow the path in here until you get to the next room.

This is yet another hallway filled with waterfalls. Enter the very last one on the far right. In this room, head up to the statue and cast Move on it to push it aside, then hop across and go into the next room. Follow the path here into another room. Here, you'll see a rainbow by the door, then the room will glow and you'll get a message saying "He who honors the goddess of rainbows shall be guided to the heavens upon wings of fluid grace". Walk up to the blue statue. You can't push it, so use Ply on it. This will make the rainbow disappear, then the waterfall will turn into a slide that goes up. Mia takes the waterfall up, and then the rest of your party do the same. A blue sphere emits from the top of the lighthouse, then your party appears unconscious in a room with a sphere.

You are in the Lighthouse Aerie now. Your party will all get up, so take the Psynergy Stone next to you and hop across the floating platforms. Make your way up to where the big blue sphere is, then Garet will say that we're too late, and that the lighthouse has been lit already. Mia points out that it can't be lit without the power of the Mercury Star, then Ivan and the others explain what happened. Suddenly, Jenna cries out for Isaac and Garet, then they look over and find her, Kraden, Felix, and Menardi! Saturos then comes out from behind the blue sphere, then he orders Menardi to take the others and go. After a little disobedience from Jenna, everyone except Saturos and Isaac's group leaves. The power of the lighthouse will weaken him, then you'll battle.

Saturos

HP: ~1200

Weakness: Water

Experience Points: 331

Coins: 800

Items Obtained: Psy Crystal

Boss Strategy: Immediately start the battle off using Granite, Forge, and Breeze. This will boost up your party a bit, making it where you won't get damaged nearly as much by Saturos. Have Mia use Sleet, because it damages him and it also has a chance to lower his attack power. On your next turn, have everyone (except Ivan) use the rest of their Djinn, then unleash your summons on the turn after that. Saturos has some pretty strong attacks, and he might wrap an ally in a delusion, meaning that you have a chance to miss more with physical attacks. Since he's weak against Water spells, have Mia dish out her best Psynergy on him. Have her heal when needed, and eventually he'll be defeated.

After the battle, Saturos will be lying on the ground, nearly unconscious. Alex will suddenly come out from behind the blue sphere and explain everything. He will explain about how the power of the Mercury Lighthouse increased Mia's strength while it decreased Saturos's, then after some more explaining, Saturos says that Menardi has the Elemental Stars, and you'll have to get to her if you want them back. Alex will take Saturos and warp, then he will warp to the elevator with him, and they'll both leave. Mia decides to stay with you since you'll be needing her help. When you finally regain control, head west and the elevator will come back up. Hop across the platforms and ride it down to the bottom of the lighthouse.

Down here, take the path down the stairs and head south, then climb down the ladder. Talk to the people here if you wish, who say that the Water of Hermes has been restored. Yay! Go up to the fountain pouring out with water and press A in front of it. Select Item, then the character that holds the Empty Bottle. Use it to fill it up with the Water of Hermes, then head south to exit.

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World Map
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Our next destination is Kolima Forest again. Now that we have the Water of Hermes, we can try to restore Tret with it. Go back to Imil right quick before we go on, however. The villagers there are all well again, and you can now buy new equipment for your party. Defenitely do so, then leave the village. Make your way back south, then east and into the Bilibin Cave.

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Bilibin Cave
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Head north to two torches. Push the one on the right all the way down, then to

the right and up against the pillar of ice. It will melt into a puddle. Jump over it and follow the path up the stairs, then around to a chest. Open it to get a Vial, then go back around to where you entered the cave from. Follow the path out of this room and make your way out of the cave. Then, make your way back onto the world map.

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World Map
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Now you have to head all the way back to Kolima Forest. Just follow the path starting toward the right until you spot Bilibin, then head southeast of it to reach the Bilibin Barricade. Move the crate aside by casting Move, then head out and go north to the forest.

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Kolima Forest
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If you don't know how to get through the forest and make your way back to Tret, then refer to the first visit of the forest in this guide to see how. Once you make it through all of the log-rolling puzzles and you're at the area with Laurel and Tret, go east and up to Tret. Use the Hermes' Water and it will seep into him, then the forest will turn back to normal and he will be revived. He will explain that when he was hit by axes and some gemstones fell down onto him, he became lost in an uncontrollable rage. He then uses some of his power he got from the gemstones to restore every human that was turned into a tree back to normal, then him and Laurel talk about an evil forest that has spread to the south. Use Retreat after the chatting and exit the forest.

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World Map
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You can go ahead and visit Kolima to the south if you'd like, although there's nothing important there. However, everyone is back to normal. Other than that, there's nothing new. Anyway, you need to go back to Bilibin now. Go back to the Bilibin Barricade and get through it, then enter Bilibin.

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Bilibin
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Feel free to speak with the villager by the entrance, who was turned into a tree for a pretty long time. Head north and you'll see a statue. Push it aside to reveal a hidden ladder, then take the ladder down. Inside, read the sign on the wall which tells you that this is McCoy's warehouse, and that entry is forbidden. Go north to find a statue blocking your path, which you cannot move. On a platform to the right is a Djinni you cannot reach. Looks like we're gonna have to find a way to get it, so take the ladder up and out of the warehouse. Head directly east of where you exit and take those stairs up, then head south and across the fence.

Follow the path until you get to a wall of ivy, then use Ivan's Whirlwind spell to remove it. Enter the cave that was revealed and take the ladder down, which leads to the left side of McCoy's warehouse. Inside, head up to the statue and

cast Move on it, then move it down and jump across. Get the Djinni there, whos name is Gust. You don't have to fight it. You could've gotten him earlier, but there wasn't much of a need. Set it to Ivan, then leave the warehouse and go back around the fence. Head down the stairs and go north towards McCoy's palace. The two bodyguards there will find out that you're the one who caused the curse of the trees to be removed, then they'll deem you under arrest and take you to McCoy.

McCoy thanks Isaac and the rest of the group for helping the people of Kolima, then he asks if you want to choose a treasure. Tell him you do, and he'll order his bodyguard to take you into the treasure room. He does so, and you'll be able to choose one of the four chests. Inside each one, from left to right, is a Vial, a Potion, a Psy Crystal, and a Water of Life. Take whichever one you like, but choose the one you find to be the best. After you choose, one of the soldiers say that you're welcome into McCoy's palace at any time, then he leaves. Leave the room, and feel free to explore the rest of the palace if you wish. Whenever you're ready, exit the palace from the main room. Your errands are done here, so exit the village as well.

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World Map
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Go back southeast past the Bilibin Barricade yet again, then follow the path and head east of Kolima. Continue to follow the path until you go down, then the path will split. Take the left path and continue to the Kolima Bridge. Go forward and the man controlling the bridge will let you pass. Cross the bridge when he brings it down and continue heading out. Follow the path until you reach a village called the Fuchin Temple.

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Fuchin Temple
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Head north and go up the stairs to reach the shrine. On the right side of it is a Psynergy Stone, so get it first then head into the building. Inside, speak with the old man named Nyunpa. He won't say anything, however, and will just remain silent. What is the solution, you ask? It's simple, really. All you have to do is use Mind Read on him. Do so and he'll start talking. He'll speak of the Mogall Forest, an apparently really dangerous forest that not many can safely pass through. He says he'll tell you more if you endure the test of the waterfall grotto. Tell him you'll take the test, then he'll use the Mind Read and say that you'll be able to enter the grotto now. Exit the shrine and head down the stairs, then hop across the stones to the left. Speak to the man at the end who will let you pass, then enter the cave.

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Fuchin Falls Cave
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When you enter here, read the plaque in front of you. It reads "The dragon's flame illuminates the path of truth in darkness". Go right and ride the log in the water up. Open the chest there to find a Mimic, then defeat it the same way you did before. After the fight, ride the log back down and take the one on the left this time. Ride it up and head north to the next area. In this area, jump onto the stepping stone on the right (not on the platform across from you, however). Hop your way across to the middle of the room, then use the stepping

stones to the left to hop across to the left side. Take the staircase up to the next room. Go through this hallway and proceed to the next room. In this dark room, just take the stairs down to the next room.

There are two logs in the water here. Take the one to the south and ride it left to a chest, which contains an Arctic Blade. Ride it back over to the east, then ride the horizontal log south. Continue into the next room. In here, go west and around the spikes, then follow the path and ride the vertical log east. Keep following the path past the spikes, then enter the next room. Ride the log in front of you east, then head south and ride the horizontal log south. Next, ride the vertical log west, then the horizontal log back north. Jump across to the stone in the left corner, then down onto the vertical log. Ride it east and to a platform with a Jupiter Djinni, whom you will have to fight to obtain.

When you defeat it, you'll get Zephyr, which should belong to Ivan. Head south and ride the horizontal log all the way up past some spikes, then proceed into the next room. In here, you'll see two horizontal logs right next to each other, along with a vertical log to the left. Ride the horizontal log north, then head right and ride the vertical log left. Jump across to the horizontal log, then go back around to the entrance of the room and ride the second horizontal log north. From there, jump to the left and take the stairs down to another room. Examine the altar in here to get a Dragon's Eye, then exit the room. Back here, get on the stepping stone and jump to the right, then ride the vertical log right. Go around to the left and head into the next room.

Here, simply go north and into another room, where you'll find a dragon statue. Examine it and place the Dragon's Eye into it. The statue will breath fire into the room, giving it light. Go back to the room with the logs in the water, then head all the way to the south and ride the vertical log west, then enter the next room. Back in the main chamber, go west and hop across the stones, then go through the middle door. Read the plaque in here, which says "Rays of light give birth to shadows, revealing the way". Head into the next room after that. In this room, you'll see that there are some spikes, and nothing more. Go out two rooms, then use the stepping stones on the left to reach the left side again. Follow the path and enter the next room.

Go through this hallway and through the door. We're back in the dragon room. Head all the way north and to the end of the cliff, then walk to the right to walk on an invisible bridge. When the path ends, go north, and make your way over to the northeastern door. Head through it. In here, follow the path and slide down the wall, then go through the door. Hop across the platform in here and read the plaque. It says "The secret of Ki shall be revealed to the disciples of truth". Open the chest next to it to get the Orb of Force, then leave this room. Back here, head up the ladder and follow the path out of this room, then slide down the wall. Now, simply make your way south and make your way out of the cave.

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Fuchin Temple
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Now that you have the Orb of Force, you can equip it on anyway to instantly learn the Force spell, regardless of the way you have your Djinn set up on that character. You'll be needing the spell, so equip it on someone and hop across to the next stone. The man will ask you if you've completed the trials. Tell him you have, then he'll say to go and pay Nyunpa a visit again. Hop across the rest of the stones, then make your way up and into the shrine again. Nyunpa will talk about the power of Ki, and then he'll say that you'll need to use

this power in order to get through the Mogall Forest. The monsters there will run and hide if they see you, so you'll need to use your Force spell often. When you regain control, exit the shrine and head south onto the world map.

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World Map
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Outside, head south and cross the bridge, then you'll see the forest spot-on.

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Mogall Forest
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When you enter the forest, you'll see a green ape. It will see you and retreat into the hole of the nearby stump immediately. Stand next to the stump and use Force (make sure someone has the Orb of Force equipped), then the ape will come out of the hole and run away. Go south two screens to another area. In this area, you'll see a stump on a platform nearby. Hit it with Force, and the green ape will come out and retreat to the next area. Go south, then you'll come to some logs. Ignore the stump next to you, then push the vertical log north and the horizontal log south. Push the vertical log back to the left, then push the horizontal log north and it will fall into the river. Use it to jump across to the platform ahead, then go east to the next screen.

Head east another screen and you'll find an area with two stumps. Hit the stump on the left with Force to make the ape come out, then he'll retreat to the south. Go that way and to the next screen, then go south another screen. Here, go right and you'll find a log blocked by a rock. Use Move to touch the rock, then push it down and into the small hole. Push the log down and follow the path to two more logs. Push the horizontal one down, then the vertical one left. Next, go left and you'll see a Venus Djinni in the corner. Fight it to obtain Quartz, who should go on Isaac. Now, continuing the log puzzle, push the horizontal log up and the vertical log left, into the river. Get on the north end of the log and use Force on the stump next to you.

This will make a green ape come out, retreating into the stump over to the left. Go north and around the logs, then follow the path south to the stump it retreated to. Use Force on it to force it out, then it'll retreat to the left. Go left two screens to an area with three stumps. Hit the one in the middle to make the green ape come out, retreating to the south. Follow it south to the next area. In this area, go left and cross the bridge to a vertical log blocked by a rock. Use Move on the rock and move it down. Do this twice to move it out of the way, then push the log straight into the water. Get on it and use Force on the stump to make a green ape come out. It will retreat into the stump to the south.

Go left and around the stumps to some logs. Push them out of the way, then follow the path and push the vertical log into the water. Use it to cross over to the platform ahead, then use Force on the stump nearby. The green ape will come out and run to the south, so follow it to the next area. Here, follow the path to a lone stump. You will hear a rumbling noise, then you'll regain control. Although it isn't required, you could unequip everybody's Djinn so that you'll be able to use summons immediately. Either way, keep following the path across the next bridge, then you'll hear another rumble and the next boss battle begins.

Killer Ape

HP: ~1500

Weakness: Fire

Experience Points: 460

Coins: 1500

Items Obtained: Douse Drop

Boss Strategy: If you unequipped everyone's Djinn beforehand, then you'll be able to use all of your best summons right off the bat. If this is the case, unleash your summons with every party member to dish out tons of damage. If you didn't unequip your Djinn, just use every one of them. It's kind of a plus anyway, since you get your stats boosted. Once you unleash all of your Djinn and/or summons on him, he'll probably be close to death already. From there, just use your best Psynergy on him until he dies. Watch out, however, because he might use Bind. This prevents the party member it is used on from using Psynergy. Aside from that, this fight should be a breeze.

Once the fight is over, head south to exit the forest.

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World Map
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Simply go all the way left and follow the path, and eventually you'll reach a town. Enter it.

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Xian
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In this town, go directly north and you'll see a Mercury Djinni on the upper cliff. Near that Djinni is a girl who walks back and forth, carrying a vase full of water. When she has the vase, wait until she walks to the second door on the right. When she's right next to it, talk to her and she'll drop the vase and spill the water, creating a small puddle. Use Frost on it with Mia to turn it into an icy pillar, then head up the nearby stairs. Use the pillar as a platform to cross over to the right, then head south to the Djinni, whose name is Mist. You don't have to fight him. Once you get him, go back across the icy pillar and head into the building there. Inside are a bunch of people training. Go north and talk to the man standing by the log.

Tell him you wish to see Master Feh, then he'll say to stand on that white line and use Chi, whatever the heck THAT is. Since we don't have any of this "Chi", stand south of the log and stand directly below the white line. Face the log and use Force to knock it over. The people will be amazed at your skills, saying that you used Chi. Maybe we do have it after all. Suddenly, a woman comes out with a man. The girl's name is Feizhi, and she speaks of someone named Hsu. After some arguing between her father and her, Feizhi leaves to go

save Hsu by herself, then you find out that her father is really Master Feh. He then notices that you knocked the log over, then he walks over there and picks it back up.

One of his students tells him that you used Chi to knock it over, then Feh tells you to try it again. Just use Force from where you're standing without moving at all. Once you knock it over again, Feh will comment on your abilities and say that it really isn't Chi. I guess we don't have it after all. I've made up my mind this time. No, seriously! After Feh explains the difference between Chi and Psynergy, leave the building and head to the Equipment Shop, located at the northwestern edge of the town. Buy some gear there and head out of the town. By the entrance of the town, you'll find Feizhi. If you talk to her, she'll ask you to go west, but it's not really our concern, now is it? Go back to the world map.

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World Map
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Head due north and cross the bridge you come to. You'll be at a dead end. Run around on this continent until you enter a battle, which should be against a Mars Djinni. For defeating it, you get Corona. Now then, cross the bridge to get off of the continent, then head all the way south and turn left. Follow that path and cross the bridge, then head left and to the Alpine Crossing.

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Alpine Crossing
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Go forward here and Feizhi will come rushing in. She'll say that her vision came true and that the path is blocked off, therefore she is unable to find Hsu until she finds a way through. Head south and have Mia use Frost on the puddle, which will turn it into an icy pillar. Head north to the sprout in the ground, then give Garet a Venus Djinni (make sure he has two Mars ones as well) to learn Growth. Use it on the sprout to make it grow, then give the Venus Djinni back to Isaac and climb it up. Go left and slide down the slanted part of the wall, then hop across the icy pillar to the raised cliff on the right. Go south and open the chest to get some Power Bread.

Jump back across to the icy pillar, then slide down the slanted part of the wall. Head all the way north to continue out to the world map. Head to the village right in front of you.

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Altin
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As you can probably tell upon entering this village, it is filled with water, so that means that our exploration of this place is very limited right now. Talk to the man right there and say yes to all of his questions. He says that some water-spewing monsters made the village like it is. The only good place available to you right now is the Inn, so use it if need be. Everything else is pretty much underwater. Near the man you spoke to is a statue. Use Move to push it aside, then enter the cave there. Open the chest to get a Psy Crystal, then exit. Head all the way to the left and take the ladder down by the Inn, then follow the path and you'll encounter one of the water-spewing creatures. When it spots you, it will retreat into the cave nearby, which you should enter.

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Altin Peak
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In this cave, follow the path going north and you'll spot the water-spewing creature again. It'll head over to the puddle in between the two raised plateaus, then it uses Frost to create an icy pillar. This thing must have Psynergy. It then goes up the platform nearby and uses the icy pillar to cross over to the other platform. Head north and go up that platform, then go forward and the monster will retreat even further. It will jump off of the platform and start spewing out water in the nearby lake of water. Follow it and jump across the icy pillar, then slide down the platform. Walk up to the monster and press A to battle it. You'll then have to defeat the Living Statue. They have around the same amount of HP as Mimics, but they're not that hard.

Just have Isaac use Ragnarok and have Garet use his Fire spells, such as Heat Wave. Since this is a water-type monster, have Mia just attack while having Ivan stick to using his electricity spells. Once you defeat it, you'll get a Frost Jewel, then the pool of water by you will drain, leaving only a small puddle remaining. Climb down the ladder that was revealed and use Frost on the puddle, then climb back up the ladder and jump across the icy pillar. Now, follow the path south and exit the cave.

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Altin
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Back at Altin, you will notice that some of the water has been drained, but not enough for you to do much of anything else. However, you can now enter Altin Peak from a different side. Head north and climb up the ladder, then go right and climb down the two ladders there. Follow the path and you'll see some mine cart tracks, which lead into another part of the Altin Peak.

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Altin Peak
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Head all the way north and follow the path. Ignore the first door you come to, then you'll come to a second one. Go through it. In this room, follow the tracks. Ignore the path going right; take the left path instead, which leads to the next room. Here, go left and follow the path to a mine cart. Head east of it to find a switch. Flip it and the red arrow will point to the right, meaning that the mine cart will take that path. Head up to the cart and get into to it, and you'll ride over to another Living Statue. Fight and defeat it and the water will drain, just like before. Ride the mine cart back, then when you get out of it, head south and exit this area. Make your way back to the first room.

If you want, you can exit the cave and go to the Armor Shop in Altin. Either way, at the first room, enter the door to the north I told you to ignore earlier. In the next room, follow the path and go right to find a mine cart. Before riding it, head west and turn south to find a switch. Flip it and ride the mine cart now, then you'll ride all the way over the pool of water to a doorway. Go through it. Follow the path down the hallway and go all the way left to a chest. It is really a Mimic, as you'll discover upon examining it. Defeat it and go right, then south and past the rocks. Enter the next room. Go all the way west in here and use Frost on the puddle, then go back to the right

and climb up the ladder.

Jump across the icy pillar you just created and enter the next room. Follow the path here, and you'll see another Living Statue across a pool of water. You can't reach it from here, so climb down the ladder and go left, then turn north to a puddle. Freeze it using Frost, then take the ladder on the left. Head north on that platform and go right, jumping across the icy pillar to the next platform. Ride the mine cart here and you'll end up by a chest. Open it to get a Dragon Shield, then ride the mine cart back and hop across the icy pillar again. Take the ladder down and left, then take that ladder up and go all the way up to a switch. Flip it, then head back to the mine cart and have a ride again. It will take you to the side where the Living Statue is this time.

Head right and climb down the ladder, then fight the third Living Statue. Once you defeat it, the water will drain some more. Now, ride the mine cart back, climb down the ladder, then make your way out of the cave. On your way out, use the slanted parts of each platform to get off of them.

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Altin
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Rest at the Inn if you need to, then pay a visit to the Weapon Shop. Do the same with the Armor Shop if you haven't already. Once your errands are done, head east of the Weapon Shop, then go north and back into the mines.

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Altin Peak
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Follow the path going north and you'll come to a boulder blocking the way to a door. Ignore it for now and head east, as the left path leads to a dead end. Keep following the path and enter the next room. Simply go forward and through the door in here. Follow the path downward and you'll come to a split path. Go south some more and you'll come to a chest which contains a Lucky Medal. Once you get that, head right and continue following the path. Go through the door at the end. In the next room, go forward and you'll see a Mercury Djinni on the raised platform. Head over to the right and you'll see a log to the south, along with a puddle next to it. Use Frost on the puddle to turn it into an icy pillar, then use Move on the log and push it to the left.

Head due north and climb up the ladder there, then ignore the switch and go south. Hop across the platforms you created and ride the mine cart there. When the ride ends, go south and flip the switch, then ride the cart again. This time you'll ride it over to the Djinni. Fight and defeat it, then you'll obtain the Spritz Djinni. Now, ride the mine cart back over, then head west and use Frost on the puddle of water to create an icy pillar. Go left some more and you'll come to another puddle, which you should use Frost on. Now, head all the way to the right and climb the ladder you come to. Follow the path and hop across the platforms using the icy pillars you created, then continue through the door.

Follow the long path in this room and eventually you'll be in the next room. Here, go left and you'll see lots of rocks. Head all the way north up the path and you'll come to a sign, along with a log behind the rocks. The sign says not to hit the wall or rocks will fall. Go left of the sign and hit the log using Force. This will make it shake, causing a huge boulder to fall down. Isaac runs past the barrage of rocks, somehow managing to avoid being squashed like a

pancake by the huge boulder. The boulder crashes into the area below, creating a big hole. Go left and climb the ladder down, then slide off the platform. Go up to the big hole and to the top of the track, then climb it down. In this room, follow the path up to a giant monster, which looks very similar to the Living Statues. It will attack you.

Hydro Statue

HP: ~1250

Weakness: Fire

Exprience Points: 496

Coins: 2400

Items Obtained: Lucky Medal

Boss Strategy: This boss is basically just a beefed up version of the Living Statues. Immediately start using all of the Djinn you have on him, because then you'll have stat boosts and will be able to use your best summons. After using every Djinn you have, unleash all of your best summons on him to deal lots of damage. After that, pound him with some good Psynergy spells such as Ragnarok with Isaac. Keep in mind that he's a water-type, so Mia's spells will be useless. Have Ivan attack or serve as a healer if ever needed, and have Mia stick to healing for the whole battle.

After the fight, the Hydro Statue turns into stone. Your party wonders why everything in the mines have become monsters, and why this room is tiled at the very bottom of the mine. After Mia does some explaining, the Hydro Statue disappears, revealing a chest that was behind it. Once you regain control, open it to get the Lifting Gem. This bestows the Lift spell upon the person who equips it, so equip it on whoever has the gem, then make your way out of this room. Back at the previous room, head south of the hole and go to the next area. Here, follow the path of the track and you'll come to a boulder. Face it and use Lift to make it float in the air, then take the new path to the next room. In here, go left and follow the path up to a log.

Use Move to push it aside, then take the entrance that was revealed. Open the chest inside to get a Vial, then leave the room. Back here, go back south and head east, then take the middle path this time; the eastern one just leads to a dead end. Lift the boulder blocking your path, then follow the path which ends up leading out of this wretched mine.

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World Map
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Outside, you'll immediately see a place you can enter to the south. This is the Lama Temple, which you should enter.

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Lama Temple

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When you enter this place, go forward and cross the bridge. Right by the stairs to the left is a Psynergy Stone. Take it and go up the stairs, then enter the building there. Inside, you will meet a woman people like to call Master Hama. She explains that she foresaw your party's arrival, and she already knows all about your quest to get the Elemental Stars and such. She explains that she and Ivan are both Jupiter Adepts, and that they're the only ones who have the ability to read minds. Apparently they can also predict the future, although Ivan doesn't know how to do that yet. She can teach him a new technique, or so she says, which is known as Reveal. It will be required to cross through the Lamakan Desert safely, which has unbearable heat.

The oases there are invisible, and Reveal is required in order to spot them. You can jump into those to cool yourself down for a bit. She keeps going on, then eventually she says that she passed on Reveal to a little girl. Feizhi enters the room and says the power is not lost like Hama thought, and that she still has it. However, apparently Hsu never made it safely back to Xian. She and Hama go off to rescue Hsu, but before that, Hama passes on Reveal to Ivan. Now we can navigate the Lamakan Desert! Once you finally regain control, exit the building and head down the stairs. Go right and head up, then jump across to the platform ahead. You will see a rock in the center of some outcroppings. Cast Reveal to find out that the rock is really a chest.

Open it to get some Water of Life. To deactivate the Reveal spell, walk out toward the end of the screen where there is black. Jump back across and make your way south, then exit this place.

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World Map

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Head east and to the Alpine Crossing.

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Alpine Crossing

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You're on the opposite side of the crossing. Use Reveal in front of the wall to reveal an entrance, then go through and out the other end. You'll see Feizhi and Hama here by Hsu, who is restricted by a boulder sitting on top of him. After the dialogue, go in front of the boulder and use Lift on it. After some more talking, you'll be back in the Lama Temple. Watch the scene as they talk about more nonsense, then head back onto the world map. Saving Hsu is entirely optional, but it opens up another event in the sequel.

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World Map

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Outside, head southwest to the Lamakan Desert.

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Lamakan Desert

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You'll probably notice the little temperature bar on the left side. This determines how thirsty you are, and if it gets too high, you'll have to take a quick jump into an oasis to make it go all the way back down. It goes up pretty darn fast, too. It only goes up when you're on sand, though; if you're on the rocky ground, it doesn't. Follow the rocky path and onto the sand. While the temperature meter goes up, your party will constantly complain about the heat and how thirsty they are; this might be a little irritating, but you'll have to live with it. When you come to a circle of rocks, cast Reveal to find an oasis in the center. Jump into it and the temperature meter will fully deplete, then you'll hop back out automatically.

Continue following the path and go left. You'll come to another circle of rocks. Cast Reveal and take the Psynergy Stone that's revealed, then head north to yet another circle of rocks. Cast Reveal and hop into the oasis, then head west and follow the rocky path north. At the dead end, use Reveal to find a chest in the middle of the rocks. It contains a Vulcan Axe. Once you get it, go back south and head right this time. Don't use Reveal at the circle of rocks; in the middle is a pool of quicksand with an Ant Lion sticking out of it. Go right and take the path up to another circle of rocks (this place is really boring, isn't it?). Use Reveal and jump into the oasis, then continue into the next area.

In this area, head north and follow the rocky path. Stay on it until it ends, then go west and you'll come to two circles of rocks. Use Reveal by the one on the left to find a Jupiter Djinni named Smog, who will join you without a fight. Now, go due north and take a quick hop in the oasis as usual, then continue following the path. Ignore the next circle of rocks you come to, then you'll come to some more. Use Reveal and take the Psynergy Stone, then keep following the path (turn left, because the right path is just a dead end). Use Reveal at the circle of rocks, then get in the oasis and head left. Ignore the first circle of rocks and keep going left to a second batch. Use Reveal to find a chest which contains a Lucky Pepper, then go south and head west onto the rocky ground when you find it, then go right a bit and use Reveal at the circle of rocks. Open the chest to find 777 Coins, then go to the next area.

Here, go west and run up the sandfalls, slowly making your way over to the left. The temperature meter will rise while you're running on the sandfalls, so be careful. Keep going west and ignore the climbable part of the stone wall. Follow the path around to some sand, then you'll see a sandfall. Use Reveal to find a hidden cave, then enter it. Inside, follow the path and you'll come to the exit leading outside again. In this area, go left to some stone walls and some sandfalls. Run across the sandfalls and you'll come to a small patch of sand. Use Reveal to find a monster guarding the entrance to a cave. Approach it and it will roar. Walk up to it and press A to begin fighting it.

Manticore

HP: ~2000

Weakness: Water

Experience Points: 390

Coins: 3400

Items Obtained: Psy Crystal

Boss Strategy: This can be a hard boss fight if you aren't careful. As always, start the battle off using all of your supporting Djinn to get some good stat boosts on your characters. Make sure you have

everyone use all of their Djinn so you can use your best summons. Boreas will damage this thing a LOT (over 500), so definitely use it to take off a huge chunk of his health. The Manticore has some powerful attacks and will put some negative status effects on you, so be careful. It's not a bad idea to use an Elixir or two to restore the status effects if need be. Once you've used all of your Djinn and summons, he should either die or be really close to death.

You may also need some Antidotes to cure the poison he could inflict on you. His Nova attack is pretty strong, so make sure Mia uses Wish if he does this. Have Mia serve as a healer and even Ivan if need be. Otherwise, just have everyone but Mia attack with your best summons and Psynergy, and you'll defeat him soon enough.

Once you defeat the Manticore, use Reveal to find a cave the monster was blocking. Go through, then follow the path and you'll be back on the world map.

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World Map
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Head due north and cross the bridge to the left. Fight enemies on this small continent and you'll eventually find a Venus Djinni. It took me about ten battles, but eventually I found it. Just keep trying. Defeat it and you'll get Vine. Set it on Isaac and he should now have the Revive spell, which is extremely useful in this game. Anyway, once you get it, head back to where you exited the Lamakan Desert and head west across a couple of bridges. Keep going and you'll come to a town, which you should enter.

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Kalay
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In this town, you'll see the Weapon Shop right in front of you. However, there is nothing new to buy (there's just the Claymore and such, which you should already have). To the north is the Armor Shop and Item Shop. There's some new equipment at the Armor Shop for you to buy. Do so, and then head to the northeastern part of town. Head up the stairs there and jump across to the right, then head north. Use Move on the statue and move it aside, then enter the cave it was blocking. This is the Kalay Tunnel. Inside, go forward and push the statue in front of you all the way to the left. It will block a hole with water pouring out of it, then the pool of water in front of you will drain. Climb down the ladder and climb up the next ladder to reach a Mars Djinni.

This one will join you without a fight, then you'll get Scorch. With Garet's fourth Djinni in hand, make your way out of the cave. Back outside, head south and jump across to the building again, then head down the stairs. Feel free to find some hidden items in pots and such. Also, a thing I didn't mention about Reveal earlier: if you use Reveal in front of something that could have an item in it (such as a barrel), that object will sparkle if there's something in it. So using Reveal can be pretty useful for finding hidden things. Anyway, when you're done, head to the northern side of the village and enter the next area.

In this area, you'll see two guards. They'll say that this is Lord Hammet's palace and forbid you to enter since he's gone.

However, Ivan will ask if he can go inside and speak to Lady Layana, and he mentions that he's a servant to Hammet. The guards will explain that Hammet is now a prisoner in Lunpa, and after some chit-chat, they decide to take Ivan and the others in to see Layana. Inside the palace, you'll see a brownish screen with the group explaining everything to Layana. Then, the screen returns to normal, and then Layana and the others talk for quite awhile. They wonder how they'll rescue Hammet from Dodonpa, then Layana says that Hammet knows of Isaac and the other's mission, and that he swore an oath to a Jupiter Adept, which is obviously Ivan. After lots and lots of talking, you will finally regain control of Isaac. Exit the palace and head back into the town area.

Head to the Inn located directly to the south. Inside, speak to every person in the main room. You'll hear about some Colosso thing located by Tolbi. Leave the Inn once you're finished talking to everybody, then make your way to the exit of town. Suddenly, the people from the Inn bust out to head for Tolbi so they can go to the Colosso. They complain because one person is missing, saying that they paid good money to go to the Colosso, and to forget about him and get moving. After some endless babbling and complaining, the group finally leaves, then the missing person comes out and rushes off before he misses his ride.

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World Map
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Before we move on, it's time to get some new Djinn. Whaddaya say? You can now go back to Vale and Vault; it's been awhile since you've been to either of those places, hasn't it? Head directly north and you'll spot a bridge. This is the bridge that was broken at the very beginning of the game. Cross it and go north some more, then cross that bridge. Follow the path to Vault.

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Vault
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Here, head to the northwestern corner of the village and take the stairs up. Follow the path around to six stones and a dog. Ignore it for a moment and go right, jumping across to the next ledge. Cross the bridge and follow the path to a bell tower. Climb it up and you'll see a Venus Djinni hiding in the tree there. Ring the bell by pressing A in front of it, then you'll scare it and it will jump onto the ledge to the right, making its escape. Go back around and jump across the ledge to the dog. The dog will be blocking your way, so go around the stones and use Reveal. You'll find a ladder in the center of them, so climb it down and you'll be in a cave. Head into the next area to the main room of the cave.

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Vault Cave
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Go east from where you enter and you'll find a chest. It's really a Mimic, so try to open the chest, then defeat it. Once it has been defeated, go left and follow the path to the next room. In this watery chamber, just go right and enter the next room. Here, you'll see a torch that's pushed away from another one. Push the torch onto the fire emblem (no pun intended) and the brown gate

in here will open. Follow that path to the next room. Go forward in here and you'll see lots of puddles, along with a wall of ivy. Face the ivy and use Whirlwind with Ivan to blow it away, revealing an entrance. Go through to find a small room with a chest, which contains a Vambrace. Once you've gotten that, exit the room.

Climb down the ladder and use Frost on all of the puddles except the one on the far right. Then, climb the ladder back up and hop across the icy pillars, then you'll reach the platform on the left. Proceed into the next room. Here, ignore the entrance in front of you and head left. Climb down the ladder and climb up the next ladder, then follow the path to another area. There are two more paths you can take here. Take the stairs on the right up to another room, then flip the switch on the left. This will make a door open under the water, causing all of the water to drain out. Exit this room and head south, taking those stairs down. In the following room, just go right and to another room. Here, you'll find an unlit torch and a lit one surrounded by some dots on the ground.

Push the unlit one all the way to the left to get it out of the way. See the droplets that drop down from the ceiling onto random parts of the ground? Well, if one of the droplets touch the flame on the lit torch, it will unlight. If this happens, you'll have to exit and enter the room and try again. So, study the pattern of where they drop and when, then strategically push the torch until you push it onto the emblem on the ground. This will open the brown gate in front of you, allowing you to head into the next room. Do so and you'll be back in the area with lots of entrances. This time, head west and take that entrance. In the next room, head south and to another room. Climb down the ladder here and go right, then head through the door.

Here, jump across the cliff and climb the ladder, then head right and take the stairs up. Head south here and you'll be back outside.

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Vault
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Go up the path on this raised plateau and you'll find the Venus Djinni you scared off earlier. He will join you immediately, then you'll have Sap. Since you only have four Djinni total with each character right now (or rather, you should), you can't give Sap to Isaac right now without trading Djinn. Just keep it on whoever has it, just don't set it. Head back into the cave and use Retreat to immediately get back to the entrance. Climb the ladder up to exit, then make your way out of this village.

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World Map
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Make your way due north and cross the bridge, then follow the path to Vale.

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Vale
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Say hello to Isaac's hometown, although we won't be here too long. If you want, you can go and pay Isaac's mom a visit. There's also a huge Psynergy Stone from where you enter; head straight up to find it in the middle of the pond. It never disappears and will restore all of your party's PP! Anyway, head due

north from where you enter and go behind the Equipment Shop. Use Whirlwind on the wall of ivy and enter the cave, where you'll find a chest. It contains a Power Bread, so get it and exit. Back outside, make your way back to Kraden's house. If you don't remember where it is, then head to Isaac's mom's house. Left of that house is a bridge; cross it and go north, then turn left and go into the next area.

This is the area where Kraden's house is. Follow the path left, then you'll come to a boulder. Remember this? You probably saw it at the beginning of the game. Cast Lift on it to raise it up, allowing you to pass. Follow the path and enter the cave you'll come to.

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Vale Cave
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When you enter this cave, go forward and cast Reveal. You'll reveal a stepping stone in the center of the circle of the stones. Jump across to the other side and climb the ladder up, then enter the next area. In this room, cross over the stepping stones and hop to the ones on the right. Use Move and pull the crate back to the left, making it fall into the water. Follow that path to the next area, then open the chest there to get a Nut. Leave the area and push the crate back into the water. Cross over to the left and use Move on the crate in front of you twice, moving it to the right both times. It will plop into the water, so get on the stepping stone in front of you and jump to the crate, then to the log in the water.

Roll over to the right and enter the next area. Take the left path in here and follow it over to the next room. Head south and you'll see two vertical logs, one which you cannot reach from here. Push the one in front of you left and it will fall into the water, then go north and jump across to the other log. Push that one in the water as well, then head south and slide off of the platform. Push the horizontal log north and it will roll into the northern part of the water. Walk across the logs and jump across to the platform ahead, then follow the path to the next room. In here, climb the ladder up and open the chest to get the Halt Gem. This gives you the Halt spell when you equip it. Equip it now and head south to find a Jupiter Djinni.

Approach it and it will run away to the platform below. Slide off the platform and the Djinni will run away again, this time behind three rocks in front of you. Walk directly up to these rocks and cast Halt, which will cause the Djinni to stop moving. Now you can capture it, whose name is Kite. Give him to Ivan and give Sap to Isaac, then set them both. We've gotten all the Djinn we can for now, so use Retreat and exit this cave.

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Vale
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We've done pretty much everything we can in Vale, so make your way out of the village for good.

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World Map
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Make your way back south to Vault. Head west from there and cross the bridge,

then head due south back to Kalay. From there, head slightly southwest where you'll find the Kalay Docks, your next destination.

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Kalay Docks
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When you arrive here, Gareth will comment on the ocean, which is apparently the one Kraden spoke of. The man nearby explains that it's not really an ocean, then you regain control. Walk around the dock and speak with the people. Ignore the Djinni you'll find perched behind what appears to be a big pile of mud. We can't get to it just yet, so enter the only building here. Speak with the girl inside and tell her you want some boat tickets. She'll say they're 600 Coins for all four of the party members. Buy them and you'll get a Boat Ticket. Exit the building, then head all the way west and speak to the guy guarding the stairs. He'll check your ticket and let you on the boat of the Karagol Sea.

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Tolbi-bound Boat
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Head left and you'll overhear a conversation of an old man and two young men. They talk about how if they set sail now, they may encounter some of "those", meaning some monsters, and they'll have no one to fight for them. You already know we're gonna have to do it, so don't believe them. The old man goes on saying that the amulet he's had for years will protect them from harm, then they try to convince him that it's all superstition. He doesn't listen, though, and then they leave to get ready to set sail. The dude in the blue hat then acts suspicious, saying that we won't set sail as long as he's around. Go south to where he went and he'll come out, saying that he didn't do anything, then he will run away again.

Go north and take the stairs in the middle down into the cabin. Here, head south and examine one of the barrels. One of them has a Lucky Medal inside. Once you get it, exit the cabin. Back outside on the deck, head north and go through the door leading to another cabin. Inside, examine one of the barrels to get some coins out of one of them, then go north to where all of the passengers are. The guy with the spiky blue hair complains about when they're going to set sail, and after some arguing, he takes off to the captain's quarters with Ouranos. Exit this cabin and head all the way south. Enter the cabin there. Inside, go left to some pots. Examine the blue one to get a Nut, then climb up the ladder to the right.

Tell the man with the blue hat on that you want to see the captain, then you'll see the guy with the blue hair again. The captain goes on about how they're ready to set sail, but that there are monsters recently that have never appeared at the Karagol Sea. They need warriors to fend them off, should they come. Sean, the blue hair guy, says that he'll help out if need be, and his partner Ouranos says he'll help as well. Then the captain says that they need someone to protect the oarsmen, too. Sean says that he saw some warriors belowdecks (Isaac and his crew), and that they might be able to help out. Just when everyone thinks the ship is setting sail, the captain finds out that his anchor, his "good luck charm", is missing.

After some arguing over the trinket, you'll regain control. Exit the captain's quarters and head north. Climb up the ladder in the middle to reach the crow's nest, then head up and examine the mast. That's where the guy with the blue hat hid the charm; you will get the Anchor Charm. Head back to the captain's

quarters and talk to the captain. Give him the Anchor Charm and everybody will be ready to set sail again. However, Sean will say that he wants the warriors to protect the oarsmen. Agree to defend them, then the captain will say that he will need some extra rowers just in case. He wants someone to volunteer the other passengers to help. Once everyone but the captain leaves, leave the quarters and head north, going through the door that leads to the cabin.

Inside, take the stairs down to the lower room with the oarsmen. Kaja (the bald guy) will explain what the plan is regarding rowing the boat. You will discover that if one of the rowers get knocked out while sailing, then you'll have to find a replacement so someone else can continue rowing. After Kaja leaves, the ship sets sail at last, all preparations complete. The man up on the crow's nest spots three yellow monsters as the ship sets sail away from the docks. You will then have to fight three Man o' Wars belowdecks, after finding out that one of the rowers have been knocked out as expected. Head south and press A in front of them to battle them. Just fight them like you would normal enemies.

Once you defeat them, Kaja will see that one of the oarsmen have been knocked unconscious, then asks you to go upstairs and find a replacement. You'll appear upstairs automatically where all of the passengers are. Speak to whoever you wish and you can use them as a replacement. You will have to do this four times altogether. If you do it in this order, you will arrive on Crossbone Island: guy with the purple clothing, girl wearing the green dress, guy with a sword, girl with the blonde hair. However, I do not suggest taking this order, because you won't stand a chance on Crossbone Island. Not only that, but you can't even complete the whole thing yet anyway. After you choose the first replacement, you'll have to fight a Lizard Fighter and two Rabid Bats.

By the way, once you choose a rower, you'll have to go back belowdecks. Defeat those batch of enemies, and you'll have to choose another replacement for a rower. You'll have to fight a Virago and two Man o' Wars next. After defeating them, choose another replacement as usual. Once you do that, you'll hear a rumble and Kaja will tell you to get to the main deck quickly, or the ship will sink. Head up to the main deck and you'll find someone unconscious, then you'll find a huge octopus monster!

Kraken

HP: ~2450

Weakness: Fire

Experience Points: 711

Coins: 5200

Items Obtained: Water of Life

Boss Strategy: Be careful with this boss. He will often get more than one turn, meaning that there's a possibility he will dish out a whole lot of damage to a single party member or the whole party. It's never a bad idea to enter this battle with all of your Djinn unequipped, though it's not a requirement by any means. Have all of your characters use their Djinn so you can boost your stats, then unleash all of your summons upon him. You can also paralyze him or put him to sleep temporarily, which helps (the Mist Djinni will do this, along with the Sleep spell). The Kraken has some powerful attacks such as Water Blessing, so have Mia use Wish whenever it's needed. Pound him with Psynergy or summons and keep your HP up at all times.

After the battle, Kaja thanks you for helping out, then he says that you need to find another replacement for an oarsmen. Follow him into the cabin he went into and get another replacement. This is the last one. The ship will set sail again and the crew members will eventually spot land. Everyone disembarks once the ship docks, including the rowers. After Kaja thanks you for all of your hard efforts, take the stairs down to the Tolbi Docks.

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Tolbi Docks
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When you arrive here, follow the path off of the plank and go west. You should see two fenced up crates. Use Move on the one on the left. Move it left twice and the one on the right to the left once. Then, go right and head up the stairs, then jump across the crates to reach a platform with a chest. Open it to get a Potion, then jump back across and head down the stairs. From there, simply head west and continue onto the world map.

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World Map
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To the left, you will see Tolbi. Don't go there just yet, though. First, head west and cross the bridge there. Follow the path north to another bridge. Cross that one and you'll be on a continent with some mountains. Keep fighting here and eventually you'll find a Mercury Djinni. Defeat it to get Hail. Now, go north and off of this continent. Head directly east, and keep going until the path ends. The Kalay Docks are here, so go there and you'll find the Djinni you couldn't find earlier. He'll join you immediately, then you'll have Ground. You can't give him to Isaac yet, though. Exit the docks and go back to the west, then head south and enter Tolbi now.

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Tolbi
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When you enter, immediately head right and you can go around the village. Don't go too far off or you'll appear back on the world map. Anyway, keep going and you'll come to a sprout. Give Growth to Garet (just set Ground onto him to learn it) and use it on the sprout, then unequip the Venus Djinni and climb the vine that appeared. Use Frost on the puddle there to freeze it, then climb back down the vine and go around back to the village's main gate. Head into the village itself and go northeast up the two sets of stairs. You'll reach the Inn. Jump onto the icy pillar then across to the right, then head north to find a Mars Djinni. It'll join you instantly, then you'll have Ember. Trade the Ground Djinni with Ember and set it to Garet.

Now that we've gotten the Djinni in here, hop back across the icy pillar to the Inn. There are some mini-games you can play in here, which I will explain all about now. The first game, the Tolbi Springs, can be played at the northern part of the village near the entrance. Go directly north of the entrance and talk to the guy by the springs. Tell him you want to play, then walk up to the

spring and press A in front of it. The water will drain and you'll be able to throw either coins or a Lucky Medal into it. The turtles and such will cause the coins or Lucky Medals to bounce around. If you throw coins, you'll get rewarded with a certain amount depending on where it landed. Depending on where the Lucky Medal landed, you'll get a certain weapon or armor. Here's the prizes you can win (there may be more, but this is just what I got):

- Assassin Blade
- Grievous Mace
- Adept's Helm
- Earth Shield
- Spirit Armor
- Cocktail Dress
- Glittering Tiara
- Ninja Hood
- Battle Gloves
- Burning Axe

Take note that it's also possible to win a certain amount of coins when you throw in a Lucky Medal. The next game you can play in Tolbi is the Dice game, located just west of the Inn, inside the tent. It costs 200 Coins to play. Once you begin playing, you have to throw a pair of dice onto a table. Depending on what the dice lands on, you'll either gain or lose coins. It's really not at all worth it, and a waste of your money completely. The last game you can play is located at the Inn (head up the stairs by the entrance and up to the second floor). You can spend your Game Tickets you've obtained after buying things to use a slot machine thing. You can pull the lever to make the slots spin, then you can lock the ones you don't want to spin and try again. When you get the jackpot, you'll get a prize.

That's it for all of the mini-games. Your next destination should be Babi's Palace. First, head all the way to the northern side of the village and follow the path to the next area. This is the Colosseum Entrance. Explore a bit, and you'll see that the place is so packed you can't get through! Exit this area and head due west. Go up the stairs there and two soldiers will ask you if you have seen some man with purple hair. Tell them you have and they'll go running off to look for Babi. Head up the stairs to the next area, then go forward and enter Babi's Palace. Inside, head north and go up either set of stairs, then go forward and down the hallway. You'll see a man with black hair, then some guards will say his name (Iodem).

Apparently, this Babi guy went into the Altmiller Cave alone, and he hasn't come back. Iodem explains that he followed him into the cave and saw him vanish before his very eyes, and he couldn't find a trace of him at all. The cave is also full of monsters, meaning that he might not have survived. Iodem finds it odd that he decided to enter the cave just before the Colosso started. Once everyone leaves and you regain control, make your way out of the palace. Head south and back into Tolbi. Go due south and you'll find some rocks, so use Reveal to find a chest in the center. It contains some Power Bread. Once you get that, make your way out of the village.

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World Map
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Back on the world map, go left and cross the bridge there, then head east and cross the next bridge you come to. From there, enter the Altmiller Cave.

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Altmiller Cave
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Follow the path through this eerie cave and it will get darker. Enter the next area when you reach it. There is a torch in here which lights your way a bit, and you'll see these torches throughout the rest of the cave. Take the stairs down to the next room. In this area, go south and examine the chest to find a Mimic. Defeat it, then go west and follow the path north. At the split path, take the left path and you'll come to a weird outlining. Try talking to this thing and you'll find out that it's really a man. Mia says that this person used Psynergy to make him invisible, then the man reveals that he ran out of draught and collapsed onto the ground before you. He wants you to try and get his draught back from deep within the cave. Tell him you're up for it.

He will explain about five rocks sticking up from the ground somewhere in the cave. Then, he says that they come in five different colors, and explains to you how you're gonna have to solve the puzzle. There's no need to listen to his nonsense; after all, you have this guide, right? Once you regain control, go forward and the man will tell you that the draught is on a table by the door. Whatever. Continue into the next room. Here, head west and make your way around the room clockwise. You will eventually come to a set of stairs, which you should take down to the next room. In this room, follow the path up some steps you'll come to, and you'll see a Jupiter Djinni. You can't reach it yet; we must solve a log-rolling puzzle first!

Roll the vertical log in front of you right, then roll the horizontal log to the south up. Use Frost on the puddle to turn it into an icy pillar, then go north and head left. See that broken pillar standing up? Go around it and to the two horizontal logs. Push the only one you can push from here down, then go to the icy pillar and head around the rocks to the left. Go up to the vertical log and push it left, then go north to the horizontal log and push it down. Follow the path to the Djinni. You'll have to fight this one. After you defeat it, you'll get Squall! Give Ground to Isaac now and Squall to Ivan, then set them both. Now, go around the rolling logs to a tree log. Push it off of the cliff and jump across, then head into the next room.

In this dark room, go south and turn left. Follow the path going left and then up, then you'll come around to a chest blocked by some rocks. Open it to get a Cookie, then head back to the entrance of the room. Go southwest from there and you'll get to a bunch of rocks; head to the southern part of them and go west. Now, head north and go east, then make your way past the rocks and you'll come to some stairs. Take them down to the next room. In here, head down the steps and be prepared to solve another log-rolling puzzle. Or not. Just go all the way south and take the steps up. Jump across and head all the way around the path, then slide off of the platform and go through the door. In here, you'll see five rocks, the ones the invisible man described.

Examine the rock on the far left and the rock on the far right. Then, you will see a roulette of colored balls start up. It will eventually stop on a certain color. The colors are random, and you have to examine the rock that corresponds with that color. I will tell you what rock corresponds with what color. The rock on the far left corresponds with blue. The second rock on the left corresponds with green. The middle rock corresponds with white. The fourth rock from the left corresponds with yellow. Finally, the far right rock corresponds with red. By the way, the teal ball is not blue; that's actually green, in case this gets you confused. Rotate the correct colors twice and a door will be revealed, so go through it.

In this room, open the chest on the pedestal to find the Mystic Draught. Now, if you want to make getting back to the invisible man faster, use Retreat to get back to the entrance, then make your way back to him from there. Regardless, once you reach the invisible man again, talk to him and Isaac will give him the Mystic Draught. The man will then get back up and the outlining around him will disappear. Then, he'll stand in the midst of the light your party is standing in, revealing a man with purple hair. Does his portrait look familiar? That's right, it's Babi, the missing man. They ask him if he used Psynergy to conceal himself, then he says he did, although rather reluctantly. Ivan uses his Mind Read ability to find out the real truth.

He discovers that Babi really used the power of an ancient civilization to do it, then he starts talking about Lemurians. Eventually your party mentions Kraden, then he reacts instantly to it. Just when things start to get interesting, the two soldiers you saw earlier run up to Babi with some torches. After some chatting and after they express their gratitude, Babi wants you to go to his palace later. He wants you to enter the finals of the Colosso first, though. Once Gareth tells him everyone's name, they leave and your party babbles some more. You'll eventually regain control, so use Retreat and then exit this cave.

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World Map
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Head due east and cross the bridge, then go west and turn south again. Head back to Tolbi.

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Tolbi
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Make your way due north and head to the Colosseum Entrance. There, follow the path right and head up the steps on the right side since the left side is blocked off. One of the soldiers will be glad to let you into the colosseum, although the other soldiers behind him argue about how someone like Isaac is an insult to the competition. After some arguing, your party heads in the palace.

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Colosso
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In the building, the soldiers will explain everything, like how only Isaac is able to enter the finals, because there's not enough room for any more entries. The rest of the party suggests that they watch Isaac up close, as close as possible. The soldiers allow them to use their special seats, then after a bit of talking, they take the group down the hallway to the site of the first finals. The soldier will explain that Isaac must go in without any of his equipment, then he says that he and the opponent must race to the finish and get the equipment at the end, then they battle. He gives you a rundown on how it's going to work, then he'll say to speak to the attendants to see how each stage will work.

Talk to the person in front of you and tell him to show you how the first stage will work if you wish, although it's not a requirement. The good thing is, your teammates can create shortcuts for you beforehand, and this can easily work to

your advantage. This will help you reach the goal a bit faster. For the first stage, put someone with the Move spell in. For the second one, make sure that someone has the Douse Drop equipped; you'll need it. Put whatever character that has it equipped in the second stage. For the third stage, put someone in there that has Growth; you may have to switch some Djinni around temporarily to get it. The fourth one will have to be left as it is. Once you've chosen the cheering spots for everybody, return to the soldier and talk to him.

Tell him you got a good look around, then he'll take you back into the palace. He'll tell everyone that the finals will begin shortly, so feel free to speak with the warriors if you wish. When you're ready, step on the white circle on the right, away from the carpet. Tell the soldier you're ready for the finals, then all of the warriors will gather up and head on to the first stage. You will then be able to lend a hand for Isaac with your first cheering partner. Use Move on the stump ahead and move it to the left, then you'll be able to lend a hand for the second stage. Have that character go forward and face the empty bucket on the left, then have him/her use Douse.

For the next character, use Growth on the vine in the left corner. The first match will then begin on the count to three, and I'll be here to guide you through it. At the top of the screen, you can see how far away you and the opponent are from reaching the goal. You must reach the goal as fast as you can if you want the best possible item at the end of the race. If you didn't use Move on the tree log earlier, you'll have to push the one in front of you and push it off of the cliff. Either way, jump across the log and to the next platform. Now, push the log in front of you out of the way, then go forward and open the chest to get a Nut. Go back and head right, then ignore the pipes and jump across the raised platform at the end.

If you didn't use Douse earlier, then you'll have to roll the vertical pipe to the left to make it connect to the water pipe. Anyway, continue on and climb the vine up to a chest, which contains an Oil Drop. If you didn't use Growth earlier, you'll have to cross the collapsing bridge slowly. Keep going and you will come to two logs in the water. If you want to get a chest, go on the vertical log and roll to the right, then go up and back around. Roll the horizontal log to the south and head back around (go left and you can get off of the log from there). Go back to the vertical log and roll it left, then go south and climb down the wall. Open the chest there to get a Nut, then climb back up and roll back over to the right.

From there, proceed to the end. If you were first place, you'll get an Iron Shield. If you were second place, you get some Padded Gloves. Either way, you will have to fight your first opponent after claiming your prize.

Azart

Boss Strategy: Okay, so this guy (along with the other two opponents) isn't really a boss, but I consider him one anyway. Pound him with some of your Djinn if you want, though it's not really nessecary to win. In fact, I recommend saving them more than I do using them, because that way your HP won't decrease. Use Ragnarok on pretty much every turn, and if you ever need to, use Cure or the Nut that you (should have) got earlier. Azart might also heal himself up using a Nut, which could be a problem if you don't defeat him fast enough.

After you've beaten the first challenger, Isaac and co. are brought back into the palace. The soldiers praise you like you're almighty for winning the first match successfully, then you're taken to where the second match is being held. Now you have to choose who cheers and where again. For the first one, put someone in there that has the Move spell. For the second one, put someone in that can use Frost. Skip the third one and head on to the fourth one. This one needs someone that can use Force. Once you've chosen all of the cheering spots for your party again, go back and talk to the soldier to be taken to where the second match is. Before it begins, you'll be able to lend a hand again. For the first character, go north and use Move on the last log on the right.

Move it to the left, then you'll move on to the second character. With that character, head to the northeastern corner and face the half broken tree log. With the third and final character, use Frost on the left puddle. The second match will now begin. Once it starts, go south and jump across the log to the next long, then jump up and go through the maze of blocks. It doesn't matter if you had a character lend a hand here or not; I really don't see where moving the log helps any. Next, you'll come to some platforms that move up and down across water. Jump across them and get on the ledge to the north when you see it. Open the chest there to get a Nut, then get back on the moving platform and continue west.

Here, use the vertical log to the south to roll left, then head south onto the ground and jump across the icy pillar. Keep jumping your way over to the left. If you didn't use Frost earlier, you'll have to roll your way through this section. Next, you'll come to a tree stump blocking a chest. It doesn't have anything important in it, so climb up the brick wall on the right. Climb it to the top and go left. You'll see three slanted parts of the wall shaped like a big claw. Slide down the one on the middle to land on a small platform, then jump across to the left and roll the log away. Go north and push that log aside, then open the chest to get another Nut. Head due south and climb down the brick wall, then cross the log bridge you created earlier and jump across.

Climb up the brick wall at the end and go left to the finish line. If you didn't use Force on the broken log earlier, then you'll have to roll logs to get through the path, which consumes a lot of needed time. Getting first place nets you a Chain Mail, while second place nets you a Cotton Shirt. You will now face your second opponent.

Satrage

Boss Strategy: This warrior is about the same as the first one you fought, only a little bit tougher. Use the same tactics you used on the last fight; just use Ragnarok often and use some Djinn or Cure spells if needed. This guy packs a little bit of a punch, so you might need to heal a few times. You could also use the Ground Djinni on him if need be, which can stop him from moving.

Once the fight is over, you will be taken back into the palace and the guards will worship you some more. You'll then be led to where the final match is located, then you'll have to choose more cheering positions again. For the first one, put a character in that knows Frost. For the second one, put someone in that can use Move. Skip all the way to the fifth one, then have someone that has Force be put in there. Since you're out of party members to cheer for you, skip the sixth one and head back to the soldier. Tell him you're ready to go and you'll be taken to the final match, but only after you lend a hand again. For the first character, head left and use Move on the log, then move it to the right. For the second character, use Force on the log to knock it over.

For the last character, use Frost on the puddle that the scale on the right is sitting under. The final match will now commence. Follow the path and jump across the platforms to the other side. If you didn't use Frost earlier, then you'll have to push that log into the gap between the platforms. Continuing on, follow the path to a chest in the corner. Open it to get a Smoke Bomb, then jump onto the stone pillars ahead. Jump onto the brown log to the south, then simply jump over to the right to easily make it across. If you didn't use Move on the brown log, you'll have to take a longer route across the stone pillars. When you make it across, you'll come to some pistons that will retract after they push out.

Carefully make your way across these pistons without getting pushed off. Next, push the log aside and open the chest up the path to get a Nut. Go back south and climb down the wall. Head right and climb your way up the stone wall to the top. Alternately, you could use Growth on the sprout, but if you don't have it with Isaac then just forget it. When you make it to the top, follow the path down the flight of stairs and run across the conveyor belt. If you stopped it using Force earlier, then you'll make it a bit faster. You will now come to some logs. Push the first two vertical ones all the way north, then push the last one south and off of the ledge. Push the horizontal one right and it will plop into the water. Use it to cross over to the goal. A Claymore is the reward for first place, a Hunter's Sword for second. Prepare for battle.

Navampa

Boss Strategy: Even though this is the championship battle, it isn't really any different than the previous battles. However, Navampa can use a Smoke Bomb and/or a Sleep Bomb, making him slightly more hard than the rest. He has pretty much the same attack power as the others, so use the same strategy you used for the others: use earth-based spells like Ragnarok over and over, healing if it ever becomes nessecary.

After winning the championship battle, Garet, Ivan and Mia will be right next to Isaac, who falls over face down on the floor. They think that he's dead and mourn over his deadness, only to find out that he's just unconscious. They then take him to a bed at Babi's Palace.

=====
Babi's Palace

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Here, Isaac awakens and the gang starts talking about Isaac's nap, for whatever reason there may be. Garet's gripes at Isaac a couple of times, and after their endless chatter, you'll regain control. Head out of this room and take the set of stairs up to the next room. Follow this hallway and enter the throne room, where you'll meet Iodem and Babi. Babi tells Iodem to give you your prize for winning at the Colosso, then he gives you a Lure Cap. Babi eventually goes on about Lemurians and the village of Lemuria. They talk for a pretty long time, as Babi talks about the Babi Lighthouse that he built. They'll soon start talking about the Venus Lighthouse and how we must beat Felix and the others to it.

Eventually, Babi will say that you'll need Iodem's help to get to the lighthouse, then Iodem will tell the team to meet him at the Gondowan Passage. Before that, however, Babi suggests Isaac gets a suitable reward for his efforts at the Colosso, and for claiming first place (assuming you did claim first place, of course). When Iodem and Babi leave, you'll finally regain control. Head west toward where Babi went and take the stairs down to the basement, then go through the door. You're in Babi's room, who is lying in bed. Examine the object on his desk and you'll find out that it is the Cloak Ball. Tell Babi you want it, and if you got first place in the Colosso, he will give it to you. Make your way out of his palace.

=====
Tolbi
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Feel free to pay the Equipment Shop a visit now; they have many things you should buy for each of your characters, for not only weapons but armor too. Whenever your errands are done, leave the village.

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World Map
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You could go on with the story right now if you wanted, but we can do a little side quest now that you have the Cloak Ball (or rather, you should). Let's do it, shall we? It'll net us another Djinni in the end anyway. From Tolbi, head southeast a bit and follow the path to a cave. Enter it.

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Gondowan Cave
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This cave is pretty straightforward. Just follow the path due north and enter the next area. In this area, use Lift on the boulder to raise it, then go west and follow the path to another room. In this room, follow the path and jump across the stones in the water to reach a chest. Open it to get a Lucky Medal, then jump back across and keep following the path. Open the next chest you come to, which contains an Apple. Keep going until you get to the next room. Here, head up the nearby steps and you'll come to a stump blocking the way. Use Move and push it aside into the water, then continue on to another log. Move it to the left with the Move spell, then push it into the water and jump across. Continue out of the cave from there.

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World Map
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North of here, you will find Kalay. You're back in familiar territory once again. Head due north of Kalay and cross the bridge, then follow the path across another bridge until you reach Vault. From there, head due north and you'll come to a cave and a town. That town is Lunpa, but entrance from the front side is restricted, so enter the cave next to it instead.

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West Lunpa Cave
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Follow the path of this cave and you'll come to a gate. A switch is next to it, but if you press it, you'll close it and block yourself in. Instead, use Frost on the puddle under the gate to make the icy pillar raise it. Continue to follow the path leading out of the cave and into the back entrance of Lunpa.

=====
Lunpa
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When you enter here, go south and you'll see four gravestones. Using Reveal, you can see that the top-left one is sparkling. Examine it to get a Sleep Bomb, then head down the nearby steps. Feel free to enter the houses and speak with the villagers around here if you wish. All you'll learn is about Dodonpa and his evil deeds, and thanks to him, you can't buy anything at the Weapon or Armor shops! However, the Item Shop is open for whatever reason. Head to the northernmost part of the village and enter the next area, which is the Lunpa Fortress Gates. The guards here will prevent you from entering, so you must sneak around them. Equip the Cloak Ball on someone and stand in a shadow nearby. Use Cloak and walk along the shadow to sneak past them, allowing you to enter the fortress.

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Lunpa Fortress
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This is a dark fortress with torches to light your way (it's not quite as dark as the Altmiller Cave, though; at least you can see). You should know that you will need Cloak to get through pretty much the whole fortress, and that you can only conceal yourself in the dark. Meaning, if you step into a spot with light, you will immediately turn back to normal. There are guards throughout the fortress, and they always have lights around them. This place can be a maze, too. Anyway, if you go through the door in front of you, you'll meet a few of Dodonpa's servants, one of them being drunk. Head east of that door and use Cloak, then walk along the shadows past the two guards. Step into the spot of light where they can't see you, then head down to the next room.

In this room, go north and avoid the bandit, then head into the room there. Speak with the old man and he'll get startled, then say that you don't look as mean as the thieves in this fortress. Unfortunately, he does not know where Hammet is, so we'll have to keep searching ourselves. Exit this room and go left, into the shadows. Use Cloak and walk to the south, then head west and enter the next room. There is a blue gate in here, which you cannot do anything about just yet. Wait for a few seconds and a bandit will appear. When he moves

to the left, use Cloak and quickly follow the path down, entering the next area. Here, sneak past the guard using Cloak, then head up the stairs. In the next room, there are a couple of guards patrolling back and forth.

You must use Cloak and wait until they move away, then you have to run to the small opening in the right to avoid being spotted. Make your way to the end of the room, then head through the door. The door in front of you leads to a room with two ladies. They complain about Dodonpa's evil actions and talk about how Donpa won't make it if this keeps up. Just follow the path leading to the next room, where you'll find three bandits upon entering. They'll figure out that you're here to save Hammet, then you'll have to fight your way out of it. Just beat them all to death with your awesome Psynergy, then continue to the next room to leave them in their despair. Follow the path here and you'll find another bandit, who will want to fight you like the last pair.

It's only one, though, so it really won't be a problem. Use your basic attacks to send him pummeling to the ground, then head into the room he was guarding. Here, you will see Donpa lying in bed asleep, along with his wife watching him. Talk to her and she'll tell you not to wake him up, then she'll talk about how if you defeat Dodonpa and open his eyes, Lunpa will be able to return to normal. She's guarding a room with a Djinni, but we can't get in yet. Exit this room and head south to the next one. In here, there is a guard patrolling between the two paths. When he moves towards one path, you take the opposite one, then enter the next room. Head up to the locked cell and you'll see a key on a table, which you seemingly cannot reach.

However, never fear, for Psynergy is here! Equip the Catch Beads (yes, we're finally using these for something) and use Catch to snag the key. You will then get the Cell Key, used to open the cells in this dungeon (as if that wasn't obvious enough). Walk up to the cell to unlock it, then go up to the bandit and defeat it. Unlock the cell to the south and head to the next room, then defeat the bandit guarding the door. Through the door is a room with more people, so just head back to the previous room. Follow the path and go right, then take the stairs down to another room. Unlock the cell here, which opens up a shortcut back to this room. Head down the nearby stairs to another room. In here, go west and use Whirlwind on the wall of ivy to find...nothing!

Looks can be deceiving. Use Reveal to find a switch on the wall. Press it, then the door nearby will open. Go through it. In the next room, jump across the water and head right, then go up the steps. Unlock the cell door if you wish, but all that's in there is an empty cell. Use Whirlwind on the nearby wall of ivy, then go through the revealed door. In here, go forward and you'll find three cell doors. Only the middle one leads to anything worthwhile, so unlock it and open the chest in the cell to find some Power Bread. Exit the cell and go west, then follow the path down and to the next room. Here, go west and head north to find a crate. Push it all the way down and it will fall off of the platform, so get on it and jump to the left, then follow the path.

Unlock the cell door and use Whirlwind on the wall of ivy. Use Reveal to find a switch, then press it to open the door. Go through. Down here, unlock the cell door nearby and you'll meet... Guess who? It's Hammet! Just as Ivan and him start their emotional reunion, Dodonpa shows up to ruin it. He will say that he's not gonna allow you to take Hammet back, so he pulls a hidden lever in the wall and releases a big monster from the wall. Scaaary.

HP: ~2900

Weakness: Fire

Experience Points: 999

Coins: 3200

Items Obtained: Psy Crystal

Boss Strategy: Have Isaac use his Granite Djinni the moment the battle starts, so that way you won't take much damage from Toadonpa's attacks for a turn or two. Have everyone use their stat-boosting Djinn first, then go for the ones that cause negative status effects. If you can manage to put him to sleep, stun him, AND paralyze him, he pretty much won't ever get a chance to attack at all. He's pretty easy, aside from his Dark Blessing move, which will hurt your party members a whole lot. Once you finally have all of your best summons ready, unleash them on him. After that, give him another wave of summons that you should have left over and he'll likely be defeated. Keep healed if at all nessecary.

Once the battle is over, the monster will be on top of Dodonpa. The party will contemplate getting the monster off of him, then eventually, everyone agrees to it and drags it off. However, Dodonpa is too hurt to get up, and so after a bit of arguing with Garet, they agree to just lock him in a cell for a long time. Suddenly, Donpa enters the room and says how terrible his son has been to everyone. After lots of chattering, you're forced to leave the fortress for the safety of everyone, so that Dodonpa can't get released.

=====
Lunpa
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Back at Lunpa, Isaac will automatically sneak away from the guards. You can't go back in just yet, so leave this area. Back here, go west and head up the steps, then head back into the cave.

=====
West Lunpa Cave
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Follow the path through the cave and press the switch you come to. Pass through the gate and keep following the path, then the party, along with Hammet, will think they heard something. Hammet reveals that it is someone named Bunza, then he reveals himself. After some endless babbling about sentamatic garbage, Isaac and the others decide to leave to Kalay via a wagon with Hammet and Bunza, so that they won't be see by Dodonpa's men.

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World Map
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They ride a wagon to a strange entrance, and once they arrive, Hammet explains that it is a secret entrance to his palace. After some more conversing, Hammet opens up a fence which leads into his palace, then Isaac and the others take

the wagon back to the entrance of Kalay. Exit Kalay, then make your back back to the West Lunpa Cave, then to Lunpa.

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Lunpa
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Back here again, head to the Lunpa Fortress Gates. Go into the shadows and use Cloak, then walk along the shadows and enter the fortress again.

=====
Lunpa Fortress
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Make your way back to the room where Donpa was sleeping. You'll have to sneak past all of the bandits again and such. Once you get back there, speak to Donpa and he'll roll out of his bed, thanking you for what you did earlier. As a reward, he will tell his wife to let you pass into the room where the Djinni is! Head inside and claim your reward, the Mercury Djinni named Tonic. That took a lot of effort, huh? Make your way out of the fortress, then make your way back onto the world map.

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World Map
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Head south all the way back to Vault, then go west and across the bridge, then south across another one to reach Kalay. Go southeast of Kalay and you'll be back at the Gondowan Cave.

=====
Gondowan Cave
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Follow the path through the cave until you come to some stairs going down. Take them down and jump across the stump, then enter the next area. Here, use Lift on the boulder and head all the way south to the cave's exit.

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World Map
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The only path you can take is west. Follow that path back up to Tolbi, then go due south of there and enter the Gondowan Passage. There, go forward and speak with Iodem, then he'll come with you, saying that we need to get to the Babi Lighthouse. Cross the drawbridge and continue back onto the world map, then follow the path southeast to a village called Suhalla.

=====
Suhalla
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This village looks rundown and just plain ugly. Head to the building at the southeastern corner, and inside you'll see two soldiers lying in bed. Walk up

to them and they'll talk to Iodem, saying that when they tried to cross the nearby desert, they ended up in bed. They say that the cyclones there can be put out by water, and that they're caused by monsters. You'll also learn about some girl named Sheba. Iodem apparently knows her and wants to rescue her, since she has been kidnapped. After the scene, exit the building. Go to the northern side of the village and head around the sanctuary. Jump across the water and run to the left, then open the chest to get a Hard Nut. There are some other items you can get by examining stuff. When you're ready, leave.

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World Map
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On the world map, head due south and enter the Suhalla Desert.

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Suhalla Desert
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Don't worry, there's no temperature meter in this desert like the Lamakan one. Head southeast and follow the path, then a cyclone will appear, along with a sandstorm. Iodem will say that if we can't get past these sandstorms, we won't be able to make it to the Babi Lighthouse. Enter the cyclone and you'll start spinning inside of it. Cast Douse and it will go away, then you'll have to fight a Tornado Lizard. These are the monsters those soldiers in Suhalla spoke of. To defeat them, just use physical attacks and Ragnarok with Isaac if needed. They give you 620 EXP each time you defeat them, so you can reenter the desert and fight them again over and over for easy levels up. Head south and open the chest to get the Vitruous Armllet.

Go back north and head west this time. Follow the path to another cyclone, then enter it and use Douse on it. Defeat the Tornado Lizard that appears, then keep following the path and you'll come to a split path. Take the southern one and enter the cyclone, then cast Douse and defeat the Tornado Lizard. Open the chest after the battle to find a Mimic, then defeat it and head back north, then go right and follow that path going around to the next area. In the next area, go north and enter the cyclone. Cast Douse and defeat the Tornado Lizard, then go forward and open the chest to find a Lucky Medal. Head south and go west to a chest at the end. You'll have to enter the cyclone guarding the chest, so do so and cast Douse, then defeat the Tornado Lizard.

Open the chest to get a Cookie, then take the path on the right now. Enter the cyclone and cast Douse, then follow the path all the way around. On the way, you will see a big red cyclone. Head slightly south from there and cast Reveal to find some footprint traces, and an invisible log. Jump across the log to the other side, then follow the path to a Mars Djinni. You'll have to fight it to convince it to join you. Do so, then you'll get Flash. Head into the cave in front of you, then follow the path until you exit the cave. You will be next to the red cyclone. If you enter it, you'll end up at Crossbone Island. Ignore it and continue back through the cave. Climb up the stone wall and follow the path, then cast Reveal and jump across. Climb down the wall and cast Douse in the huge cyclone there, then a big monster will attack you.

Storm Lizard

HP: ~3000

Weakness: Earth

Experience Points: 1300

Coins: 6100

Items Obtained: Psy Crystal

Boss Strategy: It's actually possible to avoid fighting this boss, making him optional. You can also cast Douse on the red cyclone to fight the Tempest Lizard, which is pretty much the same as this boss. Anyway, to start the battle off, use everyone's stat-boosting Djinn. Flash is especially useful, since you will take very little damage when you use it. It's even better than Granite. Since the Storm Lizard is weak against earth-based attacks, use Ragnarok and such with Isaac, and also pound him with all of your best summons. This thing has a lot of HP, and it will often get two turns, so it is recommended that you use Djinn that put negative status effects on him.

As always, have Mia serve as your healer, and Ivan too if the need arises. If you keep on pounding him with earth-based spells and summons and you keep your party healed at all times, you'll defeat this boss soon enough.

Once the Storm Lizard has been defeated, head south and you'll come to a circle of rocks. Use Reveal and you'll find a Psynergy Stone, so take it and continue following the path. Eventually, Iodem will say that we still haven't found Sheba, and he asks if we should explore more of the desert or keep going. Tell him that we should keep on going, then he'll suggest going to Lalivero, which is just up ahead. Continue out onto the world map.

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World Map
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Follow the path going right, and you'll soon enter the Suhalla Gate.

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Suhalla Gate
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Go forward and head up the stairs here, then you'll find two soldiers lying on the ground, nearly unconscious. Iodem asks them what happened, then they say that a mysterious group of warriors wanted to pass (you know what group that is, right?), and they tried to fend them off but failed to do so. Iodem says we need to get to the Babi Lighthouse as soon as possible. When you regain control, go north and enter the door there. Inside is a lady who will revive your characters and such for a price, just like the sanctuaries. Exit and go east to the next area. In this area, slide down the slanted part of the wall in front of you to land on a ledge with a chest. Open it to get a Mint, then slide off of that platform and go right.

Climb up the vines and head on to the next area. Here, go right and you'll find five slanted parts of the wall. Slide down the middle one to land right next to

a Mercury Djinni, who will not join you without a fight. Defeat it and you'll get Dew, but you can't give him to Mia just yet. Slide down the platform and go right, then climb up the small vine and go into the cave on the right. Inside, follow the path to the next room, then go all the way right and take the Psynergy Stone. Take the path leading out of the cave.

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World Map
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Outside, Iodem will notice Babi's ship nearly sunk under the water. He will give Isaac a Black Orb, then tell him to use it on the ship. Try using it, and nothing will happen. Iodem will say that it must not be time to use it yet, so he takes back the Black Orb. Head back into the cave and make your way through it, back to the Suhalla Gate.

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Suhalla Gate
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Back here, climb up the vine to the top, then head off into the next area. Talk to the soldier here, and he'll say that the Venus Lighthouse was attacked by some mysterious warriors, then he'll disappear. Go down the stairway and follow the path leading back onto the world map.

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World Map
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Go forward and you'll see the Venus Lighthouse in the distance, but you'll be in the Venus Lighthouse Entry first. Follow the path and talk to everyone lying on the ground, which are scholars and soldiers. Head north when you come to a split path and you'll see the entrance to the Venus Lighthouse. Enter.

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Venus Lighthouse
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At the entrance, you'll see another scholar. Talk to him to learn that Kraden tried to stop Saturos and the others from attacking, but they did anyway. Go through the door ahead, and in the next room, talk to the scholar on the ground. This one says that Kraden came in and explored, but then found out that it isn't the main entrance, but apparently this is the only entrance into the lighthouse. Odd. Cast Reveal and you'll find a hidden set of stairs, so take them down to an area with a chest. Open it to get the Carry Stone, then go back up the stairs and head on in to the next room. There are two paths you can take here. Take the right one first, then head south and hop across to the left. Hop your way across the platforms to the southeastern end, then go down the stairs.

Open the chest here to get a Lucky Cap, then go back to the previous room. Hop across the platforms again and go through the door. Take the left path this time and enter the next room, then take those stairs up to another room. In here, talk to the scholar (he's not on the ground!), and he'll tell you that while exploring he encountered Kraden and the others. Apparently they did something to make the ground light up, as he points to a statue. Exit this room and go north, then take that path to another room. In here, push the block in

front of you to the right, and Gareth will say that we can't push it any further. However, he thinks that if we used our Psynergy to carry it and drop it onto the floor below, we could progress further.

He has the right idea. Equip the Carry Stone you got earlier and reenter the room, then stand in front of the box and use Carry. You'll grab the box and lift it, so move it down and you'll drop it onto the floor below. Take those stairs up to the next room, where you'll find that you're blocked by a wall of electricity. Simply use Reveal to reveal another door next to the one you entered from, then take it to the next room. In here, follow the path and you will be at the statue the scholar showed you a moment ago. You'll also see a lighthouse object. Walk up to the statue and talk to it, then some light nodes will appear along the floor. Talk to it again and the light nodes will change around again. Make your way out of the lighthouse for now, and back outside, go south and east onto the world map.

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World Map
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Back on the world map, head due north and then take the western path, where you'll find the town of Lalivero.

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Lalivero
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When you enter this town, you'll immediately see two soldiers on the ground, just like you've seen on the way here. They will explain that it was not a group of six people that attacked them, but rather, seven. One of them say that the seventh had to have been Sheba, and that he saw them head towards the Babi Lighthouse! When you regain control, head to the Equipment Shop. There are some good armor that you should definitely buy for your characters. Stay in the Equipment Shop and go right, then climb up the ladder to reach the roof. Jump off to the right, then follow the path around. When it ends, jump east and onto another roof, then climb up the vine to a Mars Djinni. Take Gareth's last Djinni named Torch! Now, make your way back to the Equipment Shop, then head all the way north and exit the town.

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World Map
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You will see the Babi Lighthouse just ahead. Approach it and you will be on the road to the lighthouse.

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Road to Babi Lighthouse
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As you can see, this whole place is still under construction. Head right and climb up the ladder there. Feel free to talk to the workers if you wish, then head down the next ladder on the right. Climb up the easternmost ladder and push the block to the left until it's on the edge of the platform. Then, use Carry to move it up, then use it again and move it left. Climb down one of the ladders and go right, then climb up the two ladders and jump across to the

right. Open the chest to get some Lucky Pepper, then jump back across and climb down the ladder. Go left and climb down that ladder, then head north to the next area. Here, head left and take the stairs by the stone slab down to the basement area. Jump across and use Move on the stone slab, then move it left.

Climb back up outside, then go directly right to another stone slab. Push it aside and head down the stairs to the other side of the basement. Use Move on the far right stone slab and move it left, then jump across and take the ladder up. Back outside, use Growth on the sprout and climb the vine that grew, then slide down the platform and take the left entrance. In here, slide down the only part of the platform you can slide off of, then you'll fall down to a Jupiter Djinni. You will have to fight it to get it to join you. Once you defeat it, you'll get Luff. Give Dew to Mia and Luff to Ivan, then set them both and slide off of the platform. Welcome to the Babi Lighthouse entrance.

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Babi Lighthouse
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Here, head north and go up the left set of stairs, then you'll come to more stairs. Take those up and you'll be back in the room where you slid down to the Djinni. Slide down the northern part of the platform and you'll fall all the way down to the underground part of the lighthouse. There, go right and you'll see two men. One of them will ask two other men if the door in front of them opens, because apparently Kraden and the others went through it somehow. It won't budge for them, however, and then they'll notice Iodem and Isaac's crew. Faran, the guy with the blonde hair, will talk to Iodem. Faran and the others have trust issues with Isaac and his crew, and they want you to show them what you're capable of before you can rescue Sheba and the others.

We'll prove to them that we can save them. Head up to the door and use Reveal to find a switch near it. Press it to open it, then watch as everyone is in awe of your superior Psynergy. Iodem tries to go forward with Faran, but the door closes as he approaches it. Ivan explains that only those with Psynergy can go through, otherwise it will just close if it's opened. After some more talking, use Reveal and flip the switch again, then follow the path and take the stairs down to the Tunnel Ruins.

=====
Tunnel Ruins
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You're in a room with the statue and the lighthouse object, and the light nodes on the ground. It looks very familiar. Just head south and to the next room. In here, you'll see two pillars. Head down the stairs and use Move on the one on the right. Move it all the way to the right, then move it down once and head back up the stairs. Jump to the pillar and follow the path on the next platform to the next room. In here, jump across the platforms and go south to another room. In this room, head down the stairs. Move the left pillar down by casting Move, then push it down once and all the way to the left, then up once. Move the next pillar all the way down, then all the way left. From there, go back up north and climb the steps, then head west and jump across the pillars.

Follow the path to the next room. In this room, head down the steps and move the small pedestal on the left all the way to the left. Next, move the second pedestal all the way to the left so that it is right beside the other pedestal, but not right up against it. Head up the steps and jump across the pedestals to a big wall of ivy. Use Whirlwind a couple of times to remove it, revealing

another pedestal. Move it down and then left once, then push it off of the platform to the floor below. Jump across the other two pedestals again, then head down the steps and go left to the third pedestal. Move it all the way down and then all the way right, then all the way up again. Finally, move the first pedestal to the right as far as it can go.

Head back up the steps and jump across the pedestals to the platform at the right side of the room. Use Whirlwind on the wall of ivy and go through the door, then go down the hallway and to the next room. This is an easy puzzle. Just use Carry to drop two of the boxes onto the weight below you, on the right. This will cause the weight on the left to rise up all the way. Walk on it and jump across to the left, then follow the path to another room. Jump across to the left here and go to the next room, which seems to have nothing in there but a statue. Use Reveal to find a chest under the statue, then open it to get an Oracle's Robe. Leave this room and head all the way to the right, entering that room. You will see five colored statues here.

If you use the Mind Read on each one, you can find the solution to the puzzle. See those square tiles in the middle? A certain statue must be pushed onto each one. To make things easy, I'll give you the solution. Push the red statue onto the top-left square, the blue statue on the top-right square, the green statue on the bottom-left square, the violet statue on the bottom-right square, and the yellow statue on the middle square. Doing this will cause the door on the right to open, so head through it and go up the stairs in here. This leads to the Venus Lighthouse. Here we go!

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Venus Lighthouse
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The moment you enter, you'll notice a Psynergy Stone in the middle. Use it and take the stairs up on the left, and you'll notice a sudden change in the music. This is because we're in the first part of the lighthouse; we're in the room with the electric barrier. Use Move on the statue nearby and move it onto the switch next to it. This deactivates the barrier, allowing you to go back out if the need arises. Regardless, head back up the stairs, then go through the middle door this time. In the next room, go left and head through that door. Push the block in here once to the left, then use Carry and drop it into the pit below. Use it to jump across, then head on through that door. In here, you will see a big sandfall to the right.

Ignore the stairs in front of you and go around them. You can run across the big sandfall, but you have to keep running up a bit while running to the right so you won't slide off. Run to the floor at the southeastern corner, then go south to a room with a chest. Open it to get some Thunder Gloves, then go out and take the stairs up. There are three small sandfalls in here, and you can enter the one on the far right. Do so and you'll be in another room. Head right and hop across the platforms here. Hop along the right side and you'll reach a platform. Go around it and enter the next room. In here is a statue and a block with a straight line on it. Push it into the nearby hole, then a light will emit from the statue, going to the end of the line. The door in here will open.

Go through it and step on the switch in here. This will cause a nearby platform to move away, uncovering a sandfall. It will cover the one on the left. The sandfall in the lower room will start pouring on the right, and stop on the left. Now, go around the room and follow the path down the stairs. You're back in the main room. Go south and head right, then take the ladder in the middle down. Go up and take that ladder up, then run across the sandfall and go through the door. Here, follow the path and take the ladder down, then move the

pillar on the left to reveal an opening. Go through and push the pillar all the way to the left, then go and take the ladder back up. Go to the pillar and jump across it, then enter the next room.

Head south and down the path here, then climb up the ladder and take the stairs up to the next room. Head south here and to another room, where you'll find blocks with lines on them, along with a statue, just like before. This time, you have to push them in certain holes. Push the one with a straight line into the northeastern hole. Next, push the one shaped like a gun (that's the best I can describe it) into the northwestern hole, then push the last one into the southwestern hole. This will cause some lights to appear and travel through the path you created. One of the lights will make it to the end, opening the door which you should go through. In the next room, jump across the platform and head all the way north, then run through the sandfall and go through the door on the left.

In here, enter the first sandfall from the right to find a room with a small chest. Open it to get some Dragon Scales, then exit and enter the second sandfall. Take the stairs up here to the next room, where you will find three boxes and two weights below you. Move one box all the way to the left, then use Carry to drop it down onto the weight on the left. Have another box dropped on the weight on the left, then the eastern weight will be all the way up. Use it as a platform to jump across to the right, then head due north to another box. Push it left and use Carry to drop it onto the platform below, creating a nifty little shortcut. Head south and enter the next room, then press the switch there to make a platform move away, uncovering a sandfall that pours down into the room below.

Proceed forward and jump across to the platform, then go into the next room. Back in this room, ride the sandfall down to the southwestern corner, then take the stairs up to another room. Follow the path in this room to another one. In here, you'll see sand that is moving in different directions! You have to get on the sand and navigate your way through the path. At the southeastern corner is a chest, which contains a Gaia Blade. You should get it, because it's really good. Once you get the chest, make your way to the northeastern corner of the room and go through the door. Here, just head right and enter the next room. This is another block-pushing puzzle, as you can see when going north. Since the blocks are hard to explain, I'll tell you which ones to push by the order they're in, starting from the far left one.

Push the far left one into the hole at the southeastern corner. Push the third one on the left into the hole next to it, then push the one next to the one shaped like an L into the hole northwest of where you pushed the first one. Finally, push the L-shaped block into the hole south of where you pushed the second one. This solves the puzzle, opening the door at the end of the room, so head on through. Here, go left and step on the switch to move a platform to the right. This causes another sandfall to pour into the room below. Jump across the platform and follow the path, then jump across at the end and take the stairs up. Go down this hallway and through the door, then you'll be back in the sandfall room.

Immediately run to the right onto the walkway, then go all the way north and run to the northeastern corner. Take the stairs up and head left, taking those stairs up as well. In this room, use the Psynergy Stone on the left. Slide down the slanted part of the wall and you'll fall onto a floating platform, which will carry you up to the very top of the lighthouse. Watch the scene as you see Felix fight over Sheba, since Saturos and Menardi won't hand her over. After what is possibly the longest scene in the game, you battle them.

Saturos & Menardi

HP (Saturos): ~3000

HP (Menardi): ~2000

Weakness (Saturos): Water

Weakness (Menardi): Water

Experience Points: 6000

Coins: 7800

Items Obtained: N/A

Boss Strategy: I hope you didn't unequip your Djinn before the battle, because although you'd have all of your best summons ready, it would only make things worse due to the low stats you'd have. Start the battle off by having Isaac using Granite and Garet using Flash, so that way you won't get damaged much for a turn or two. Have Ivan use a supporting Djinni like Zephyr, and have Mia use whatever Djinni you want. Saturos's attacks are powerful, but not quite as powerful as Menardi's. Her Death Size attack is extremely powerful, and will take a huge chunk off of a party member's health if she uses it.

It's possible to put them both to sleep and stun them and such, although it doesn't always work. You can also have Ivan use Luff to seal one of their Psynergy for a few turns. This can prove to be really useful. You may not want to use all of Mia's Djinn, because you'll be needing to use Wish Well often (I hope you have it at this point). Saturos and Menardi can also increase their own stats using their Psynergy, making them even harder. Attack them with your Djinn until you can summon, then use your best summons on them to deal a lot of damage. From there, just let them all set back onto you and don't worry about using them. Keep healed and use your best Psynergy until they're defeated.

Once they've been defeated, you'll see a scene between Isaac's crew and Felix. Saturos and Menardi eventually get back up, then Saturos throws an Elemental Star into the lighthouse. Using the power of the Venus Lighthouse, he and Menardi fuse into a giant dragon! Time for the final battle.

Fusion Dragon

HP: ~5000

Weakness: Water

Experience Points: N/A

Coins: N/A

Items Obtained: N/A

Boss Strategy: Get ready for the longest battle in the game. If your Djinn were set after using up your summons during the battle with Saturos and Menardi, that's great. If not, you'll have a wee bit more

trouble. If most of your Djinn aren't set, then I suggest either using normal attacks or using some Psynergy until they get set. You'll need to conserve a whole lot of HP for this battle, since the Fusion Dragon's attacks are pretty disastrous. His two most deadly attacks are the Dragon Driver and his ultimate attack, Outer Space. Occasionally he'll be able to do two Outer Spaces back-to-back, which definitely isn't good. Even though Ivan usually gets the first turn before anybody, sometimes he won't.

Have everyone except Mia use their Djinn. Make sure Mia only uses a Djinni if it's necessary, and only then. She will need to serve as a healer for the entire fight, pretty much never attacking. You'll need to use Granite and Flash right off the bat, so that his attacks don't hurt much at all for about one turn (and one turn means everything in this fight). Once your Djinn have been used, hit him with everything you've got using your summons. After that, let them reset themselves, then when every Djinn is back, unleash them upon him again and use your summons again if necessary. As long as you keep your HP up, you should come out on top eventually. It takes a long time to win the battle, but you can do it.

After you've won, you've won for good. Saturos and Menardi will fall into the hole of the lighthouse where the power is radiating from. Bye-bye! Now, enjoy the rest of the scene, and eventually you'll be back in Lalivero. The game isn't quite over yet.

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Lalivero
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Here, Faran and Iodem will talk with the group for awhile. Eventually, you'll regain control. Attempt to exit the house and Iodem will say that he wishes to speak with you outside of this house, so exit and go south a bit. Your party will ask if you've forgotten about Iodem. Answer anything you'd like, then he comes out of the house. He will eventually explain that the ship you saw in the water before was not his; he says that his is in this village. Gareth thinks that the other ship was Saturos's, then Iodem gives you the Black Orb for you to use to summon the ship. When you regain control, head to the northwestern corner of the village and talk to the soldier blocking the door. He'll let you through. Go through and follow the path to the sunken Lemurian ship. Face it and use the Black Orb to summon it, then enjoy the rest of the ending.

Congratulations! You've just beaten Golden Sun, one of the best RPGs in the world, and one of the best Game Boy Advance games ever made! Enjoy the credits and the last scene at the end. Be sure to get your password after beating the game (you must save when prompted, though)! See the Secrets section to see how to find your password. Now play Golden Sun: The Lost Age, the sequel!

To be continued . . .

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V. Crossbone Island
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In this section, I will explain all about Crossbone Island, along with info about how to get there and such. Crossbone Island is a secret island you can't normally reach on the world map, and it's a dungeon with lots of hard monsters and a really difficult boss at the end. Not only that, but you can get the best equipment in the game there. To reach the island, you have to choose certain oarsmen on the boat bound for Tolbi (see the Walkthrough for that). Another way to reach it is via the red cyclone in the Suhalla Desert. It will spit you out onto an abandoned island. Go east from there and head to the mountain entrance to enter the main part of the island.

Crossbone Isle

Before you enter the actual dungeon, you have to get through this outside area first. Head northwest and use Growth on the sprout. Climb up the vine and do this for two more sprouts, then when you reach the top, go right and drop off of the slanted part of the wall there to land by a chest. Open it to get one coin, then drop off the platform and do the same for the next one. Climb back up the vines again, then head right once again. Go as far to the right as you can get, then slide off of the end of the platform to land by a chest. Open it to get a Mint, then push the log aside. Climb up the vines again, and at the top, slide off of the part of the platform right next to the vine. Do the same for the next one, then blow away the wall of ivy using Whirlwind.

Enter the cave now. This is the dungeon of Crossbone Isle, the main reason you are here. Go forward and take the stairs down to the first floor.

Floor One

Follow the stairway down and walk up to the door. You'll then fight one Hobgoblin and two Viragos. They're not really bosses, but you'll have to fight a group of enemies on each floor before you can enter the door of it. Use your best Psynergy to take these guys down fast. When they're defeated, enter the door. In this room, you'll see a chest near you. However, you can't reach it from here, so go right and hop onto the platform there. Use Move on the log and move it to the right, then jump there and jump to the left. Jump your way to the chest, then open it to get 111 Coins. Jump back across and reenter the room, then go back to the log again. Move it left this time, then jump across and jump to the right. Open the chest ahead to get a Nut.

Jump back across to the entrance of the room, then go around the platform to the northwestern corner to find another chest. Open it for an Antidote, then exit the room and enter it again. Go back to the same log again and push it left again, then jump across and you'll come to another log to the north. Move it to the right, then jump across the platforms as usual. Open the chest at the end, which contains a Hard Nut. Now, exit and reenter the room yet again, then make your way back to the second log. Move it to the left this time, then jump your way to the third log. Move it to the right, jump across, then jump to the left and you'll come to a fourth log. Jump to the platform it is on and head right a bit, then use Move on it and move it left.

Head to the right and jump across the platforms, then make your way back around to the third log; just keep trying until you find the correct route. Jump your way back to the fourth log, then move it to the right and jump across. Finally, jump to the left and jump your way to the end of the room, then follow the path out. Outside of the room, open the chest in front of you to find a Mimic. Defeat it, then push the log to your right into the gap to create a shortcut. There's one of these after every room for each floor. When you're done with that, head on to the next floor.

Floor Two

Before you enter the door on this floor, you'll have to fight one Succubus and two Grisly's. This batch of enemies really isn't much harder than the last batch. All it will take is two rounds of your best Psynergy to defeat them. Once you defeat them and you're in the next room, open the chest in front of you to get an Elixir. Head right and open the next chest in the corner to get 222 Coins, then head around and to a third chest containing some Lucky Pepper. Once you've gotten that, roll the log in front of you to the left. Head back around to the second chest and roll that log north. Next, go back to the first chest and roll that log north as well. Go around to the vertical log and push it to the right.

Then, push the horizontal log nearby north, then open the chest which contains a Mystery Blade. Head left and take the exit to the south, then push the log into the gap and head down to the third floor.

Floor Three

The enemies you'll have to fight this time are a Lich and two Fiendish Ghouls. Defeating them isn't very difficult, just like the last two batches of enemies. As always, use your best Psynergy and they'll go down in a few turns. They aren't really anything to be afraid of. After they're defeated, you'll head into the next room. Equip the Catch Beads on someone, because you'll need to use Catch to get through this room. Head right and up to the end of the ledge. You'll see a key on the platform across from here. Use Catch to get a Blue Key, then hop to the right. Hop all the way to the right, then when you get to the end of the path, hop north and then west. Use Catch to snag the next Blue Key. Now, hop to the right and then go back south and west.

When you come to a path going up, hop all the way north and use Catch to get the third Blue Key. Hop your way back to the entrance of the room, then hop across the platforms by the entrance. Hop to the right one platform when you can, then north and all the way east. Use Catch to get the fourth Blue Key. Hop back to the west, then when you get all the way to the left, hop all the way north to four blue doors. They lead to cells with chests in them, and the Blue Keys unlock them. Unlock each door one by one and open the chests. From the left to right, they contain: 333 Coins, a Fairy Ring, a Cookie, and a Smoke Bomb. Once you rid the chests of their contents, head due south and hop onto the ledge there.

Cast Reveal and you'll find a hidden platform with a key on it. Use Catch to get the Red Key, then hop back up and go all the way left. Hop south until you come to a red door on the left, then hop to it and unlock it with the Red Key.

Follow the path out of the room, push the log into the gap, then head on to the fourth floor.

Floor Four

You will have to fight two Gryphon's guarding the door. They're a little bit more challenging than the other foes you've faced thus far, but you shouldn't have too much trouble with them. They're weak against lightning spells, so either have Ivan use his lightning spells and have everyone else attack, or just attack with everyone altogether. Their Tornado attack is slightly powerful and is really the only attack you need to watch out for. You will need the Cloak Ball to get through this next room. There are statues all around, and if you get close to them while visible, they'll prevent you from passing. Go right and up to the first statue. When you step on one of the yellow tiles, the statue will move in that direction.

Have it move to the left or right, then use Halt in front of it and it will stop. Go forward and open the chest to get a Sleep Bomb, then go back to the statue and head right. Make that statue move left or right, then use Halt on it and head north. Use Cloak and sneak past the next statue, then walk all the way north to a chest containing 444 Coins. Once you've gotten those, head south a bit and turn right. Walk towards the statue and head north at the edge of the darkness to pass it. Open the chest in the corner to get some Storm Gear, then go south and the statue will bump you out of the way. Follow the path back to the first two statues, then head west and into some darkness. Cast Cloak and run past the statue ahead.

Follow the path to a chest at the end, which contains a Psy Crystal. Get it and continue out of the room. Push the log down and into the gap, then proceed to the next floor.

Floor Five

The next batch of enemies you'll have to fight are a Lizard King, a Harridan, and two Stone Soldiers. This is another incredibly easy fight; the Stone Soldiers and the Harridan will go down with little effort. The only one that has slightly a lot of HP is the Lizard King. No need to waste your PP, so just use physical attacks on it until you defeat it. It doesn't really have any powerful attacks, so just beat it down. In the fifth room, head all the way to the northeastern corner of the room, then open the chest there for 555 Coins. Head down the nearby stairs and you'll come to some logs you must roll. Start by rolling the northwesternmost log to the left first, then roll the horizontal one below that one north.

Roll the first log you pushed back to the right, then head up the stairs and flip the switch to the south to fill the chamber with water. Head back north and jump across the logs to a chest, which contains a Lucky Medal. Jump back across and flip the switch again, then head back to the logs. From where they are currently positioned, push the vertical log all the way to the south to the left, then push the vertical one above that to the left. Next, go up to the horizontal log to the north and push it down, then head north and you'll find two more horizontal logs. Push the one on the left down, then push the log in the southwestern corner to the right. Go to the horizontal log the vertical one just went up against, then push it back up.

Finally, push the vertical log to the northwest to the right, then go back and flip the switch. Hop across the platforms to a chest with a Ninja Garb inside. Go back and flip the switch again, then head back to the logs. From where they are currently positioned, push the northwestern vertical log to the left, then push the vertical log below that one to the left. To the south, next to the log you just pushed are two horizontal ones. Push the one on the right up, then push the vertical log to the northwest back over to the right. Push the horizontal log above that one back down, then flip the switch again. Hop across the logs and follow the path a chest, and the exit. Open it to get a Potion, then take the exit and push the log into the gap. Head down to the sixth floor.

Floor Six

Once again, the two Chimeras shouldn't really pose much of a threat. Some of their attacks are minorly strong, but nothing they really use that often. Just beat them down with your Psynergy. In the sixth room, follow the path north to a pillar with a chest on it. Push it all the way north as far as it can go, then head back to the entrance of the room and move the second log on the left. Move it left once using Move, then push it to the left. Now, move the next log left once, then climb up the ladders and slide down onto the log. Jump across to the next log, then follow the path and open the chest to get an Elixir. Head north and climb the ladders until you reach the top, then follow the path and you'll spot a Venus Djinni.

Approach it and it will jump down to the lower platform. Ignore it for now and continue to follow the path, then push the log right once and down twice to make it fall off of the platform. Slide off of the platform and onto the log, then hop to the left and climb the ladder down. Head up to the puddle and use Frost on it, then it'll turn into an icy pillar. Head back up the ladder and jump across the log and to the icy pillar, then follow the path to a chest. Open it to get 666 Coins, then head up to the Venus Djinni. It will jump back up and run all the way to the right. Push the log aside and climb up the ladder, then follow the path and the Djinni will run away again. Climb down the nearby ladder and climb up the next ladder.

Follow the path around to the two logs you moved earlier. Jump across them and climb up the ladder, then head up and stay behind the three blocks where the Djinni is, on the other side. Cast Halt to make it stop, then capture it and you'll get Bane, the last Djinni in the game! Head all the way back to the northwestern corner of the room, then climb down the ladder there and push the log off to the floor below. Climb down the next ladder and use Move on the log, then move it right once. Push it manually all the way to the right, then climb up the two ladders again and climb down the ladder on the right to get on the log. Jump over to the right and open the chest for a Demon Axe, then climb up the ladder and head all the way south.

Slide off of the platform and jump across, then climb down the ladder and take the exit out. Push the log into the pit and go to the next floor.

Floor Seven

You will have to fight two Earth Lizards on this floor. For once, they're actually a decent challenge. Their attacks (such as Clay Spire) hurt a lot, so

have Mia heal whenever needed and have everyone else use their Psynergy. If the need arises, use summons. When they're defeated, you'll enter the seventh room. Follow the path all the way to the end of the ledge, then jump across and you will come to a block. Push it all the way into the northeastern corner, then have someone use Carry and move it up to the north. Now, climb up the ladder and jump across, then head right and open the chest to get a Lucky Medal. Make your way out of the room, then reenter it. Head back over to the block and push it into the northwestern corner, then use Carry on it and move it left.

Now, jump across the pit to the south and over to the left, then climb up the ladder and climb down the next one. Use Move on the block and move it to the left, then use Carry and move it up. Climb back up the ladder and jump across, then open the chest for a Psy Crystal. Make your way back out of the room and enter it again, then go back up to the block and move it to the northwestern corner again. Lift it with Carry and move it to the left, then make your way over to it and use Move on it to move it to the left. Use Move on it one more time, then push it all the way left and off of the platform. Head down to where it is and use Move on it. Move it down twice, then climb back up the ladders to the raised platform again.

Jump across to the block and to the next platform, then follow the path to a chest containing the Wicked Mace. Go back around to where the block is and go southeast of it. Jump across and head right, then follow the path south and jump over the pit to another block. Push it all the way down and then all the way left, then use Carry to lift it north. Climb up the ladder and jump across, then climb down that ladder and follow the path to the exit. Before leaving, jump to the right and open the chest to get 777 Coins. Now take the exit, then push the log into the gap.

Floor Eight

Before approaching the door, I strongly recommend having all of your Djinn standby so you'll have your summons ready immediately. You'll have to battle two Thunder Lizards and one Poison Toad. Use all of your summons with everyone and you'll kill the two Thunder Lizards, but not the Poison Toad. Simply use one more set of summons to finish it off, then you'll head into the next room. Go forward and you'll see a scale with a puddle under it. Use Frost on the puddle to raise the scale, then jump over the puddle ahead and climb up the ladder ahead. Follow the path past the dragon, then get on the scale and jump across to the chest, which contains a Smoke Bomb. Reenter the room, then leap over the puddle. Freeze it and head up the ladder back to the dragon statue.

Jump across the icy pillar over to two chests, only one in which you can open from this side. That chest contains 888 Coins. Get it, then follow the path and climb the ladder down. Head south and go right to two horizontal logs and a rock. Push the rock all the way to the right and into a small indentation, then make your way back to the icy pillar you created earlier. Jump across it and then slide off the platform, then head west and push that horizontal log down. Head to the right and use Frost on the puddle under the scale to raise it. This will also make the dragon statue breathe fire onto the icy pillar we created, causing it to melt. Jump over the puddle and create the icy pillar again, then climb back up the ladder and jump across the icy pillar.

Follow the path and climb down the ladder, then jump over the puddle and push the other horizontal log down. You can now access the second chest, so climb up the ladder and open it to get the Cleric's Ring. You can equip this ring to remove the effects of a curse on an item, meaning that you can use a cursed

item without getting status effects inflicted on you. Climb down the ladder and head back north. Jump over the puddle and use Frost on it, then climb up the ladder and jump across the icy pillar to a chest. It contains a Potion. Get it and slide off of the platform, then head all the way south and take the exit. Push the log into the gap and continue on.

Floor Nine

You'll have to battle two Cerebus's on this floor. If you have all of your summons ready upon starting the battle, then by all means use them. That'll take away a huge chunk of their health. From there, just use your Psynergy until you defeat them. If you didn't have your summons ready, then use physical attacks and have Mia use Wish Well when needed. Their Double Fang attack is really powerful, so watch out. Once they're defeated, you'll be in the ninth room. This is a room full of logs in water. Follow the path until you get to the northeastern log, then ride it over to the left and jump across to a chest containing a Sleep Bomb. Once you've gotten that, ride the log back over to the right, then head all the way south.

Ride the horizontal log all the way at the southwestern corner up, then ride the vertical log it carries you to east. Head back to the south and ride the horizontal log there north, then jump across to the other two logs and ride the vertical log up against the other one to the left. Jump across to the south to another log, then ride it to the right and go south. Ride that vertical log west and to a chest with 999 Coins inside. Ride the log back and head north, then ride that vertical log all the way to the left. Get on the land and open the chest to find some Water of Life. Go left and you'll see six more logs. Head south to the three horizontal logs, then ride them all up starting from the one on the far left.

Once you do that, go to the vertical logs and ride the southernmost one left. Go directly north from there, then ride the second horizontal log up there down. Go back to the vertical logs and ride the middle one to the left. Go up to the horizontal log at the very top and ride it down, then jump across to the right and ride that log left. From there, jump north and to a chest which contains the Muramasa. Jump back to the south and roll to the right, then head south and take the exit. Push the log into the hole and go to the last floor.

Floor Ten

Here we are. This is the final floor of the dungeon, and you're about to face the hardest boss in the game. I recommend being at least Level 28 before even attempting to fight him. Head up the nearby plank and onto a wrecked ship. Notice the change of music, meaning that something bad must be lurking around. Open the chest here to find a Mimic, then defeat it. Save your game and head to the northern end of the ship to encounter the boss of this island.

Deadbeard

HP: ~6000

Weakness: Earth

Experience Points: 8000

Coins: 9000

Items Obtained: Water of Life

Boss Strategy: This will be a really long and difficult battle, so try to stay focused, will ya? There are a few different ways to fight this battle, you just have to choose the one that works best for you. If you want, you could have four Djinn with every character except Mia standby, then when the battle starts, you could unleash all of your summons on him to take off at least 2300 HP in one stroke. However, only have four standby! Any more than that and you risk dying from his really strong Psynergy in one blow. If you didn't have your summons ready, then immediately have Isaac use Granite and Garet use Flash to prevent damage. Deadbeard will often get two attacks, usually beefing his stats up and attacking, or using Break to turn all of your stats back to normal.

If you're around Level 30, you should be able to have the Break spell yourself. If this is the case, then by all means use it when he boosts himself up a lot. He will do it quite often, and if he uses Impact (which boosts his Attack by a lot), then his physical attack will likely kill someone that doesn't have many Djinn set. If you used your Level 4 summons, then wait until all of the Djinn you ordered to standby set back. While waiting, pound him with Psynergy until they're set again, then use them all on him again and give him another barrage of summons. Have Mia stay as a healer, and only a healer, for the entire fight. Do not have her use one Djinni whatsoever.

Just come up with your own strategy if mine doesn't work, as there's plenty of ways to fight this boss. Overall, though, you will just need to be persistent. If a couple of your party members die, don't give up; there's still a chance for you to win. Keep trying and you'll hopefully send him to his death sooner or later.

Once you've beaten the boss, open the chest to get the Demon Mail. You've just beaten Crossbone Island, and the hardest boss in Golden Sun! Congratulations! Now exit this dungeon, then go to the red cyclone to exit the island.

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VI. Item List
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In this section, I will list all of the items in the game, along with a description about them and such.

Consumable Items

Antidote

Buy Price: 20 Coins

Sells For: 15 Coins

Description: Cures poison.

Corn

Buy Price: N/A

Sells For: 9 Coins

Description: Replenishes 100 HP.

Crystal Powder

Buy Price: N/A

Sells For: N/A

Description: Deals ice-based damage to enemies.

Elixir

Buy Price: 30 Coins

Sells For: 22 Coins

Description: Cures Delusion, Stun, & Sleep.

Game Ticket

Buy Price: N/A

Sells For: 37 Coins

Description: A special ticket used in Tolbi.

Herb

Buy Price: 10 Coins

Sells For: 7 Coins

Description: Replenishes 50 HP.

Lucky Medal

Buy Price: N/A

Sells For: 75 Coins

Description: A rare medal used in Tolbi.

Nut

Buy Price: N/A

Sells For: 150 Coins

Description: Replenishes 200 HP.

Potion

Buy Price: N/A

Sells For: 750 Coins

Description: Replenishes all HP.

Psy Crystal

Buy Price: N/A

Sells For: 1125 Coins

Description: Replenishes all PP.

Sacred Feather

Buy Price: 70 Coins

Sells For: 52 Coins

Description: Reduces the chance of a random encounter for a short time.

Sleep Bomb

Buy Price: N/A

Sells For: 45 Coins

Description: Makes an enemy fall asleep.

Smoke Bomb

Buy Price: N/A

Sells For: 22 Coins

Description: Puts Delusion on an enemy.

Vial

Buy Price: N/A

Sells For: 375 Coins

Description: Replenishes 375 HP.

Water of Life

Buy Price: N/A

Sells For: 2250 Coins

Description: Revives a fallen party member.

Weasel's Claw

Buy Price: N/A

Sells For: 30 Coins

Description: Damages enemies with a claw attack.

Stat-Increasing Items

Apple

Buy Price: N/A

Sells For: 375 Coins

Description: Permenately boosts a party member's Attack.

Cookie

Buy Price: N/A

Sells For: 375 Coins

Description: Permenately boosts a party member's maximum PP.

Hard Nut

Buy Price: N/A

Sells For: 375 Coins

Description: Permenately boosts a party member's Defense.

Lucky Pepper

Buy Price: N/A

Sells For: 375 Coins

Description: Permenately boosts a party member's Luck.

Mint

Buy Price: N/A

Sells For: 375 Coins

Description: Permenately boosts a party member's Agility.

Power Bread

Buy Price: N/A

Sells For: 375 Coins

Description: Permenately boosts a party member's maximum HP.

Key Items

Black Orb

Buy Price: N/A

Sells For: N/A

Description: A mysterious orb that gets Babi's ship sailing.

Dragon's Eye
Buy Price: N/A
Sells For: N/A
Description: An eye of a dragon that can be placed in a statue.

Empty Bottle
Buy Price: N/A
Sells For: 750 Coins
Description: This normal bottle is used to keep Hermes' Water.

Hermes' Water
Buy Price: N/A
Sells For: N/A
Description: Used to restore Tret.

Mars Star
Buy Price: N/A
Sells For: N/A
Description: A powerful star with the Mars Element fused into it.

=====
VII. Weapons
=====

In this section, I will list all of the weapons in the game, along with info about who can equip them and such.

Heavy Blades

Used By: Isaac, Garet

Arctic Blade
Found: Fuchin Falls Cave
Buy Price: 2600 Coins
Stats: +55 Attack
Effect: Randomly casts "Blizzard".

Bandit's Sword
Found: Vault
Buy Price: 700 Coins
Stats: +12 Attack

Effect: Randomly casts "Rapid Smash".

Battle Axe

Found: Vault

Buy Price: 280 Coins

Stats: +24 Attack

Effect: N/A

Broad Axe

Found: Xian

Buy Price: 1400 Coins

Stats: +50 Attack

Effect: N/A

Broad Sword

Found: Bilibin

Buy Price: 1000 Coins

Stats: +40 Attack

Effect: N/A

Burning Axe

Found: Tolbi

Buy Price: N/A

Stats: +84 Attack

Effect: Randomly casts "Broil".

Claymore

Found: Altin

Buy Price: 4000 Coins

Stats: +70 Attack

Effect: N/A

Demon Axe

Found: Crossbone Isle

Buy Price: N/A

Stats: +132 Attack

Effect: Randomly casts "Poison Cloud". Cursed weapon.

Dragon Axe

Found: Lunpa

Buy Price: 10300 Coins

Stats: +100 Attack

Effect: Randomly casts "Heat Mirage".

Gaia Blade

Found: Venus Lighthouse

Buy Price: N/A

Stats: +135 Attack

+20 Earth

+20 Earth Resistance

Effect: Randomly casts "Titan Blade".

Giant Axe

Found: Earth Golem (rare drop)

Buy Price: N/A

Stats: +114 Attack

Effect: Randomly casts "Meltdown".

Great Axe

Found: Kalay

Buy Price: 5200 Coins

Stats: +80 Attack

Effect: N/A

Great Sword

Found: Tolbi

Buy Price: 7000 Coins

Stats: +90 Attack

Effect: N/A

Long Sword

Found: Vault

Buy Price: 200 Coins

Stats: +14 Attack

Effect: N/A

Muramasa

Found: Crossbone Isle

Buy Price: N/A

Stats: +126 Attack

Effect: Randomly casts "Demon Fire". Cursed weapon.

Shamshir

Found: Lunpa

Buy Price: 10000 Coins

Stats: +99 Attack

Effect: Randomly casts "Acid Bath".

Silver Blade

Found: Lalivero

Buy Price: 12000 Coins
Stats: +108 Attack
Effect: Randomly casts "Aqua Sock".

Vulcan Axe
Found: Lamakan Desert
Buy Price: N/A
Stats: +76 Attack
Effect: Randomly casts "Barrage".

Light Swords

Used By: Isaac, Garet, Ivan

Assassin Blade
Found: Tolbi
Buy Price: N/A
Stats: +90 Attack
Effect: Randomly casts "Mortal Danger".

Battle Rapier
Found: Xian
Buy Price: 2900 Coins
Stats: +58 Attack
Effect: N/A

Elven Rapier
Found: Bilibin Cave
Buy Price: 2200 Coins
Stats: +44 Attack
Effect: Randomly casts "Vorpal Smash".

Hunter's Sword
Found: Bilibin
Buy Price: N/A
Stats: +28 Attack
Effect: N/A

Kikuichimonji
Found: Fenrir (rare drop)
Buy Price: N/A
Stats: +128 Attack

Effect: Randomly casts "Asura".

Master Rapier

Found: Tolbi

Buy Price: 6800 Coins

Stats: +86 Attack

Effect: N/A

Mystery Blade

Found: Crossbone Isle

Buy Price: N/A

Stats: +84 Attack

Effect: Randomly casts "Life Nourish".

Ninja Blade

Found: Lunpa

Buy Price: 8800 Coins

Stats: +94 Attack

Effect: Randomly casts "Cyclone Attack".

Short Sword

Found: Vale

Buy Price: 120 Coins

Stats: +8 Attack

Effect: N/A

Swift Sword

Found: Lalivero

Buy Price: 9400 Coins

Stats: +104 Attack

+10 Wind

Effect: Randomly casts "Sonic Smash".

Maces

Used By: Isaac, Garet, Mia

Battle Mace

Found: Xian

Buy Price: 2600 Coins

Stats: +56 Attack

Effect: N/A

Grievous Mace
Found: N/A
Buy Price: N/A
Stats: +101 Attack
Effect: Randomly casts "Terra Strike".

Heavy Mace
Found: Bilibin
Buy Price: N/A
Stats: +26 Attack
Effect: N/A

Mace
Found: Vault
Buy Price: 80 Coins
Stats: +6 Attack
Effect: N/A

Righteous Mace
Found: Xian
Buy Price: 8400 Coins
Stats: +112 Attack
 +3 HP Recovery
Effect: Randomly casts "Blinding Smog".

War Mace
Found: Tolbi
Buy Price: 6200 Coins
Stats: +84 Attack
Effect: N/A

Staves

Used By: Ivan (Shaman's Rod only), Mia, Jenna

Angelic Ankh
Found: Tolbi
Buy Price: 6400 Coins
Stats: +83 Attack
Effect: Randomly casts "Life Leech".

Blessed Ankh
Found: Imil
Buy Price: 1600 Coins
Stats: +46 Attack
Effect: Randomly casts "Psyphon Seal".

Crystal Rod
Found: Lalivero
Buy Price: 13400 Coins
Stats: +106 Attack
Effect: Randomly casts "Drown".

Demonic Staff
Found: Lunpa
Buy Price: 10000 Coins
Stats: +92 Attack
Effect: Randomly casts "Bad Omen".

Frost Wand
Found: N/A
Buy Price: 5400 Coins
Stats: N/A
Effect: Randomly casts "Frost Bite".

Magic Rod
Found: Vault
Buy Price: 380 Coins
Stats: +16 Attack
Effect: Randomly casts "Murk".

Shaman's Rod
Found: Vault
Buy Price: N/A
Stats: +10 Attack
Effect: N/A

Psynergy Rod
Found: N/A
Buy Price: 3800 Coins
Stats: +64 Attack
Effect: Randomly casts "Psynergy Leech".

Witch's Wand
Found: Bilibin
Buy Price: 860 Coins

Stats: +32 Attack
Effect: Randomly casts "Stun Voltage".

Wooden Stick
Found: Vale
Buy Price: 40 Coins
Stats: +4 Attack
Effect: N/A

Zodiac Wand
Found: Grand Golem (rare drop)
Buy Price: N/A
Stats: +102 Attack
Effect: Randomly casts "Drown".

=====
VIII. Armor
=====

In this section, I will list all of the armor in the game, along with info about who can equip them and such.

Body

Used By: Isaac, Garet

Armored Shell
Found: Tolbi
Buy Price: 3600 Coins
Stats: +30 Defense
Effect: N/A

Asura's Armor
Found: Tunnel Ruins (right side)
Buy Price: N/A
Stats: +42 Defense
 +5 Attack
Effect: Heals 8 HP every turn.

Chain Mail
Found: Altin
Buy Price: 2000 Coins
Stats: +25 Defense

Effect: N/A

Demon Mail

Found: Crossbone Isle

Buy Price: N/A

Stats: -10 Wind Resistance

Effect: Cursed armor.

Dragon Scales

Found: Venus Lighthouse

Buy Price: N/A

Stats: +44 Defense

+30 Fire Resistance

+30 Wind Resistance

Effect: N/A

Leather Armor

Found: Bilibin

Buy Price: 240 Coins

Stats: +12 Defense

Effect: N/A

Plate Mail

Found: Lunpa

Buy Price: 4400 Coins

Stats: +33 Defense

Effect: N/A

Psynergy Armor

Found: Mercury Lighthouse

Buy Price: N/A

Stats: +21 Defense

+20 Maximum PP

Effect: N/A

Spiked Armor

Found: Chimera Mage (rare drop)

Buy Price: N/A

Stats: +34 Defense

+10 Attack

Effect: Increases critical hit rate.

Spirit Armor

Found: Tolbi

Buy Price: N/A

Stats: +32 Defense

+15 Resistance (all)

Effect: N/A

Steel Armor

Found: Lalivero

Buy Price: 4900 Coins

Stats: +36 Defense

Effect: N/A

Shirts

Used By: Various Characters (only Mia can wear the Silk Shirt)

Mythril Shirt

Found: Tolbi

Buy Price: N/A

Stats: +10 Defense

+5 Maximum HP

Effect: N/A

Running Shirt

Found: Tolbi

Buy Price: N/A

Stats: +1 Defense

+15 Agility

Effect: N/A

Silk Shirt

Found: Tolbi

Buy Price: N/A

Stats: +6 Defense

+1 Luck

Effect: N/A

Shields

Used By: Isaac, Garet

Bronze Shield
Found: Bilibin
Buy Price: 500 Coins
Stats: +14 Defense
Effect: N/A

Dragon Shield
Found: Altin Peak
Buy Price: N/A
Stats: +26 Defense
 +30 Fire Resistance
Effect: N/A

Earth Shield
Found: Tolbi
Buy Price: N/A
Stats: +31 Defense
 +20 Earth Resistance
Effect: Has a possibility of breaking. Heals 150 HP if used as an item.

Iron Shield
Found: Xian
Buy Price: 1200 Coins
Stats: +20 Defense
Effect: N/A

Knight's Shield
Found: Tolbi
Buy Price: 3000 Coins
Stats: +28 Defense
Effect: N/A

Mirrored Shield
Found: Lalivero
Buy Price: 5200 Coins
Stats: +39 Defense
Effect: Has a possibility of breaking. Wraps an enemy in a delusion if used as an item.

Wooden Shield
Found: Vale
Buy Price: 40 Coins
Stats: +6 Defense
Effect: N/A

Clothes

Used By: Everyone

Adept's Clothes
Found: Imil
Buy Price: 850 Coins
Stats: +18 Defense
 +8 Maximum PP
Effect: N/A

Cotton Shirt
Found: Vale
Buy Price: 20 Coins
Stats: +3 Defense
Effect: N/A

Elven Shirt
Found: Mogall Forest
Buy Price: 1700 Coins
Stats: +22 Defense
 Agility X 1.5
Effect: N/A

Fur Coat
Found: Kolima Forest
Buy Price: N/A
Stats: +16 Defense
Effect: N/A

Kimono
Found: Tolbi
Buy Price: N/A
Stats: +25 Defense
 +10 Agility
 +10 Fire Resistance
Effect: N/A

Ninja Garb
Found: Crossbone Isle
Buy Price: N/A
Stats: +36 Defense
 +30 Agility
 +10 Wind Resistance
Effect: N/A

Silver Vest
Found: Tolbi
Buy Price: 3200 Coins
Stats: +28 Defense
Effect: N/A

Storm Gear
Found: Crossbone Isle
Buy Price: N/A
Stats: +36 Defense
 +30 Fire Resistance
 +30 Water Resistance
 +30 Wind Resistance
Effect: N/A

Travel Vest
Found: Vale
Buy Price: 50 Coins
Stats: +7 Defense
Effect: N/A

Helms

Used By: Isaac, Garet

Adept's Helm
Found: Tolbi
Buy Price: 3700 Coins
Stats: +29 Defense
 Maximum PP X 1.2
Effect: N/A

Bronze Helm
Found: Kolima
Buy Price: 600 Coins
Stats: +14 Defense
Effect: N/A

Iron Helm
Found: Altin
Buy Price: 1600 Coins

Stats: +20 Defense
Effect: N/A

Knight's Helm
Found: Lalivero
Buy Price: 4600 Coins
Stats: +33 Defense
Effect: N/A

Silver Helm
Found: Lunpa
Buy Price: 3900 Coins
Stats: +30 Defense
Effect: N/A

Steel Helm
Found: Tolbi
Buy Price: 3100 Coins
Stats: +27 Defense
Effect: N/A

Circlets

Used By: Ivan, Mia

Circlet
Found: Vault
Buy Price: 120 Coins
Stats: +6 Defense
Effect: N/A

Glittering Tiara
Found: Tolbi
Buy Price: 3600 Coins
Stats: +27 Defense
Effect: Has the possibility of breaking. Prevents the Delusion status when used as an item.

Guardian Circlet
Found: Tolbi
Buy Price: 3400 Coins
Stats: +25 Defense

Effect: N/A

Mythril Circlet

Found: Lunpa Fortress

Buy Price: N/A

Stats: +34 Defense

Effect: Restores 3 PP after every turn.

Plantinum Circlet

Found: Lalivero

Buy Price: 4200 Coins

Stats: +29 Defense

Effect: N/A

Silver Circlet

Found: Xian

Buy Price: 1300 Coins

Stats: +16 Defense

Effect: N/A

Dresses

Used By: Mia

China Dress

Found: Xian

Buy Price: 1600 Coins

Stats: +19 Defense

Effect: Has the possibility of breaking. Lowers a foe's Attack when used as an item.

Cocktail Dress

Found: Tolbi

Buy Price: 4000 Coins

Stats: +29 Defense

+15 Maximum PP

Effect: N/A

One-Piece Dress

Found: Vale

Buy Price: 25 Coins

Stats: +4 Defense

Effect: N/A

Oracle's Robes

Found: Tunnel Ruins

Buy Price: N/A

Stats: +43 Defense

+40 Water Resistance

Effect: Restores 10 HP every turn.

Robes

Used By: Ivan, Mia

Blessed Robe

Found: Lunpa

Buy Price: 7000 Coins

Stats: +36 Defense

Effect: Restores 5 HP every turn.

Feathered Robe

Found: Wild Gryphon (rare drop)

Buy Price: N/A

Stats: +45 Defense

+20 Wind Power

+20 Wind Resistance

+30 Agility

Effect: N/A

Jerkin

Found: Kalay

Buy Price: 2400 Coins

Stats: +26 Defense

Effect: N/A

Magical Cassock

Found: Lalivero

Buy Price: 9000 Coins

Stats: +39 Defense

Effect: Restores 2 PP every turn.

Silk Robe

Found: Xian

Buy Price: 1400 Coins
Stats: +20 Defense
Effect: N/A

Travel Robe
Found: Bilibin
Buy Price: 200 Coins
Stats: +10 Defense
Effect: N/A

Gloves

Used By: Everyone

Aura Gloves
Found: Magicore (rare drop)
Buy Price: N/A
Stats: +36 Defense
Effect: Has the possibility of breaking. Increases your Resistance for all elements when used as an item.

Battle Gloves
Found: Tolbi
Buy Price: N/A
Stats: +26 Defense
 +8 Attack
Effect: N/A

Gauntlets
Found: Altin
Buy Price: 1600 Coins
Stats: +23 Defense
Effect: N/A

Leather Gloves
Found: Bilibin
Buy Price: 220 Coins
Stats: +10 Defense
Effect: N/A

Padded Gloves
Found: Vale

Buy Price: 10 Coins
Stats: +2 Defense
Effect: N/A

Spirit Gloves
Found: Kalay
Buy Price: 5200 Coins
Stats: +34 Defense
+5 Resistance (all)
Effect: N/A

Vambrace
Found: Vault Cave
Buy Price: N/A
Stats: +27 Defense
+5 Attack
Effect: N/A

War Gloves
Found: Lunpa
Buy Price: 4000 Coins
Stats: +32 Defense
+10 Attack
Effect: N/A

Other Headgear

Used By: Everyone

Jeweled Crown
Found: Lalivero
Buy Price: 4000 Coins
Stats: +35 Defense
+5 Luck
Effect: N/A

Leather Cap
Found: Vale
Buy Price: 30 Coins
Stats: +3 Defense
Effect: N/A

Lucky Cap

Found: Venus Lighthouse

Buy Price: N/A

Stats: +33 Defense

Effect: Increases critical hit rate. Restores 2 PP every turn.

Lure Cap

Found: Tolbi

Buy Price: 3000 Coins

Stats: +20 Defense

Effect: Increases random encounters.

Mail Cap

Found: Kalay

Buy Price: 2000 Coins

Stats: +23 Defense

Effect: N/A

Ninja Hood

Found: Tolbi

Buy Price: N/A

Stats: +28 Defense

+20 Agility

Effect: N/A

Prophet's Hat

Found: Dread Hound (rare drop)

Buy Price: N/A

Stats: +30 Defense

Effect: Has the possibility of breaking. Has a chance of instantly killing an enemy when used as an item.

Thunder Crown

Found: Venus Lighthouse

Buy Price: N/A

Stats: +40 Defense

Effect: Restores 4 PP every turn. Cursed crown.

Wooden Cap

Found: Bilibin

Buy Price: 400 Coins

Stats: +10 Defense

Effect: N/A

Boots

Used By: Everyone

Fur Boots

Found: Tolbi

Buy Price: N/A

Stats: +2 Defense

+15 Water Resistance

Effect: N/A

Hyper Boots

Found: Tolbi

Buy Price: N/A

Stats: +4 Defense

Effect: Increases critical hit rate.

Quick Boots

Found: Tolbi

Buy Price: N/A

Stats: +3 Defense

+20 Agility

Effect: N/A

Turtle Boots

Found: World Map (near Kolima)

Buy Price: N/A

Stats: +3 Defense

Agility X 0.5

Effect: N/A

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IX. Accessories

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In this section, I will list all of the accessories in the game, along with information about what they do and such.

Rings

Used By: Everyone

Adept Ring
Found: Tolbi
Buy Price: N/A
Stats: N/A
Effect: Heals 7 PP when used as an item.

Cleric's Ring
Found: Crossbone Isle
Buy Price: N/A
Stats: N/A
Effect: Removes the Curse effects of a weapon.

Fairy Ring
Found: Crossbone Isle
Buy Price: N/A
Stats: N/A
Effect: Heals all status ailments when used as an item.

Healing Ring
Found: Tret Tree
Buy Price: N/A
Stats: N/A
Effect: Restores HP when used as an item.

Sleep Ring
Found: Tolbi
Buy Price: N/A
Stats: N/A
Effect: Has a chance of putting an enemy to sleep when used as an item.

Unicorn Ring
Found: Fuchin Falls Cave
Buy Price: N/A
Stats: N/A
Effect: Removes poison from a party member when used as an item.

War Ring
Found: Tolbi
Buy Price: N/A
Stats: N/A
Effect: Boosts a party member's Attack when used as an item.

Misc.

Used By: Everyone

Carry Stone

Found: Venus Lighthouse

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Carry" spell.

Catch Beads

Found: Vale

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Catch" spell.

Cloak Ball

Found: Tolbi

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Cloak" spell.

Douse Drop

Found: Killer Ape (always)

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Douse" spell.

Frost Jewel

Found: Living Statue (always, but from first one only)

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Frost" spell.

Halt Gem

Found: Vale Cave

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Halt" spell.

Lifting Gem

Found: Altin Peak

Buy Price: N/A

Stats: N/A

Effect: Equip this to learn the "Lift" spell.

Orb of Force
Found: Fuchin Falls Cave
Buy Price: N/A
Stats: N/A
Effect: Equip this to learn the "Force" spell.

=====
X. Djinn
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In this game, you learn more Psynergy by equipping strange creatures called Djinn (Djinni is singular, Djinn is plural). There are four types: Venus, Mars, Jupiter, and Mercury. Venus is Earth-based, Mars is Fire-based, Jupiter is Wind-based, and Mercury is Water-based. Djinn are scattered everywhere throughout the game, and finding them is one of the most fun things to do in Golden Sun. Also, take note that Venus Djinn are best set on Isaac, Mars ones are the best for Garet, Jupiter is the best for Ivan, and Mercury for Mia. Once you use a Djinni, it goes into Standby mode, which means you can use a summon of the type of Djinni that you used. Use more than one Djinni and you will be able to summon all kinds of things; have four or more on Standby for one or more types, and you'll be able to do really good ones!

Once you use the summons, the Djinn all go into the Set mode. In battle, you'll have to wait a set amount of turns before the Djinn get set back onto you. When you use a Djinni, your stats lower (the stats that the Djinni you used gave to you go away until it's set back), so the disadvantage to summoning is the fact that you'll be pretty weak if you have a lot on Standby mode. Some Djinn will join you without a fight, while others will want to fight you before joining. Whenever you have to fight one, it might try and run away. Just like for your party, it doesn't always succeed in doing so. If it does, however, it will have disappeared from the area you found it in, so simply exit the area and reenter it to make it respawn. If one runs away on the world map, just walk around and you'll find it again.

You can also switch around your Djinn on the Djinn screen (press A to bring up the menu, then select "Djinn"). You can give/trade Djinn to other characters, and can even put them on standby or reset them by pressing R. If a Djinni is on Set mode, just run around a bit and you'll hear a noise, indicating that a Djinni has been reset. Just keep doing that.

Venus

Flint
Found: World Map
Effect: Strikes an enemy with a strong blow.

How To Find: You will find this one immediately after leaving Vale. It's impossible to miss.

Granite

Found: Kolima

Effect: Puts a protective aura around the entire party for a single turn.

How To Find: At the southwestern side of the village is a house. Right next to the house is a Djinni which is fenced in. To reach it, enter the house from the back and take the stairs down into the basement. Go around this cave-like area to another ladder, which you should climb up to reach the Djinni.

Quartz

Found: Mogall Forest

Effect: Revives a fallen party member.

How To Find: In one of the areas in the forest, you will see a Djinni stuck by some logs. Go up to the first log and you'll find a rock. Use Move on it and move it into the indentation, then push the log down. Go to the horizontal log ahead and push it down, then push the vertical log into the river to the left. You can now access it, but it won't join without a fight.

Ground

Found: Kalay Docks

Effect: Stops an enemy from moving.

How To Find: When you first reach the Kalay Docks, you'll probably notice a Venus Djinni behind a rockslide. You can't reach it until you take the boat to Tolbi. From where Tolbi is, go north and cross the bridge, then head all the way to the right to reach the back of the Kalay Docks. Enter from there and you can get it.

Sap

Found: Vault Cave

Effect: Strikes an enemy to deal damage and absorb its HP.

How To Find: You can't get this one until Ivan learns Reveal. At Vault, go to the northwestern corner of the village and head up the stairs. Go around and you'll come to some gravestones with a dog next to them. Continue heading around to the right and then up, then jump across to a bell tower. Press A in front of it to ring it, then you'll scare a Venus Djinni out of a tree and it'll retreat. Go back to the gravestones and go to the northern end of them. Cast Reveal to find a ladder. Climb it down to a secret cave. Read the Walkthrough to see how to reach the Djinni.

Vine

Found: World Map

Effect: Lowers a foe's speed.

How To Find: From the exit of the Lamakan Desert, go due north and cross the bridge there. A Djinni lurks on this continent; just get random encounters here until it appears.

Bane

Found: Crossbone Isle

Effect: Attack enemies to damage and poison them.

How To Find: Found on the sixth floor.

Mars

Forge

Found: Goma Cave

Effect: Increases Attack power for the whole party.

How To Find: You'll find this one as you go through the game normally. Just use Move on the log next to the platform it is on and move it left once. Head up to the platform by the log and hop across to the Djinni, who will want to fight you.

Fever

Found: Imil

Effect: Wraps a foe in a delusion.

How To Find: When you enter the village, head due north and walk up to a snowman which is blocked off. Use Move on it and move it off of the platform, then go to the southwestern end of the village. Slide onto the sheet of ice from there and then slide up, left, up, left, up, right, up, left, up, right, and up. You will slide into a cave where Fever awaits.

Corona

Found: World Map

Effect: Increases the Defense for the whole party.

How To Find: Head due north from Xian to a bridge. Cross it, then walk around on that continent to find it eventually.

Scorch

Found: Kalay

Effect: Stuns a foe.

How To Find: Go to the northeastern end of the village and climb up to the

second floor of the house there. Jump to the right and follow the path to a statue. Move it aside to reveal the entrance to a cave, where you'll find the Djinni inside (check the Walkthrough).

Ember

Found: Tolbi

Effect: Restores some PP to the entire party.

How To Find: Enter Tolbi, then immediately hug the right wall and go around it. Use Growth on the sprout at the end, then climb the vine. You will come to a puddle. Freeze it using Frost, then go back around the walls of the town and make your way to the icy pillar. Hop across it and you'll find this one.

Flash

Found: Suhalla Desert

Effect: Puts a strong protective aura around the party for a single turn.

How To Find: Right before the Storm Lizard, you'll be on a platform. Head to the southwestern side of this platform and cast Reveal to find some footsteps and a hidden log. Hop across and follow the steps to a cave. By the cave, you'll find Flash.

Torch

Found: Lalivero

Effect: Pierces through an enemy's Defense, causing lots of damage.

How To Find: Head the Weapon Shop and head upstairs, then hop across to the walls. Follow the path around and eventually you'll come to a building. Jump onto it from the right and you can get the Djinni.

Jupiter

Gust

Found: Bilibin

Effect: Strikes a foe to deal some damage.

How To Find: You'll probably notice a statue in the middle of town. If you push it aside and climb the ladder down, you'll find a statue blocking the way to a Jupiter Djinni. Since you can't reach it from here, go to the eastern side of the village and head around the town's perimeter. You will come to a wall of ivy. Use Whirlwind on it and enter the cave, then climb down the ladder to the statue. Use Move on it and move it aside, then jump across to the Djinni.

Breeze

Found: Tret Tree

Effect: Boosts the party's Resistance.

How To Find: When you're outside on one of the tree's branches, climb them up until you get to the end of the area. Near there is a path on the branch going up, which leads to a Jupiter Djinni.

Zephyr

Found: Fuchin Falls Cave

Effect: Boosts the party's Agility.

How To Find: You will find this one while going through the cave normally, most likely. See the Walkthrough; it's not too hard to come across.

Smog

Found: Lamakan Desert

Effect: Decreases a foe's accuracy.

How To Find: In the second area of the desert, use Reveal by all of the circle of rocks. It's hard to explain which one, but in the middle of one of them, you should find it.

Squall

Found: Altmiller Cave

Effect: Paralyzes a foe.

How To Find: In one of the rooms of the cave, you'll have to solve a puzzle of rolling logs. See the Walkthrough if you need help reaching the Jupiter Djinni in there.

Kite

Found: Vale Cave

Effect: Attack twice in a row on the next turn.

How To Find: Once you get the Lift Gem, equip it on somebody and you'll learn Lift. Return to the first village in the game, Vale. Go left of Kraden's house to find a boulder, then use Lift on it and follow the path to the next screen, where you'll find the Vale Cave. Make your way through the cave (see the Walkthrough) and use Halt on the Djinni you find once you've cornered it. Walk up to it and press A to make it join you.

Luff

Found: Babi Lighthouse Entrance

How To Find: When you get to the Babi Lighthouse Entrance, head north and to the next area. There, go left and climb down the ladder. In that area, move the only stone slab you can reach to the left once,

then exit the area and head to the right. Push the statue aside and climb down the ladder, then use Move on the other stone slab and move it to the left. You can now jump across to the northern platform. Do so and follow the path to find Luff.

Mercury

Fizz
Found: N/A
Effect: Restores HP with a soothing mist.

How To Find: Mia has this automatically when she joins you.

Sleet
Found: Mercury Lighthouse
Effect: Damages an enemy with small ice crystals, lowering its Attack.

How To Find: In one of the rooms of the lighthouse are six waterfalls. You can enter the one in the very middle. Do so, and you'll find Sleet inside that small room.

Mist
Found: Xian
Effect: Puts an enemy to sleep.

How To Find: Near the entrance of the town, you'll see a girl. She will walk back and forth by the two doors on the wall and to the bed of water. She will fill a vase with water, then walk back over to the doors. Talk to her when she's in between the two doors and she'll drop the vase and spill the water, leaving behind a puddle. Freeze it using Frost, then head up the stairs and jump across the icy pillar to a platform with a Mercury Djinni.

Spritz
Found: Altin Peak
Effect: Restores HP to the whole party.

How To Find: Once you drain the water to its lowest point in Altin, enter the mines from there. You will eventually come to a big room with a cart; there's also a Djinni in here. See the Walkthrough for information on how to reach it.

Hail
Found: World Map

Effect: Decreases the Defense of a foe.

How To Find: From where Tolbi is, go north of it and cross the bridge, then head all the way west until the path ends. On this continent, you will run into a Mercury Djinni sooner or later.

Dew

Found: Suhalla Gate

Effect: Revives a fallen party member.

How To Find: Make your way through the gate until you get to the third area, where you'll find lots of spots on the wall that you can slide down from. Slide down the third one from the entrance of the area, and you'll land right next to a Mercury Djinni.

Tonic

Found: Lunpa Fortress

Effect: Removes all status ailments from the entire party.

How To Find: After you defeat Toadonpa and complete the side quest entirely, return to the fortress and sneak your way in using Cloak again. Head to Donpa's room, then speak with his wife and she'll let you into the room she was guarding. Inside is the last Djinni.

=====
XI. Character Classes
=====

Ever notice how as you level up or if you change your Djinn around, your class for that character changes? This affects your stats, along with the spells you will learn. By switching around some of your Djinn, you'll get a different class and learn other spells, but more often than not your character will suck even worse if you do that. There are so many character classes in the game, which will be listed below, along with the Psynergy each character will get. You'll need to put on a certain amount of Djinn to get a specific class. Take note that they need to be active, and I will list the Psynergy that the characters will learn altogether.

+++++++
+Isaac+
+++++++

Squire & Knight

Djinn Required: 1-3 Venus

=====
Spells Learned
=====

Ragnarok
Quake
Earthquake
Quake Sphere
Spire
Clay Spire
Stone Spire
Cure
Cure Well
Potent Cure

Gallant, Lord, & Slayer

Djinn Required: 4-8 Venus

=====
Spells Learned
=====

Ragnarok
Quake
Earthquake
Quake Sphere
Spire
Clay Spire
Stone Spire
Cure
Cure Well
Potent Cure
Gaia
Mother Gaia
Grand Gaia

Brute

Djinn Required: 3 Venus, 3 Mars

=====
Spells Learned
=====

Planet Diver
Growth
Mad Growth
Wild Growth
Blast
Nova

Supernova
Curse
Condemn

Apprentice & Illusionist

Djinn Required: 4 Venus, 3 Jupiter

=====
Spells Learned
=====

Astral Blast
Gaia
Mother Gaia
Grand Gaia
Weaken
Enfeeble
Delude
Sleep
Haunt
Curse
Drain
Psy Drain

Enchanter, Conjurer, & War Adept

Djinn Required: 1 Venus, 6 Jupiter

=====
Spells Learned
=====

Astral Blast
Gaia
Mother Gaia
Grand Gaia
Weaken
Enfeeble
Delude
Sleep
Haunt
Curse
Drain
Psy Drain
Impact
High Impact
Resist
Ward

Ninja

Djinn Required: 3 Mars, 4 Jupiter

=====

Spells Learned

=====

Death Plunge

Shuriken

Annihilation

Punji

Punji Strike

Punji Trap

Fire Bomb

Cluster Bomb

Carpet Bomb

Gale

Typhoon

Hurricane

Thunderclap

Thunderbolt

Thunderstorm

Mist

Samurai

Djinn Required: 4 Mars, 3 Jupiter

=====

Spells Learned

=====

Dragon Cloud

Demon Night

Helm Splitter

Quick Strike

Rockfall

Rockslide

Avalanche

Lava Shower

Molten Bath

Magma Storm

Demon Spear

Angel Spear

Guardian

Protector

Magic Shell

Magic Shield

Barbarian, Berserker, Chaos Lord, & Savage

Djinn Required: 8 Mars

=====
Spells Learned
=====

Planet Diver
Spire
Clay Spire
Stone Spire
Growth
Mad Growth
Wild Growth
Blast
Nova
Supernova
Revive
Impair
Debilitate
Haunt
Curse
Condemn

Swordsman

Djinn Required: 6 Venus, 1 Mercury

=====
Spells Learned
=====

Cutting Edge
Thorn
Briar
Nettle
Revive
Cure Poison
Break
Restore

Defender

Djinn Required: 4 Venus, 3 Mercury

=====
Spells Learned
=====

Cutting Edge
Thorn

Briar
Nettle
Revive
Cure Poison
Break
Restore
Ply
Ply Well
Pure Ply
Avoid

Cavalier & Guardian

Djinn Required: 2 Venus, 5 Mercury

=====
Spells Learned
=====

Cutting Edge
Thorn
Briar
Nettle
Revive
Cure Poison
Break
Restore
Ply
Ply Well
Pure Ply
Avoid
Wish
Wish Well
Pure Wish

Shaman (Water Type)

Djinn Required: 7 Mercury

=====
Spells Learned
=====

Froth
Froth Sphere
Froth Spiral
Growth
Mad Growth
Wild Growth
Cure
Cure Well
Potent Cure

Revive
Wish
Wish Well
Pure Wish
Cure Poison
Restore
Break

Shaman (Wind Type)

Djinn Required: 7 Jupiter

=====
Spells Learned
=====

Bolt
Flash Bolt
Blue Bolt
Growth
Mad Growth
Wild Growth
Cure
Cure Well
Potent Cure
Revive
Ward
Resist
Bind
Drain
Psy Drain

Dragoon

Djinn Required: 3 Mars, 4 Mercury

=====
Spells Learned
=====

Cutting Edge
Thorn
Briar
Nettle
Blast
Mad Blast
Fiery Blast
Ply
Ply Well
Pure Ply
Wish
Wish Well

Pure Wish
Cure Poison
Restore
Avoid

+++++++
+Garet+
+++++++

Guard & Soldier

Djinn Required: 1-3 Mars

=====
Spells Learned
=====

Flare
Fire
Flare Wall
Volcano
Heat Wave
Fireball
Flare Storm
Eruption
Inferno
Pyroclasm

Warrior & Champion

Djinn Required: 4-8 Mars

=====
Spells Learned
=====

Flare
Fire
Flare Wall
Volcano
Heat Wave
Fireball
Flare Storm
Eruption
Inferno
Pyroclasm
Guard
Impair

Protect
Debilitate

Brute & Ruffian

Djinn Required: 1 Venus, 6 Mars

=====
Spells Learned
=====

Planet Diver
Growth
Mad Growth
Wild Growth
Blast
Nova
Supernova
Curse
Condemn

Barbarian, Berserker, & Savage

Djinn Required: 4 Venus, 3 Mars

=====
Spells Learned
=====

Planet Diver
Growth
Mad Growth
Wild Growth
Blast
Nova
Supernova
Curse
Condemn
Spire
Impair
Revive
Clay Spire
Debilitate
Stone Spire

Swordsman

Djinn Required: 6 Mars, 1 Mercury

=====
Spells Learned
=====

Blast
Guard
Cure Poison
Mad Blast
Cutting Edge
Restore
Protect
Fiery Blast
Break

Defender

Djinn Required: 5 Mars, 2 Mercury

=====
Spells Learned
=====

Blast
Guard
Cure Poison
Mad Blast
Cutting Edge
Restore
Protect
Fiery Blast
Break
Ply
Ply Well
Pure Ply
Avoid

Cavalier & Luminier

Djinn Required: 3 Mars, 4 Mercury

=====
Spells Learned
=====

Blast
Guard
Cure Poison
Mad Blast
Cutting Edge
Restore
Protect

Fiery Blast
Break
Ply
Ply Well
Pure Ply
Avoid
Wish
Wish Well
Pure Wish

Ascetic (Wind Type)

Djinn Required: 7 Jupiter

=====
Spells Learned
=====

Slash
Ward
Volcano
Plasma
Wind Slash
Bind
Eruption
Resist
Shine Plasma
Sonic Slash
Drain
Psy Drain
Pyroclasm
Spark Plasma

Ascetic (Water Type)

Djinn Required: 8 Mercury

=====
Spells Learned
=====

Douse
Cure Poison
Prism
Volcano
Wish
Drench
Restore
Hail Prism
Eruption
Wish Well
Deluge

Break
Pure Wish
Pyroclasm
Freeze Prism

Page & Illusionist

Djinn Required: 6 Mars, 1 Jupiter

=====
Spells Learned
=====

Delude
Ward
Volcano
Weaken
Astral Blast
Eruption
Resist
Enfeeble
Drain
Psy Drain
Pyroclasm

Enchanter & Conjurer

Djinn Required: 1 Mars, 6 Jupiter

=====
Spells Learned
=====

Delude
Ward
Volcano
Weaken
Astral Blast
Eruption
Resist
Enfeeble
Drain
Psy Drain
Pyroclasm
Impact
High Impact
Guard
Protect

Ninja

Djinn Required: 3 Venus, 4 Jupiter

=====
Spells Learned
=====

Death Plunge
Shuriken
Annihilation
Punji
Punji Strike
Punji Trap
Fire Bomb
Cluster Bomb
Carpet Bomb
Gale
Typhoon
Hurricane
Thunderclap
Thunderbolt
Thunderstorm
Mist

Samurai

Djinn Required: 4 Venus, 3 Jupiter

=====
Spells Learned
=====

Dragon Cloud
Demon Night
Helm Splitter
Quick Strike
Rockfall
Rockslide
Avalanche
Lava Shower
Molten Bath
Magma Storm
Demon Spear
Angel Spear
Guardian
Protector
Magic Shell
Magic Shield

Dragoon

Djinn Required: 3 Venus, 4 Mercury

=====
Spells Learned
=====

Cutting Edge
Thorn
Briar
Nettle
Blast
Mad Blast
Fiery Blast
Ply
Ply Well
Pure Ply
Wish
Wish Well
Pure Wish
Cure Poison
Restore
Avoid

++++++
+Ivan+
++++++

Wind Seer

Djinn Required: 1 Jupiter

=====
Spells Learned
=====

Ray
Storm Ray
Destruct Ray
Whirlwind
Tornado
Tempest
Plasma
Shine Plasma
Spark Plasma
Sleep
Bind

Magician

Djinn Required: 2 Jupiter

=====
Spells Learned
=====

Ray
Storm Ray
Destruct Ray
Whirlwind
Tornado
Tempest
Plasma
Shine Plasma
Spark Plasma
Sleep
Bind
Impact
High Impact

Mage & Magister

Djinn Required: 7 Jupiter

=====
Spells Learned
=====

Ray
Storm Ray
Destruct Ray
Whirlwind
Tornado
Tempest
Plasma
Shine Plasma
Spark Plasma
Sleep
Bind
Impact
High Impact
Ward
Resist

Hermit & Elder

Djinn Required: 5 Jupiter, 2 Mercury

=====
Spells Learned

=====
Prism
Hail Prism
Freeze Prism
Plasma
Shine Plasma
Spark Plasma
Impact
High Impact
Bind
Drain
Psy Drain
Break

Scholar, Savant, & Sage

Djinn Required: 1 Jupiter, 6 Mercury

=====
Spells Learned
=====

Prism
Hail Prism
Freeze Prism
Plasma
Shine Plasma
Spark Plasma
Impact
High Impact
Bind
Drain
Psy Drain
Break
Wish
Wish Well
Pure Wish

Seer & Diviner

Djinn Required: 2 Venus, 5 Jupiter

=====
Spells Learned
=====

Bolt
Flash Bolt
Blue Bolt
Growth
Mad Growth

Wild Growth
Cure
Cure Well
Potent Cure
Bind
Drain
Psy Drain

Shaman & Druid

Djinn Required: 6 Venus, 1 Jupiter

=====
Spells Learned
=====

Bolt
Flash Bolt
Blue Bolt
Growth
Mad Growth
Wild Growth
Cure
Cure Well
Potent Cure
Bind
Drain
Psy Drain
Revive
Ward
Resist

Shaman (Earth Type)

Djinn Required: 7 Venus

=====
Spells Learned
=====

Astral Blast
Gaia
Mother Gaia
Grand Gaia
Impact
High Impact
Ward
Resist
Weaken
Enfeeble
Delude
Sleep

Haunt
Curse
Drain
Psy Drain

Pilgrim & Wanderer

Djinn Required: 1 Mars, 6 Jupiter

=====
Spells Learned
=====

Slash
Wind Slash
Sonic Slash
Plasma
Shine Plasma
Spark Plasma
Bind
Drain
Psy Drain

Ascetic & Fire Monk

Djinn Required: 4 Mars, 3 Jupiter

=====
Spells Learned
=====

Slash
Wind Slash
Sonic Slash
Plasma
Shine Plasma
Spark Plasma
Bind
Drain
Psy Drain
Volcano
Eruption
Pyroclasm
Ward
Resist

Enchanter (Fire Type)

Djinn Required: 7 Mars

=====
Spells Learned
=====

Astral Blast
Volcano
Eruption
Pyroclasm
Impact
High Impact
Guard
Protect
Ward
Resist
Weaken
Enfeeble
Delude
Sleep
Drain
Psy Drain

Ranger

Djinn Required: 4 Mars, 3 Mercury

=====
Spells Learned
=====

Slash
Wind Slash
Sonic Slash
Douse
Drench
Deluge
Volcano
Eruption
Pyroclasm
Ward
Resist
Bind
Drain
Psy Drain
Break

Medium

Djinn Required: 4 Venus, 3 Mercury

=====

Spells Learned

=====

Haunt
Curse
Condemn
Bolt
Flash Bolt
Blue Bolt
Froth
Froth Sphere
Froth Spiral
Cure
Cure Well
Potent Cure
Revive
Drain
Psy Drain

White Mage

Djinn Required: 3 Venus, 4 Mercury

=====

Spells Learned

=====

Prism
Hail Prism
Freeze Prism
Plasma
Shine Plasma
Spark Plasma
Wish
Wish Well
Pure Wish
Revive
Cure Poison
Restore
Dull
Blunt
Ward
Resist

+++++
+Mia+
+++++

Water Seer & Scribe

Djinn Required: 2 Mercury

=====
Spells Learned
=====

Ply
Ply Well
Pure Ply
Cure Poison
Restore
Frost
Tundra
Glacier
Ice
Ice Horn
Ice Missile
Break

Cleric & Paragon

Djinn Required: 7 Mercury

=====
Spells Learned
=====

Ply
Ply Well
Pure Ply
Cure Poison
Restore
Frost
Tundra
Glacier
Ice
Ice Horn
Ice Missile
Break
Wish
Wish Well
Pure Wish

Hermit & Elder

Djinn Required: 2 Jupiter, 5 Mercury

=====
Spells Learned
=====

Prism
Hail Prism
Freeze Prism
Plasma
Shine Plasma
Spark Plasma
Impact
High Impact
Bind
Drain
Psy Drain
Break

Scholar, Savant, & Sage

Djinn Required: 6 Jupiter, 1 Mercury

=====
Spells Learned
=====

Prism
Hail Prism
Freeze Prism
Plasma
Shine Plasma
Spark Plasma
Impact
High Impact
Bind
Drain
Psy Drain
Break
Wish
Wish Well
Pure Wish

Seer & Diviner

Djinn Required: 2 Venus, 5 Mercury

=====
Spells Learned
=====

Froth
Froth Sphere
Froth Spiral
Growth
Mad Growth
Wild Growth

Cure
Cure Well
Potent Cure
Cure Poison
Restore
Break

Shaman & Druid

Djinn Required: 5 Venus, 2 Mercury

=====
Spells Learned
=====

Froth
Froth Sphere
Froth Spiral
Growth
Mad Growth
Wild Growth
Cure
Cure Well
Potent Cure
Cure Poison
Restore
Break
Revive
Wish
Wish Well
Pure Wish

Cavalier (Earth Type)

Djinn Required: 7 Venus

=====
Spells Learned
=====

Cutting Edge
Thorn
Briar
Nettle
Ply
Ply Well
Pure Ply
Wish
Wish Well
Pure Wish
Revive
Cure Poison

Restore
Break
Avoid

Cavalier (Fire Type)

Djinn Required: 7 Mars

=====
Spells Learned
=====

Cutting Edge
Blast
Mad Blast
Fiery Blast
Ply
Ply Well
Pure Ply
Wish
Wish Well
Pure Wish
Cure Poison
Restore
Guard
Protect
Break
Avoid

Pilgrim & Wanderer

Djinn Required: 1 Mars, 6 Mercury

=====
Spells Learned
=====

Douse
Drench
Deluge
Prism
Hail Prism
Freeze Prism
Cure Poison
Restore
Break

Ascetic & Water Monk

Djinn Required: 4 Mars, 3 Mercury

=====
Spells Learned
=====

Douse
Drench
Deluge
Prism
Hail Prism
Freeze Prism
Cure Poison
Restore
Break
Volcano
Eruption
Pyroclasm
Wish
Wish Well
Pure Wish

Ranger

Djinn Required: 4 Mars, 3 Jupiter

=====
Spells Learned
=====

Slash
Wind Slash
Sonic Slash
Douse
Drench
Deluge
Volcano
Eruption
Pyroclasm
Ward
Resist
Bind
Drain
Psy Drain
Break

Medium

Djinn Required: 4 Venus, 3 Mercury

=====

Spells Learned

=====

Haunt
Curse
Condemn
Bolt
Flash Bolt
Blue Bolt
Froth
Froth Sphere
Froth Spiral
Cure
Cure Well
Potent Cure
Revive
Drain
Psy Drain

White Mage

Djinn Required: 3 Venus, 4 Mercury

=====

Spells Learned

=====

Prism
Hail Prism
Freeze Prism
Plasma
Shine Plasma
Spark Plasma
Wish
Wish Well
Pure Wish
Revive
Cure Poison
Restore
Dull
Blunt
Ward
Resist

=====

XII. Psynergy

=====

In this section, I will list all of the Psynergy in the game, along with info about what they do and such. Psynergy is basically your magic in Golden Sun, and with each spell you use, your PP is drained (known as Psynergy Points). Psynergy can be learned by having certain Djinn equipped on a character, and

you'll learn different types depending on your class. It's pretty useful in this game, and you'll be using it quite often. I will list the Psynergy for all of the characters, and list the spells of their natural elements.

+++++++
+Isaac+
+++++++

Move
PP Cost: 2
Range: N/A
Description: Move an object on the ground.

Retreat
PP Cost: 6
Range: N/A
Description: Return to the dungeon's entrance.

Cure
PP Cost: 3
Range: One Ally
Description: Restore 70 HP.

Cure Well
PP Cost: 7
Range: One Ally
Description: Restore 150 HP.

Potent Cure
PP Cost: 10
Range: One Ally
Description: Restore 300 HP.

Revive
PP Cost: 15
Range: One Ally
Description: Revive a downed ally.

Growth
PP Cost: 4
Range: One Enemy
Description: Attack with wild plants.

Mad Growth
PP Cost: 10
Range: Three Enemies
Description: Attach with ferocious plants.

Wild Growth
PP Cost: 19
Range: Five Enemies
Description: Attack with giant plants.

Planet Diver
PP Cost: 7
Range: One Enemy
Description: Leap skyward and lunge onto a foe.

Blast
PP Cost: 7
Range: Three Enemies
Description: Attack with a massive explosion.

Nova
PP Cost: 13
Range: Five Enemies
Description: Attack with a massive explosion.

Supernova
PP Cost: 31
Range: Seven Enemies
Description: Attack with a massive explosion.

Haunt
PP Cost: 5
Range: Three Enemies
Description: Haunt a foe with an evil spirit.

Curse
PP Cost: 6
Range: One Enemy
Description: Draw the spirit of death to a foe.

Condemn
PP Cost: 8
Range: One Enemy

Description: Disable your enemy with evil power.

Ragnarok

PP Cost: 7

Range: One Enemy

Description: Strike with a massive sword.

Quake

PP Cost: 4

Range: Three Enemies

Description: Attack with a powerful quake.

Earthquake

PP Cost: 7

Range: Five Enemies

Description: Attack with a mighty tremor.

Quake Sphere

PP Cost: 15

Range: Seven Enemies

Description: Attack with a massive quake.

Spire

PP Cost: 5

Range: One Enemy

Description: Attack with earthen spire.

Clay Spire

PP Cost: 13

Range: Three Enemies

Description: Attack with earthen spire.

Stone Spire

PP Cost: 22

Range: Three Enemies

Description: Attack with earthen spire.

Gaia

PP Cost: 7

Range: Three Enemies

Description: Attack with the earth's might.

Mother Gaia

PP Cost: 17

Range: Five Enemies

Description: Attack with the earth's might.

Grand Gaia

PP Cost: 32

Range: Five Enemies

Description: Attack with the earth's might.

Astral Blast

PP Cost: 5

Range: One Enemy

Description: Attack with celestial force.

Weaken

PP Cost: 4

Range: One Enemy

Description: Drop enemy's Resistance.

Enfeeble

PP Cost: 6

Range: Three Enemies

Description: Drop enemy party's Resistance.

Delude

PP Cost: 4

Range: Three Enemies

Description: Wrap multiple foes in delusion.

Sleep

PP Cost: 5

Range: Three Enemies

Description: Lull multiple enemies to sleep.

Drain

PP Cost: 3

Range: One Enemy

Description: Absorb an enemy's HP.

Psy Drain

PP Cost: 0

Range: One Enemy

Description: Absorb an enemy's PP.

Cutting Edge

PP Cost: 5

Range: One Enemy

Description: Inflict damage with a shockwave.

Thorn

PP Cost: 6

Range: Three Enemies

Description: Attack with stabbing thorns.

Briar

PP Cost: 11

Range: Three Enemies

Description: Attack with sharpened briars.

Nettle

PP Cost: 23

Range: Five Enemies

Description: Attack with stinging needles.

Cure Poison

PP Cost: 2

Range: One Ally

Description: Cleanse the body of poison.

Restore

PP Cost: 3

Range: One Ally

Description: Removes Sleep, Stun, & Delusion.

Break

PP Cost: 5

Range: Nine Enemies

Description: Eliminate an enemy's bonuses.

Wish

PP Cost: 9

Range: All Allies

Description: Restore 80 HP to the whole party.

Wish Well

PP Cost: 13
Range: All Allies
Description: Restore 160 HP to the whole party.

Pure Wish
PP Cost: 20
Range: All Allies
Description: Restore 400 HP to the whole party.

Gale
PP Cost: 3
Range: Three Enemies
Description: Attack with the wind's might.

Typhoon
PP Cost: 12
Range: Five Enemies
Description: Attack with the wind's might.

Hurricane
PP Cost: 25
Range: Seven Enemies
Description: Attack with the wind's might.

Death Plunge
PP Cost: 14
Range: One Enemy
Description: Plunge your weapon into a foe.

Shuriken
PP Cost: 8
Range: Three Enemies
Description: Attack with a throwing knife.

Annihalation
PP Cost: 18
Range: One Enemy
Description: Attempt to annihilate a foe.

Punji
PP Cost: 7
Range: Three Enemies
Description: Attack with a bamboo weapon.

Punji Trap
PP Cost: 13
Range: Three Enemies
Description: Attack with a bamboo weapon.

Punji Strike
PP Cost: 24
Range: Five Enemies
Description: Attack with a bamboo weapon.

Fire Bomb
PP Cost: 5
Range: Three Enemies
Description: Attack with a bomb blast.

Cluster Bomb
PP Cost: 11
Range: Five Enemies
Description: Attack with a bomb blast.

Carpet Bomb
PP Cost: 29
Range: Seven Enemies
Description: Attack with a bomb blast.

Thunderclap
PP Cost: 9
Range: Three Enemies
Description: Attack with the storm's fury.

Thunderbolt
PP Cost: 19
Range: Five Enemies
Description: Attack with the storm's fury.

Thunderstorm
PP Cost: 39
Range: Seven Enemies
Description: Attack with the storm's fury.

Mist
PP Cost: 4

Range: Three Enemies

Description: Wrap a foe in a cloud of delusion.

Dragon Cloud

PP Cost: 6

Range: One Enemy

Description: Strike with a Dragon Cloud.

Demon Night

PP Cost: 12

Range: Three Enemies

Description: Unleash a myriad of monsters.

Helm Splitter

PP Cost: 8

Range: One Enemy

Description: Paralyze a foe with a mighty blow.

Quick Strike

PP Cost: 12

Range: One Enemy

Description: Blind an enemy with a rapid strike.

Rockfall

PP Cost: 5

Range: Three Enemies

Description: Attack with a blast of rocks.

Rockslide

PP Cost: 15

Range: Five Enemies

Description: Attack with a blast of rocks.

Avalanche

PP Cost: 30

Range: Five Enemies

Description: Attack with a blast of rocks.

Lava Shower

PP Cost: 4

Range: One Enemy

Description: Attack with a volcano's might.

Molten Bath
PP Cost: 12
Range: Three Enemies
Description: Attack with a volcano's might.

Magma Storm
PP Cost: 27
Range: Five Enemies
Description: Attack with a volcano's might.

Demon Spear
PP Cost: 7
Range: One Ally
Description: Boost Attack with a demonic blade.

Angel Spear
PP Cost: 12
Range: All Allies
Description: Boost Attack with a heavenly blade.

Guardian
PP Cost: 3
Range: One Ally
Description: Boost Defense with divine might.

Protector
PP Cost: 5
Range: All Allies
Description: Boost Defense with divine might.

Magic Shell
PP Cost: 3
Range: One Ally
Description: Boost elemental Resistance.

Magic Shield
PP Cost: 5
Range: All Allies
Description: Boost elemental Resistance.

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+Garet+

+++++++

Move

PP Cost: 2

Range: N/A

Description: Move an object on the ground.

Heat Wave

PP Cost: 6

Range: One Enemy

Description: Attack with fiery bolts.

Flare

PP Cost: 4

Range: Three Enemies

Description: Attack with flaring flames.

Flare Wall

PP Cost: 7

Range: Three Enemies

Description: Attack with searing flames.

Flare Storm

PP Cost: 12

Range: Three Enemies

Description: Attack with incinerating flames.

Fire

PP Cost: 6

Range: Three Enemies

Description: Attack with a scorching fireball.

Fireball

PP Cost: 12

Range: Five Enemies

Description: Attack with a scorching fireball.

Inferno

PP Cost: 23

Range: Five Enemies

Description: Attack with a scorching fireball.

Volcano

PP Cost: 6

Range: One Enemy

Description: Attack with volcanic might.

Eruption

PP Cost: 14

Range: Three Enemies

Description: Attack with volcanic might.

Pyroclasm

PP Cost: 29

Range: Five Enemies

Description: Attack with volcanic might.

Guard

PP Cost: 3

Range: One Ally

Description: Boost an ally's Defense.

Protect

PP Cost: 5

Range: All Allies

Description: Boost party's Defense.

Impair

PP Cost: 4

Range: One Enemy

Description: Drop enemy's Defense.

Debilitate

PP Cost: 6

Range: Three Enemies

Description: Drop enemy party's Defense.

Astral Blast

PP Cost: 5

Range: One Enemy

Description: Attack with celestial force.

Weaken

PP Cost: 4

Range: One Enemy

Description: Drop enemy's Resistance.

Enfeeble

PP Cost: 6

Range: Three Enemies

Description: Drop enemy party's Resistance.

Delude

PP Cost: 4

Range: Three Enemies

Description: Wrap multiple foes in delusion.

Sleep

PP Cost: 5

Range: Three Enemies

Description: Lull enemies to sleep.

Drain

PP Cost: 3

Range: One Enemy

Description: Absorb an enemy's HP.

Psy Drain

PP Cost: 0

Range: One Enemy

Description: Absorb an enemy's PP.

Cutting Edge

PP Cost: 5

Range: One Enemy

Description: Inflict damage with a shockwave.

Blast

PP Cost: 5

Range: Three Enemies

Description: Attack with an explosive blast.

Mad Blast

PP Cost: 9

Range: Three Enemies

Description: Attack with an explosive blast.

Fiery Blast

PP Cost: 19

Range: Five Enemies

Description: Attack with an explosive blast.

Guard

PP Cost: 3

Range: One Ally

Description: Boost an ally's Defense.

Protect

PP Cost: 5

Range: All Allies

Description: Boost party's Defense.

Break

PP Cost: 5

Range: Nine Enemies

Description: Eliminate an enemy's bonuses.

Restore

PP Cost: 3

Range: One Ally

Description: Removes Sleep, Stun, & Delusion.

Wish

PP Cost: 9

Range: All Allies

Description: Restore 80 HP to the whole party.

Wish Well

PP Cost: 13

Range: All Allies

Description: Restore 160 HP to the whole party.

Pure Wish

PP Cost: 20

Range: All Allies

Description: Restore 400 HP to the whole party.

Douse

PP Cost: 5

Range: Three Enemies

Description: Attack with a surge of water.

Spire
PP Cost: 5
Range: One Enemy
Description: Attack with earthen spire.

Clay Spire
PP Cost: 13
Range: Three Enemies
Description: Attack with earthen spire.

Stone Spire
PP Cost: 22
Range: Three Enemies
Description: Attack with earthen spire.

Revive
PP Cost: 15
Range: One Ally
Description: Revive a downed ally.

Gale
PP Cost: 3
Range: Three Enemies
Description: Attack with the wind's might.

Typhoon
PP Cost: 12
Range: Five Enemies
Description: Attack with the wind's might.

Hurricane
PP Cost: 25
Range: Seven Enemies
Description: Attack with the wind's might.

Death Plunge
PP Cost: 14
Range: One Enemy
Description: Plunge your weapon into a foe.

Shuriken

PP Cost: 8
Range: Three Enemies
Description: Attack with a throwing knife.

Annihalation
PP Cost: 18
Range: One Enemy
Description: Attempt to annihilate a foe.

Punji
PP Cost: 7
Range: Three Enemies
Description: Attack with a bamboo weapon.

Punji Trap
PP Cost: 13
Range: Three Enemies
Description: Attack with a bamboo weapon.

Punji Strike
PP Cost: 24
Range: Five Enemies
Description: Attack with a bamboo weapon.

Fire Bomb
PP Cost: 5
Range: Three Enemies
Description: Attack with a bomb blast.

Cluster Bomb
PP Cost: 11
Range: Five Enemies
Description: Attack with a bomb blast.

Carpet Bomb
PP Cost: 29
Range: Seven Enemies
Description: Attack with a bomb blast.

Thunderclap
PP Cost: 9
Range: Three Enemies
Description: Attack with the storm's fury.

Thunderbolt
PP Cost: 19
Range: Five Enemies
Description: Attack with the storm's fury.

Thunderstorm
PP Cost: 39
Range: Seven Enemies
Description: Attack with the storm's fury.

Mist
PP Cost: 4
Range: Three Enemies
Description: Wrap a foe in a cloud of delusion.

Dragon Cloud
PP Cost: 6
Range: One Enemy
Description: Strike with a Dragon Cloud.

Demon Night
PP Cost: 12
Range: Three Enemies
Description: Unleash a myriad of monsters.

Helm Splitter
PP Cost: 8
Range: One Enemy
Description: Paralyze a foe with a mighty blow.

Quick Strike
PP Cost: 12
Range: One Enemy
Description: Blind an enemy with a rapid strike.

Rockfall
PP Cost: 5
Range: Three Enemies
Description: Attack with a blast of rocks.

Rockslide
PP Cost: 15

Range: Five Enemies

Description: Attack with a blast of rocks.

Avalanche

PP Cost: 30

Range: Five Enemies

Description: Attack with a blast of rocks.

Lava Shower

PP Cost: 4

Range: One Enemy

Description: Attack with a volcano's might.

Molten Bath

PP Cost: 12

Range: Three Enemies

Description: Attack with a volcano's might.

Magma Storm

PP Cost: 27

Range: Five Enemies

Description: Attack with a volcano's might.

Demon Spear

PP Cost: 7

Range: One Ally

Description: Boost Attack with a demonic blade.

Angel Spear

PP Cost: 12

Range: All Allies

Description: Boost Attack with a heavenly blade.

Guardian

PP Cost: 3

Range: One Ally

Description: Boost Defense with divine might.

Protector

PP Cost: 5

Range: All Allies

Description: Boost Defense with divine might.

Magic Shell
PP Cost: 3
Range: One Ally
Description: Boost elemental Resistance.

Magic Shield
PP Cost: 5
Range: All Allies
Description: Boost elemental Resistance.

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+Ivan+
++++++

Whirlwind
PP Cost: 5
Range: Three Enemies
Description: Attack with a swirling tornado.

Tornado
PP Cost: 14
Range: Five Enemies
Description: Attack with a mighty tornado.

Tempest
PP Cost: 27
Range: Five Enemies
Description: Attack with a fearsome windstorm.

Mind Read
PP Cost: 1
Range: N/A
Description: Read someone's mind.

Reveal
PP Cost: 1
Range: N/A
Description: Perceive hidden truths.

Ray
PP Cost: 6

Range: Three Enemies

Description: Attack with a magnetic storm.

Storm Ray

PP Cost: 10

Range: Three Enemies

Description: Attack with a magnetic storm.

Destruct Ray

PP Cost: 21

Range: Three Enemies

Description: Attack with a magnetic storm.

Plasma

PP Cost: 8

Range: Three Enemies

Description: Attack with a barrage of bolts.

Shine Plasma

PP Cost: 18

Range: Five Enemies

Description: Attack with a barrage of bolts.

Spark Plasma

PP Cost: 37

Range: Seven Enemies

Description: Attack with a barrage of bolts.

Impact

PP Cost: 7

Range: One Ally

Description: Boost an ally's Attack.

High Impact

PP Cost: 12

Range: All Allies

Description: Boost party's Attack.

Sleep

PP Cost: 5

Range: Three Enemies

Description: Lull multiple foes to sleep.

Bind

PP Cost: 4

Range: One Enemy

Description: Block a foe's Psynergy.

Bolt

PP Cost: 4

Range: One Enemy

Description: Attack with a lightning bolt.

Flash Bolt

PP Cost: 7

Range: Three Enemies

Description: Attack with a lightning bolt.

Blue Bolt

PP Cost: 14

Range: Three Enemies

Description: Attack with a lightning bolt.

Drain

PP Cost: 3

Range: One Enemy

Description: Absorb an enemy's HP.

Psy Drain

PP Cost: 0

Range: One Enemy

Description: Absorb an enemy's PP.

Cure

PP Cost: 3

Range: One Ally

Description: Restore 70 HP.

Cure Well

PP Cost: 7

Range: One Ally

Description: Restore 150 HP.

Potent Cure

PP Cost: 10

Range: One Ally

Description: Restore 300 HP.

Growth

PP Cost: 4

Range: One Enemy

Description: Attack with wild plants.

Mad Growth

PP Cost: 10

Range: Three Enemies

Description: Attack with ferocious plants.

Wild Growth

PP Cost: 19

Range: Five Enemies

Description: Attack with giant plants.

Slash

PP Cost: 4

Range: One Enemy

Description: Attack with a blade of focused air.

Wind Slash

PP Cost: 9

Range: Three Enemies

Description: Attack with a blade of focused air.

Sonic Slash

PP Cost: 20

Range: Five Enemies

Description: Attack with a blade of focused air.

Ward

PP Cost: 3

Range: One Ally

Description: Boost an ally's Resistance.

Resist

PP Cost: 5

Range: All Allies

Description: Boost party's Resistance.

Wish

PP Cost: 9

Range: All Allies

Description: Restore 80 HP to the whole party.

Wish Well

PP Cost: 13

Range: All Allies

Description: Restore 160 HP to the whole party.

Pure Wish

PP Cost: 20

Range: All Allies

Description: Restore 400 HP to the whole party.

Prism

PP Cost: 7

Range: Three Enemies

Description: Attack with ice crystals.

Hail Prism

PP Cost: 16

Range: Five Enemies

Description: Attack with ice crystals.

Freeze Prism

PP Cost: 31

Range: Five Enemies

Description: Attack with ice crystals.

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+Mia+

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Ply

PP Cost: 4

Range: One Ally

Description: Restore 100 HP with faith's power.

Ply Well

PP Cost: 8

Range: One Ally

Description: Restore 200 HP with faith's power.

Pure Ply

PP Cost: 12

Range: One Ally

Description: Restore 1000 HP with faith's power.

Wish

PP Cost: 9

Range: All Allies

Description: Restore 80 HP to the whole party.

Wish Well

PP Cost: 13

Range: All Allies

Description: Restore 160 HP to the whole party.

Pure Wish

PP Cost: 20

Range: All Allies

Description: Restore 400 HP to the whole party.

Cure Poison

PP Cost: 2

Range: One Ally

Description: Cleanse the body of poison.

Restore

PP Cost: 3

Range: One Ally

Description: Remove Sleep, Stun, & Delusion.

Frost

PP Cost: 5

Range: Three Enemies

Description: Attack with frigid blasts.

Tundra

PP Cost: 8

Range: Three Enemies

Description: Attack with frigid blasts.

Glacier

PP Cost: 15

Range: Three Enemies

Description: Attack with frigid blasts.

Ice

PP Cost: 5

Range: One Enemy

Description: Attack with spikes of ice.

Ice Horn

PP Cost: 11

Range: Three Enemies

Description: Attack with spikes of ice.

Ice Missile

PP Cost: 23

Range: Three Enemies

Description: Attack with spikes of ice.

Break

PP Cost: 5

Range: Nine Enemies

Description: Eliminate an enemy's bonuses.

Prism

PP Cost: 7

Range: Three Enemies

Description: Attack with ice crystals.

Hail Prism

PP Cost: 16

Range: Five Enemies

Description: Attack with ice crystals.

Freeze Prism

PP Cost: 31

Range: Five Enemies

Description: Attack with ice crystals.

Plasma

PP Cost: 8

Range: Three Enemies

Description: Attack with a barrage of bolts.

Shine Plasma
PP Cost: 18
Range: Five Enemies
Description: Attack with a barrage of bolts.

Spark Plasma
PP Cost: 37
Range: Seven Enemies
Description: Attack with a barrage of bolts.

Impact
PP Cost: 7
Range: One Ally
Description: Boost an ally's Attack.

High Impact
PP Cost: 12
Range: All Allies
Description: Boost party's Attack.

Bind
PP Cost: 4
Range: One Enemy
Description: Block a foe's Psynergy.

Drain
PP Cost: 3
Range: One Enemy
Description: Absorb an enemy's HP.

Psy Drain
PP Cost: 0
Range: One Enemy
Description: Absorb an enemy's PP.

Froth
PP Cost: 5
Range: Three Enemies
Description: Attack with frothing bubbles.

Froth Sphere

PP Cost: 12
Range: Five Enemies
Description: Attack with frenzied bubbles.

Froth Spiral
PP Cost: 31
Range: Seven Enemies
Description: Attack with a bubble vortex.

Douse
PP Cost: 5
Range: Three Enemies
Description: Attack with a surge of water.

Drench
PP Cost: 10
Range: Three Enemies
Description: Attack with a torrent of water.

Deluge
PP Cost: 20
Range: Five Enemies
Description: Attack with a deadly flood.

Avoid
PP Cost: 5
Range: N/A
Description: Encounter fewer monsters.

Cure
PP Cost: 3
Range: One Ally
Description: Restore 70 HP.

Cure Well
PP Cost: 7
Range: One Ally
Description: Restore 150 HP.

Potent Cure
PP Cost: 10
Range: One Ally
Description: Restore 300 HP.

Growth
PP Cost: 4
Range: One Enemy
Description: Attack with wild plants.

Mad Growth
PP Cost: 10
Range: Three Enemies
Description: Attack with ferocious plants.

Wild Growth
PP Cost: 19
Range: Five Enemies
Description: Attack with giant plants.

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+Other Psynergy+
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Catch
Item Required: Catch Beads
PP Cost: 1
Range: N/A
Description: Grab light objects from afar.

Force
Item Required: Orb of Force
PP Cost: 2
Range: N/A
Description: Strike a distant object.

Lift
Item Required: Lifting Gem
PP Cost: 2
Range: N/A
Description: Lift an object vertically.

Carry
Item Required: Carry Stone
PP Cost: 2
Range: N/A
Description: Lift and move light objects.

Douse
Item Required: Douse Drop
PP Cost: 5
Range: Three Enemies
Description: Attack with a surge of water.

Halt
Item Required: Halt Gem
PP Cost: 2
Range: N/A
Description: Stop a moving object.

Cloak
Item Required: Cloak Ball
PP Cost: 1
Range: N/A
Description: Hide away in shadows.

Frost
Item Required: Frost Jewel
PP Cost: 5
Range: Three Enemies
Description: Attack with frigid blasts.

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XIII. Enemies
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In this section, I will list all of the enemies in the game, along with info about them and such.

001. Vermin (1)
Found: Vale, Sol Sanctum

HP: 20
PP: 0
Attack: 23
Defense: 7
Agility: 7
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 2 Coins, Herb

EXP Gained: 2

002. Bat (1)

Found: Vale, Sol Sanctum

HP: 17

PP: 0

Attack: 21

Defense: 6

Agility: 13

Luck: 3

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 1 Coin, Herb

EXP Gained: 1

003. Wild Mushroom (1)

Found: Vale, Sol Sanctum

HP: 18

PP: 0

Attack: 22

Defense: 5

Agility: 10

Luck: 1

Turns: 1

Power (Venus): 105

Power (Mars): 80

Power (Jupiter): 70

Power (Mercury): 100

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 72

Resist (Mercury): 100

Items Obtained: 2 Coins, Smoke Bomb

EXP Gained: 1

004. Mystery Woman

Found: Vale

HP: 2600

PP: 300

Attack: 50

Defense: 20

Agility: 13

Luck: 40

Turns: 1

Power (Venus): 100

Power (Mars): 105

Power (Jupiter): 100

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 92

Items Obtained: N/A

EXP Gained: 0

005. Mystery Man

Found: Vale

HP: 3000

PP: 260

Attack: 63

Defense: 22

Agility: 9

Luck: 40

Turns: 1

Power (Venus): 100

Power (Mars): 110

Power (Jupiter): 100

Power (Mercury): 90

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 127

Resist (Mercury): 72

Items Obtained: N/A

EXP Gained: 0

006. Slime (1)

Found: Sol Sanctum

HP: 22

PP: 0
Attack: 22
Defense: 6
Agility: 8
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 2 Coins, Herb
EXP Gained: 2

007. Amaze (1)
Found: Sol Sanctum

HP: 28
PP: 0
Attack: 25
Defense: 8
Agility: 12
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 3 Coins, Oil Drop
EXP Gained: 3

008. Zombie (1)
Found: World Map

HP: 55
PP: 0
Attack: 41
Defense: 9
Agility: 1
Luck: 1
Turns: 1

Power (Venus): 100

Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: N/A
EXP Gained: 0

009. Zombie (2)
Found: World Map, Goma Cave

HP: 55
PP: 0
Attack: 41
Defense: 9
Agility: 5
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 8 Coins, Herb
EXP Gained: 7

010. Amaze
Found: World Map

HP: 39
PP: 0
Attack: 36
Defense: 10
Agility: 18
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 6 Coins, Oil Drop

EXP Gained: 5

011. Slime (2)

Found: World Map

HP: 32

PP: 0

Attack: 34

Defense: 6

Agility: 10

Luck: 1

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 4 Coins, Herb

EXP Gained: 4

012. Vermin (2)

Found: World Map

HP: 36

PP: 0

Attack: 32

Defense: 7

Agility: 9

Luck: 2

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 4 Coins, Herb

EXP Gained: 4

013. Wild Mushroom (2)

Found: World Map

HP: 34
PP: 0
Attack: 31
Defense: 5
Agility: 15
Luck: 1
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 3 Coins, Smoke Bomb
EXP Gained: 3

014. Bat (2)
Found: World Map, Goma Cave

HP: 30
PP: 0
Attack: 30
Defense: 4
Agility: 20
Luck: 3
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 3 Coins, Herb
EXP Gained: 2

015. Bandit
Found: Vault

HP: 244
PP: 0
Attack: 46
Defense: 8
Agility: 20
Luck: 3
Turns: 1

Power (Venus): 80
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 72
Resist (Mars): 72
Resist (Jupiter): 72
Resist (Mercury): 72

Items Obtained: 46 Coins, Bandit's Sword
EXP Gained: 36

016. Thief
Found: Vault

HP: 110
PP: 0
Attack: 42
Defense: 5
Agility: 9
Luck: 1
Turns: 1

Power (Venus): 80
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 72
Resist (Mars): 72
Resist (Jupiter): 72
Resist (Mercury): 72

Items Obtained: 32 Coins
EXP Gained: 15

017. Skeleton
Found: World Map, Goma Cave, Kolima Forest

HP: 60
PP: 0
Attack: 46
Defense: 14
Agility: 18
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72

Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 11 Coins, Herb
EXP Gained: 10

018. Ghost

Found: World Map, Goma Cave

HP: 56
PP: 0
Attack: 38
Defense: 12
Agility: 12
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 9 Coins, Oil Drop
EXP Gained: 9

019. Will Head

Found: Goma Cave, Kolima Forest

HP: 54
PP: 0
Attack: 42
Defense: 10
Agility: 10
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 10 Coins, Smoke Bomb
EXP Gained: 9

020. Mars Djinni (Forge)

Found: Goma Cave

HP: 172

PP: 14

Attack: 45

Defense: 9

Agility: 22

Luck: 6

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 100

Resist (Mars): 193

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 85 Coins

EXP Gained: 28

021. Rat

Found: World Map, Kolima Forest, Tret Tree

HP: 49

PP: 0

Attack: 52

Defense: 27

Agility: 15

Luck: 1

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 17 Coins, Herb

EXP Gained: 14

022. Rat Soldier

Found: World Map, Kolima Forest, Tret Tree

HP: 69

PP: 0

Attack: 56

Defense: 13

Agility: 19

Luck: 2
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 19 Coins, Smoke Bomb
EXP Gained: 17

023. Drone Bee
Found: World Map, Kolima Forest, Tret Tree

HP: 63
PP: 0
Attack: 68
Defense: 19
Agility: 36
Luck: 2
Turns: 1

Power (Venus): 90
Power (Mars): 95
Power (Jupiter): 105
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 48

Items Obtained: 28 Coins, Elixir
EXP Gained: 19

024. Troll
Found: World Map, Kolima Forest, Tret Tree

HP: 101
PP: 0
Attack: 73
Defense: 16
Agility: 14
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 34 Coins, Nut
EXP Gained: 30

025. Spider
Found: Tret Tree

HP: 69
PP: 0
Attack: 75
Defense: 22
Agility: 22
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 80
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 32 Coins, Antidote
EXP Gained: 25

026. Creeper
Found: Tret Tree

HP: 89
PP: 6
Attack: 79
Defense: 19
Agility: 29
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 38 Coins, Weasel's Claw
EXP Gained: 32

027. Gnome

Found: World Map, Tret Tree, Mercury Lighthouse

HP: 85

PP: 5

Attack: 73

Defense: 15

Agility: 38

Luck: 3

Turns: 1

Power (Venus): 85

Power (Mars): 100

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 72

Resist (Mars): 100

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 40 Coins, Oil Drop

EXP Gained: 29

028. Jupiter Djinni (Breeze)

Found: Tret Tree

HP: 243

PP: 22

Attack: 79

Defense: 20

Agility: 42

Luck: 7

Turns: 1

Power (Venus): 80

Power (Mars): 95

Power (Jupiter): 120

Power (Mercury): 100

Resist (Venus): 25

Resist (Mars): 100

Resist (Jupiter): 193

Resist (Mercury): 100

Items Obtained: 100 Coins

EXP Gained: 88

029. Tret

Found: Tret Tree

HP: 710

PP: 36

Attack: 89

Defense: 27
Agility: 30
Luck: 28
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 175

Resist (Venus): 72
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 700 Coins, Potion
EXP Gained: 226

030. Ghoul
Found: Bilibin Cave

HP: 99
PP: 0
Attack: 93
Defense: 20
Agility: 16
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 42 Coins, Antidote
EXP Gained: 34

031. Ooze
Found: World Map, Bilibin Cave, Mercury Lighthouse, Fuchin Falls Cave

HP: 72
PP: 0
Attack: 72
Defense: 19
Agility: 30
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 40 Coins, Herb

EXP Gained: 26

032. Mauler

Found: World Map, Mercury Lighthouse, Fuchin Falls Cave

HP: 109

PP: 0

Attack: 99

Defense: 27

Agility: 24

Luck: 1

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 45 Coins, Nut

EXP Gained: 37

033. Lizard Man

Found: World Map, Mercury Lighthouse

HP: 129

PP: 0

Attack: 106

Defense: 31

Agility: 30

Luck: 2

Turns: 1

Power (Venus): 85

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 100

Resist (Mercury): 127

Items Obtained: 52 Coins, Nut

EXP Gained: 42

034. Cuttle

Found: Mercury Lighthouse

HP: 80

PP: 0

Attack: 96

Defense: 22

Agility: 36

Luck: 1

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 48

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 49 Coins, Sleep Bomb

EXP Gained: 27

035. Mimic (1)

Found: Mercury Lighthouse

HP: 468

PP: 24

Attack: 120

Defense: 33

Agility: 51

Luck: 8

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 105

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 152

Resist (Mercury): 127

Items Obtained: 178 Coins, Water of Life

EXP Gained: 164

036. Siren

Found: Mercury Lighthouse

HP: 116

PP: 12
Attack: 107
Defense: 27
Agility: 54
Luck: 9
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 45 Coins, Crystal Powder
EXP Gained: 45

037. Harpy
Found: Mercury Lighthouse

HP: 105
PP: 0
Attack: 104
Defense: 25
Agility: 46
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 53 Coins, Elixir
EXP Gained: 38

038. Mercury Djinni (Sleet)
Found: Mercury Lighthouse

HP: 290
PP: 20
Attack: 107
Defense: 24
Agility: 58
Luck: 9
Turns: 1

Power (Venus): 95

Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 151 Coins
EXP Gained: 130

039. Saturos

Found: Mercury Lighthouse

HP: 1200
PP: 160
Attack: 113
Defense: 35
Agility: 51
Luck: 40
Turns: 1

Power (Venus): 100
Power (Mars): 110
Power (Jupiter): 100
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 127
Resist (Mercury): 72

Items Obtained: 800 Coins, Psy Crystal
EXP Gained: 331

040. Mole

Found: World Map, Fuchin Falls Cave

HP: 96
PP: 0
Attack: 119
Defense: 22
Agility: 36
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 60 Coins, Bramble Seed

EXP Gained: 39

041. Mimic (2)

Found: Fuchin Falls Cave

HP: 506

PP: 26

Attack: 133

Defense: 36

Agility: 57

Luck: 10

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 105

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 152

Resist (Mercury): 127

Items Obtained: 207 Coins, Game Ticket

EXP Gained: 190

042. Bone Fighter

Found: World Map, Fuchin Falls Cave, Mogall Forest, Altin Peak

HP: 122

PP: 0

Attack: 131

Defense: 35

Agility: 52

Luck: 3

Turns: 1

Power (Venus): 100

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 63 Coins, Sleep Bomb

EXP Gained: 51

043. Dirge

Found: World Map, Mogall Forest, Fuchin Falls Cave, Altin Peak

HP: 91
PP: 0
Attack: 122
Defense: 32
Agility: 60
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 61 Coins, Nut
EXP Gained: 47

044. Spirit

Found: World Map, Mogall Forest, Fuchin Falls Cave

HP: 116
PP: 11
Attack: 114
Defense: 30
Agility: 48
Luck: 6
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 67 Coins, Crystal Powder
EXP Gained: 49

045. Jupiter Djinni (Zephyr)

Found: Fuchin Falls Cave

HP: 314
PP: 25
Attack: 115
Defense: 26
Agility: 68
Luck: 9
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 176 Coins
EXP Gained: 150

046. Ape

Found: World Map, Mogall Forest, Altin Peak

HP: 290
PP: 0
Attack: 128
Defense: 29
Agility: 49
Luck: 2
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 160 Coins, Vial
EXP Gained: 96

047. Death Head

Found: World Map, Mogall Forest

HP: 128
PP: 15
Attack: 130
Defense: 31
Agility: 47
Luck: 3
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72

Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 73 Coins, Nut
EXP Gained: 55

048. Venus Djinni (Quartz)
Found: Mogall Forest

HP: 349
PP: 25
Attack: 127
Defense: 28
Agility: 76
Luck: 9
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 201 Coins
EXP Gained: 172

049. Killer Ape
Found: Mogall Forest

HP: 1000
PP: 45
Attack: 156
Defense: 49
Agility: 94
Luck: 26
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 72
Resist (Mars): 25
Resist (Jupiter): 127
Resist (Mercury): 72

Items Obtained: 1500 Coins, Douse Drop
EXP Gained: 460

050. Mars Djinni (Corona)

Found: World Map

HP: 355

PP: 24

Attack: 144

Defense: 41

Agility: 76

Luck: 8

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 100

Resist (Mars): 193

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 210 Coins

EXP Gained: 173

051. Living Statue

Found: Altin Peak

HP: 540

PP: 34

Attack: 149

Defense: 44

Agility: 56

Luck: 20

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 193

Items Obtained: 900 Coins, Vial

EXP Gained: 377

052. Slime Beast

Found: Altin Peak

HP: 99

PP: 0

Attack: 134

Defense: 27

Agility: 54

Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 77 Coins, Herb
EXP Gained: 51

053. Tarantula
Found: Altin Peak

HP: 108
PP: 0
Attack: 144
Defense: 30
Agility: 52
Luck: 5
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 81 Coins, Antidote
EXP Gained: 58

054. Calamar
Found: Altin Peak

HP: 104
PP: 0
Attack: 130
Defense: 34
Agility: 46
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 79 Coins, Elixir
EXP Gained: 59

055. Rat Fighter
Found: Altin Peak, Lamakan Desert

HP: 143
PP: 0
Attack: 146
Defense: 39
Agility: 58
Luck: 3
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 83 Coins, Smoke Bomb
EXP Gained: 63

056. Mimic (3)
Found: Altin Peak

HP: 579
PP: 32
Attack: 160
Defense: 44
Agility: 70
Luck: 12
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 267 Coins, Game Ticket
EXP Gained: 241

057. Mercury Djinni (Spritz)

Found: Altin Peak

HP: 361

PP: 27

Attack: 140

Defense: 32

Agility: 84

Luck: 10

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 193

Items Obtained: 226 Coins

EXP Gained: 190

058. Hydros Statue

Found: Altin Peak

HP: 1300

PP: 80

Attack: 156

Defense: 53

Agility: 62

Luck: 30

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 95

Power (Mercury): 125

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 100

Resist (Mercury): 193

Items Obtained: 2400 Coins, Lucky Medal

EXP Gained: 496

059. Grub

Found: Lamakan Desert

HP: 102

PP: 0

Attack: 154

Defense: 32
Agility: 52
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 80
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 88 Coins, Antidote
EXP Gained: 62

060. Salamander
Found: Lamakan Desert

HP: 212
PP: 18
Attack: 158
Defense: 49
Agility: 50
Luck: 6
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 190 Coins, Oil Drop
EXP Gained: 84

061. Ant Lion
Found: Lamakan Desert

HP: 400
PP: 32
Attack: 160
Defense: 45
Agility: 58
Luck: 19
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 320 Coins, Vial

EXP Gained: 168

063. Orc

Found: Lamakan Desert

HP: 148

PP: 0

Attack: 156

Defense: 41

Agility: 54

Luck: 3

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 68 Coins, Nut

EXP Gained: 113

064. Manticore

Found: Lamakan Desert

HP: 1700

PP: 83

Attack: 168

Defense: 48

Agility: 61

Luck: 36

Turns: 2

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 3400 Coins, Psy Crystal

EXP Gained: 590

065. Fighter Bee

Found: World Map, Lamakan Desert, Vale Cave, Vault Cave

HP: 116

PP: 0

Attack: 155

Defense: 38

Agility: 74

Luck: 2

Turns: 1

Power (Venus): 90

Power (Mars): 95

Power (Jupiter): 105

Power (Mercury): 90

Resist (Venus): 100

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 48

Items Obtained: 90 Coins, Elixir

EXP Gained: 67

066. Ravager

Found: Vale Cave, Vault Cave

HP: 189

PP: 0

Attack: 185

Defense: 47

Agility: 60

Luck: 2

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 95 Coins, Elixir

EXP Gained: 90

067. Gargoyle

Found: Vault Cave

HP: 176

PP: 21
Attack: 181
Defense: 81
Agility: 59
Luck: 7
Turns: 1

Power (Venus): 100
Power (Mars): 100
Power (Jupiter): 95
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 100
Resist (Jupiter): 127
Resist (Mercury): 100

Items Obtained: 119 Coins, Sleep Bomb
EXP Gained: 84

068. Ghost Mage
Found: Vale Cave, Vault Cave

HP: 161
PP: 19
Attack: 168
Defense: 43
Agility: 86
Luck: 9
Turns: 1

Power (Venus): 100
Power (Mars): 95
Power (Jupiter): 95
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 7
Resist (Mercury): 100

Items Obtained: 110 Coins, Bramble Seed
EXP Gained: 80

069. Cave Troll
Found: Vault Cave

HP: 212
PP: 20
Attack: 199
Defense: 45
Agility: 44
Luck: 3
Turns: 1

Power (Venus): 100

Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 134 Coins, Nut
EXP Gained: 106

070. Mimic (4)
Found: Vault Cave

HP: 690
PP: 42
Attack: 201
Defense: 56
Agility: 89
Luck: 13
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 356 Coins, Vial
EXP Gained: 321

071. Death Cap
Found: World Map, Vale Cave, Vault Cave

HP: 117
PP: 0
Attack: 159
Defense: 19
Agility: 90
Luck: 5
Turns: 1

Power (Venus): 105
Power (Mars): 80
Power (Jupiter): 70
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 56 Coins, Sleep Bomb

EXP Gained: 48

072. Mad Vermin

Found: World Map, Vale Cave

HP: 131

PP: 0

Attack: 164

Defense: 22

Agility: 67

Luck: 2

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 80 Coins, Herb

EXP Gained: 55

073. Undead

Found: World Map, Vale Cave

HP: 165

PP: 0

Attack: 180

Defense: 27

Agility: 58

Luck: 1

Turns: 1

Power (Venus): 100

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 90 Coins, Antidote

EXP Gained: 74

074. Venus Djinni (Vine)

Found: World Map

HP: 421
PP: 30
Attack: 175
Defense: 45
Agility: 91
Luck: 10
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 277 Coins, Herb
EXP Gained: 230

075. Man o' War
Found: Tolbi-bound Boat

HP: 137
PP: 0
Attack: 193
Defense: 42
Agility: 70
Luck: 1
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 48
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 87 Coins, Antidote
EXP Gained: 55

076. Lizard Fighter
Found: Tolbi-bound Boat

HP: 212
PP: 0
Attack: 204
Defense: 61
Agility: 60
Luck: 2
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 124 Coins, Nut
EXP Gained: 89

077. Rabid Bat

Found: World Map, Tolbi-bound Boat

HP: 125
PP: 0
Attack: 190
Defense: 34
Agility: 84
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 61 Coins, Sleep Bomb
EXP Gained: 82

078. Virago

Found: Tolbi-bound Boat, Crossbone Isle

HP: 185
PP: 0
Attack: 199
Defense: 47
Agility: 89
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48

Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 120 Coins, Elixir
EXP Gained: 87

079. Kraken

Found: Tolbi-bound Boat

HP: 2400
PP: 46
Attack: 206
Defense: 60
Agility: 80
Luck: 21
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 5200 Coins, Water of Life
EXP Gained: 711

080. Armored Rat

Found: World Map, Altmiller Cave

HP: 147
PP: 0
Attack: 193
Defense: 79
Agility: 60
Luck: 1
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 100 Coins, Herb
EXP Gained: 77

081. Mad Mole

Found: World Map, Altmiller Cave

HP: 156

PP: 0

Attack: 197

Defense: 23

Agility: 62

Luck: 1

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 2 Coins, Herb

EXP Gained: 2

082. Foul Dirge

Found: World Map, Altmiller Cave

HP: 149

PP: 0

Attack: 177

Defense: 46

Agility: 120

Luck: 2

Turns: 1

Power (Venus): 95

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 127

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 72

Items Obtained: 100 Coins, Smoke Bomb

EXP Gained: 82

083. Gnome Mage

Found: World Map, Altmiller Cave

HP: 162

PP: 24

Attack: 179

Defense: 50

Agility: 108

Luck: 8
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 126 Coins, Crystal Powder
EXP Gained: 86

084. Mercury Djinni (Hail)
Found: World Map

HP: 466
PP: 46
Attack: 207
Defense: 48
Agility: 116
Luck: 16
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 340 Coins
EXP Gained: 279

085. Dread Hound
Found: Altmiller Cave

HP: 252
PP: 0
Attack: 211
Defense: 56
Agility: 90
Luck: 13
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 176 Coins, Prophet's Hat
EXP Gained: 116

086. Worm
Found: Altmiller Cave

HP: 132
PP: 0
Attack: 196
Defense: 51
Agility: 79
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 94 Coins, Herb
EXP Gained: 60

087. Clay Gargoyle
Found: Altmiller Cave

HP: 209
PP: 24
Attack: 210
Defense: 90
Agility: 84
Luck: 7
Turns: 1

Power (Venus): 100
Power (Mars): 100
Power (Jupiter): 95
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 100
Resist (Jupiter): 127
Resist (Mercury): 100

Items Obtained: 147 Coins, Nut
EXP Gained: 100

088. Wight

Found: Altmiller Cave

HP: 192

PP: 0

Attack: 205

Defense: 55

Agility: 54

Luck: 2

Turns: 1

Power (Venus): 100

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 115 Coins, Elixir

EXP Gained: 92

089. Golem

Found: Altmiller Cave

HP: 266

PP: 0

Attack: 217

Defense: 57

Agility: 40

Luck: 2

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 161 Coins, Vial

EXP Gained: 105

090. Mimic (6)

Found: Altmiller Cave

HP: 767

PP: 48

Attack: 227

Defense: 63
Agility: 104
Luck: 15
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 415 Coins, Water of Life
EXP Gained: 374

091. Jupiter Djinni (Squall)
Found: Altmiller Cave

HP: 481
PP: 40
Attack: 205
Defense: 45
Agility: 120
Luck: 14
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 352 Coins
EXP Gained: 295

092. Azart
Found: Colosso

HP: 450
PP: 0
Attack: 206
Defense: 2 (if race is won), 20 (if race is lost)
Agility: 62
Luck: 9
Turns: 1

Power (Venus): 80
Power (Mars): 80
Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 90

Resist (Mars): 90

Resist (Jupiter): 90

Resist (Mercury): 90

Items Obtained: N/A

EXP Gained: N/A

093. Satrage

Found: Colosso

HP: 570

PP: 0

Attack: 228

Defense: 6 (if race is won), 28 (if race is lost)

Agility: 73

Luck: 12

Turns: 1

Power (Venus): 80

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 90

Resist (Mars): 90

Resist (Jupiter): 90

Resist (Mercury): 90

Items Obtained: N/A

EXP Gained: N/A

094. Navampa

Found: Colosso

HP: 820

PP: 0

Attack: 232 (if race is won), 274 (if race is lost)

Defense: 54

Agility: 84

Luck: 16

Turns: 1

Power (Venus): 80

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 90

Resist (Mars): 90

Resist (Jupiter): 90

Resist (Mercury): 90

Items Obtained: N/A

EXP Gained: N/A

095. Warrior Bee

Found: World Map, Gondowan Cave

HP: 164

PP: 0

Attack: 221

Defense: 65

Agility: 102

Luck: 5

Turns: 1

Power (Venus): 90

Power (Mars): 95

Power (Jupiter): 105

Power (Mercury): 90

Resist (Venus): 100

Resist (Mars): 48

Resist (Jupiter): 7

Resist (Mercury): 48

Items Obtained: 104 Coins, Elixir

EXP Gained: 65

096. Dirty Ape

Found: World Map, Gondowan Cave

HP: 230

PP: 0

Attack: 236

Defense: 57

Agility: 132

Luck: 2

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 72

Resist (Mars): 25

Resist (Jupiter): 127

Resist (Mercury): 25

Items Obtained: 149 Coins, Herb

EXP Gained: 114

097. Kobold

Found: World Map, Lunpa Fortress, Gondowan Cave, Suhalla Desert

HP: 220

PP: 0
Attack: 230
Defense: 62
Agility: 75
Luck: 4
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 154 Coins, Sleep Bomb
EXP Gained: 107

098. Rat Warrior
Found: World Map, Lunpa Fortress, Gondowan Cave

HP: 208
PP: 0
Attack: 226
Defense: 49
Agility: 121
Luck: 3
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 72
Resist (Mars): 48
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 160 Coins, Bramble Seed
EXP Gained: 100

099. Brigand
Found: Lunpa Fortress

HP: 421
PP: 0
Attack: 251
Defense: 69
Agility: 104
Luck: 5
Turns: 1

Power (Venus): 80

Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 72
Resist (Mars): 72
Resist (Jupiter): 72
Resist (Mercury): 72

Items Obtained: 190 Coins, Crystal Powder
EXP Gained: 162

100. Vile Dirge
Found: World Map, Lunpa Fortress, Suhalla Desert

HP: 173
PP: 0
Attack: 228
Defense: 56
Agility: 120
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 48
Resist (Jupiter): 7
Resist (Mercury): 72

Items Obtained: 98 Coins, Weasel's Claw
EXP Gained: 75

101. Toadonpa
Found: Lunpa Fortress

HP: 2800
PP: 80
Attack: 266
Defense: 52
Agility: 82
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 3200 Coins, Psy Crystal

EXP Gained: 999

102. Orc Captain

Found: World Map, Suhalla Desert

HP: 231

PP: 0

Attack: 248

Defense: 69

Agility: 90

Luck: 4

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 142 Coins, Smoke Bomb

EXP Gained: 125

103. Stone Soldier

Found: Suhalla Desert, Crossbone Isle

HP: 179

PP: 6

Attack: 241

Defense: 105

Agility: 104

Luck: 5

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 48

Resist (Mars): 127

Resist (Jupiter): 48

Resist (Mercury): 7

Items Obtained: 98 Coins, Elixir

EXP Gained: 98

104. Roach

Found: Suhalla Desert

HP: 211
PP: 27
Attack: 252
Defense: 72
Agility: 92
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 120 Coins, Bramble Seed
EXP Gained: 144

105. Harridan
Found: Suhalla Desert, Crossbone Isle

HP: 231
PP: 29
Attack: 261
Defense: 66
Agility: 118
Luck: 8
Turns: 1

Power (Venus): 95
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 175
Resist (Mars): 72
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 164 Coins, Nut
EXP Gained: 150

106. Acid Maggot
Found: Suhalla Desert

HP: 160
PP: 0
Attack: 255
Defense: 60
Agility: 78
Luck: 2
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 102 Coins, Sleep Bomb
EXP Gained: 86

107. Magicore
Found: Suhalla Desert

HP: 321
PP: 34
Attack: 253
Defense: 74
Agility: 109
Luck: 11
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 208 Coins, Aura Gloves
EXP Gained: 169

108. Brutal Troll
Found: World Map, Suhalla Desert

HP: 291
PP: 0
Attack: 273
Defense: 63
Agility: 76
Luck: 6
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 190 Coins, Nut

EXP Gained: 150

109. Mimic (7)

Found: Suhalla Desert

HP: 997

PP: 60

Attack: 303

Defense: 94

Agility: 139

Luck: 17

Turns: 1

Power (Venus): 95

Power (Mars): 75

Power (Jupiter): 105

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 25

Resist (Jupiter): 152

Resist (Mercury): 127

Items Obtained: 547 Coins, Water of Life

EXP Gained: 669

110. Mars Djinni (Flash)

Found: Suhalla Desert

HP: 592

PP: 52

Attack: 253

Defense: 65

Agility: 151

Luck: 17

Turns: 1

Power (Venus): 95

Power (Mars): 125

Power (Jupiter): 95

Power (Mercury): 75

Resist (Venus): 100

Resist (Mars): 193

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 445 Coins

EXP Gained: 460

111. Tornado Lizard
Found: Suhalla Desert

HP: 530
PP: 37
Attack: 267
Defense: 74
Agility: 104
Luck: 18
Turns: 1

Power (Venus): 90
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 100
Resist (Jupiter): 152
Resist (Mercury): 100

Items Obtained: 477 Coins, Weasel's Claw
EXP Gained: 620

112. Storm Lizard
Found: Suhalla Desert

HP: 2900
PP: 42
Attack: 291
Defense: 86
Agility: 112
Luck: 22
Turns: 2

Power (Venus): 90
Power (Mars): 95
Power (Jupiter): 110
Power (Mercury): 95

Resist (Venus): 48
Resist (Mars): 100
Resist (Jupiter): 152
Resist (Mercury): 100

Items Obtained: 6100 Coins, Psy Crystal
EXP Gained: 1300

113. Tempest Lizard
Found: Suhalla Desert

HP: 3000
PP: 45
Attack: 295
Defense: 94
Agility: 114

Luck: 26

Turns: 2

Power (Venus): 90

Power (Mars): 95

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 48

Resist (Mars): 100

Resist (Jupiter): 152

Resist (Mercury): 100

Items Obtained: 6400 Coins, Potion

EXP Gained: 1360

114. Earth Golem

Found: Suhalla Gate, Venus Lighthouse

HP: 298

PP: 0

Attack: 299

Defense: 114

Agility: 70

Luck: 5

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 183 Coins, Giant Axe

EXP Gained: 218

115. Goblin

Found: Suhalla Gate

HP: 268

PP: 0

Attack: 289

Defense: 91

Agility: 83

Luck: 3

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 170 Coins, Vial
EXP Gained: 221

116. Cannibal Ghoul
Found: Suhalla Gate

HP: 249
PP: 0
Attack: 274
Defense: 82
Agility: 80
Luck: 4
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 7
Resist (Jupiter): 48
Resist (Mercury): 72

Items Obtained: 160 Coins, Antidote
EXP Gained: 194

117. Nightmare
Found: Suhalla Gate, Road to Babi Lighthouse, Venus Lighthouse

HP: 258
PP: 28
Attack: 287
Defense: 89
Agility: 138
Luck: 13
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 100
Power (Mercury): 85

Resist (Venus): 72
Resist (Mars): 100
Resist (Jupiter): 127
Resist (Mercury): 100

Items Obtained: 198 Coins, Healing Ring
EXP Gained: 241

118. Horned Ghost

Found: Suhalla Gate, Venus Lighthouse

HP: 236

PP: 32

Attack: 268

Defense: 78

Agility: 116

Luck: 5

Turns: 1

Power (Venus): 100

Power (Mars): 95

Power (Jupiter): 95

Power (Mercury): 95

Resist (Venus): 48

Resist (Mars): 72

Resist (Jupiter): 7

Resist (Mercury): 100

Items Obtained: 166 Coins, Elixir

EXP Gained: 199

119. Gnome Wizard

Found: Road to Babi Lighthouse, Suhalla Gate, Venus Lighthouse

HP: 215

PP: 32

Attack: 257

Defense: 74

Agility: 122

Luck: 8

Turns: 1

Power (Venus): 100

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 176 Coins, Crystal Powder

EXP Gained: 219

120. Mole Mage

Found: Suhalla Gate

HP: 199

PP: 14

Attack: 265

Defense: 47
Agility: 74
Luck: 4
Turns: 1

Power (Venus): 100
Power (Mars): 70
Power (Jupiter): 80
Power (Mercury): 80

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 72
Resist (Mercury): 48

Items Obtained: 132 Coins, Antidote
EXP Gained: 191

121. Mercury Djinni (Dew)
Found: Suhalla Gate

HP: 654
PP: 59
Attack: 281
Defense: 77
Agility: 122
Luck: 19
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 95
Power (Mercury): 125

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 193

Items Obtained: 484 Coins
EXP Gained: 606

122. Wild Gryphon
Found: Road to Babi Lighthouse, Tunnel Ruins, Venus Lighthouse

HP: 370
PP: 8
Attack: 332
Defense: 112
Agility: 170
Luck: 10
Turns: 1

Power (Venus): 90
Power (Mars): 95
Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 152

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 110

Items Obtained: 290 Coins, Feathered Robe

EXP Gained: 322

123. Manticore King

Found: Road to Babi Lighthouse, Tunnel Ruins, Venus Lighthouse

HP: 348

PP: 33

Attack: 317

Defense: 106

Agility: 134

Luck: 12

Turns: 1

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 240 Coins, Psy Crystal

EXP Gained: 342

124. Willowisp

Found: Road to Babi Lighthouse, Tunnel Ruins, Venus Lighthouse

HP: 209

PP: 12

Attack: 279

Defense: 87

Agility: 121

Luck: 6

Turns: 1

Power (Venus): 100

Power (Mars): 80

Power (Jupiter): 100

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 72

Resist (Jupiter): 48

Resist (Mercury): 127

Items Obtained: 160 Coins, Nut

EXP Gained: 227

125. Plated Rat

Found: Road to Babi Lighthouse, Tunnel Ruins

HP: 203

PP: 0

Attack: 262

Defense: 130

Agility: 61

Luck: 2

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 48

Resist (Mars): 25

Resist (Jupiter): 72

Resist (Mercury): 48

Items Obtained: 135 Coins, Elixir

EXP Gained: 208

126. Chimera Mage

Found: Road to Babi Lighthouse, Tunnel Ruins, Venus Lighthouse

HP: 413

PP: 28

Attack: 326

Defense: 119

Agility: 145

Luck: 16

Turns: 1

Power (Venus): 95

Power (Mars): 115

Power (Jupiter): 95

Power (Mercury): 85

Resist (Venus): 100

Resist (Mars): 175

Resist (Jupiter): 100

Resist (Mercury): 25

Items Obtained: 300 Coins, Spiked Armor

EXP Gained: 362

127. Ice Gargoyle

Found: Road to Babi Lighthouse, Tunnel Ruins, Venus Lighthouse

HP: 304

PP: 21
Attack: 319
Defense: 150
Agility: 100
Luck: 7
Turns: 1

Power (Venus): 100
Power (Mars): 100
Power (Jupiter): 95
Power (Mercury): 100

Resist (Venus): 48
Resist (Mars): 100
Resist (Jupiter): 127
Resist (Mercury): 100

Items Obtained: 170 Coins, Potion
EXP Gained: 307

128. Skull Warrior
Found: Road to Babi Lighthouse, Tunnel Ruins, Venus Lighthouse

HP: 283
PP: 16
Attack: 322
Defense: 112
Agility: 130
Luck: 5
Turns: 1

Power (Venus): 100
Power (Mars): 80
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 127

Items Obtained: 188 Coins, Vial
EXP Gained: 301

129. Orc Lord
Found: Road to Babi Lighthouse, Tunnel Ruins

HP: 278
PP: 18
Attack: 302
Defense: 98
Agility: 70
Luck: 3
Turns: 1

Power (Venus): 100

Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 127
Resist (Mars): 100
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 198 Coins, Lucky Medal
EXP Gained: 260

130. Jupiter Djinni (Luff)
Found: Babi Lighthouse

HP: 688
PP: 62
Attack: 302
Defense: 85
Agility: 177
Luck: 21
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 506 Coins
EXP Gained: 677

131. Grand Golem
Found: Venus Lighthouse

HP: 476
PP: 0
Attack: 367
Defense: 149
Agility: 80
Luck: 5
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 208 Coins, Zodiac Wand
EXP Gained: 412

132. Recluse

Found: Venus Lighthouse

HP: 221
PP: 0
Attack: 323
Defense: 122
Agility: 109
Luck: 4
Turns: 1

Power (Venus): 95
Power (Mars): 90
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 48
Resist (Mars): 25
Resist (Jupiter): 48
Resist (Mercury): 48

Items Obtained: 153 Coins, Unicorn Ring
EXP Gained: 243

133. Boulder Beast

Found: Venus Lighthouse

HP: 211
PP: 14
Attack: 327
Defense: 127
Agility: 140
Luck: 6
Turns: 1

Power (Venus): 95
Power (Mars): 125
Power (Jupiter): 95
Power (Mercury): 75

Resist (Venus): 100
Resist (Mars): 193
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 164 Coins, Water of Life
EXP Gained: 278

134. Thunder Lizard

Found: Venus Lighthouse, Crossbone Isle

HP: 456
PP: 0
Attack: 347
Defense: 133
Agility: 134
Luck: 10
Turns: 1

Power (Venus): 80
Power (Mars): 95
Power (Jupiter): 120
Power (Mercury): 95

Resist (Venus): 25
Resist (Mars): 100
Resist (Jupiter): 193
Resist (Mercury): 100

Items Obtained: 221 Coins, Blessed Mace
EXP Gained: 422

135. Fenrir
Found: Venus Lighthouse

HP: 406
PP: 0
Attack: 357
Defense: 125
Agility: 141
Luck: 9
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 212 Coins, Kikuichimonji
EXP Gained: 402

136. Saturos
Found: Venus Lighthouse

HP: 3000
PP: 260
Attack: 409
Defense: 140
Agility: 160
Luck: 50
Turns: 1

Power (Venus): 100
Power (Mars): 110
Power (Jupiter): 100
Power (Mercury): 90

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 127
Resist (Mercury): 72

Items Obtained: 3600 Coins
EXP Gained: 3000

137. Menardi
Found: Venus Lighthouse

HP: 2600
PP: 300
Attack: 389
Defense: 134
Agility: 220
Luck: 50
Turns: 1

Power (Venus): 100
Power (Mars): 105
Power (Jupiter): 100
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 72

Items Obtained: 4200 Coins
EXP Gained: 3000

138. Fusion Dragon
Found: Venus Lighthouse

HP: 5000
PP: 500
Attack: 439
Defense: 150
Agility: 190
Luck: 50
Turns: 2

Power (Venus): 100
Power (Mars): 110
Power (Jupiter): 100
Power (Mercury): 95

Resist (Venus): 127
Resist (Mars): 175

Resist (Jupiter): 127
Resist (Mercury): 72

Items Obtained: N/A
EXP Gained: N/A

139. Hobgoblin
Found: Crossbone Isle

HP: 650
PP: 0
Attack: 203
Defense: 54
Agility: 65
Luck: 9
Turns: 1

Power (Venus): 100
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 85

Resist (Venus): 127
Resist (Mars): 100
Resist (Jupiter): 72
Resist (Mercury): 100

Items Obtained: 800 Coins, Lucky Medal
EXP Gained: 223

140. Mimic (8)
Found: Crossbone Isle

HP: 729
PP: 44
Attack: 214
Defense: 59
Agility: 97
Luck: 14
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 386 Coins, Potion
EXP Gained: 347

141. Grisly

Found: Crossbone Isle

HP: 800

PP: 0

Attack: 208

Defense: 63

Agility: 78

Luck: 13

Turns: 1

Power (Venus): 100

Power (Mars): 70

Power (Jupiter): 80

Power (Mercury): 80

Resist (Venus): 72

Resist (Mars): 25

Resist (Jupiter): 127

Resist (Mercury): 72

Items Obtained: 700 Coins, Potion

EXP Gained: 243

142. Succubus

Found: Crossbone Isle

HP: 529

PP: 56

Attack: 195

Defense: 49

Agility: 101

Luck: 12

Turns: 1

Power (Venus): 85

Power (Mars): 85

Power (Jupiter): 85

Power (Mercury): 100

Resist (Venus): 100

Resist (Mars): 72

Resist (Jupiter): 100

Resist (Mercury): 127

Items Obtained: 143 Coins, Crystal Powder

EXP Gained: 101

143. Lich

Found: Crossbone Isle

HP: 900

PP: 52

Attack: 192

Defense: 48

Agility: 106

Luck: 15

Turns: 1

Power (Venus): 100

Power (Mars): 95

Power (Jupiter): 95

Power (Mercury): 95

Resist (Venus): 72

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 152

Items Obtained: 1200 Coins, Psy Crystal

EXP Gained: 263

144. Fiendish Ghoul

Found: Crossbone Isle

HP: 609

PP: 0

Attack: 199

Defense: 45

Agility: 69

Luck: 3

Turns: 1

Power (Venus): 100

Power (Mars): 80

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 25

Resist (Mars): 7

Resist (Jupiter): 48

Resist (Mercury): 72

Items Obtained: 109 Coins, Antidote

EXP Gained: 87

145. Gryphon

Found: Crossbone Isle

HP: 1100

PP: 36

Attack: 213

Defense: 56

Agility: 98

Luck: 19

Turns: 1

Power (Venus): 90

Power (Mars): 90

Power (Jupiter): 110

Power (Mercury): 95

Resist (Venus): 152
Resist (Mars): 72
Resist (Jupiter): 48
Resist (Mercury): 110

Items Obtained: 1900 Coins, Potion
EXP Gained: 303

146. Lizard King
Found: Crossbone Isle

HP: 2000
PP: 52
Attack: 285
Defense: 93
Agility: 92
Luck: 13
Turns: 1

Power (Venus): 85
Power (Mars): 85
Power (Jupiter): 85
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 72
Resist (Jupiter): 100
Resist (Mercury): 127

Items Obtained: 1200 Coins, Psy Crystal
EXP Gained: 535

147. Chimera
Found: Crossbone Isle

HP: 1350
PP: 48
Attack: 294
Defense: 90
Agility: 121
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 115
Power (Jupiter): 95
Power (Mercury): 85

Resist (Venus): 100
Resist (Mars): 175
Resist (Jupiter): 100
Resist (Mercury): 25

Items Obtained: 800 Coins, Potion
EXP Gained: 465

148. Earth Lizard
Found: Crossbone Isle

HP: 1550
PP: 48
Attack: 278
Defense: 97
Agility: 102
Luck: 17
Turns: 1

Power (Venus): 120
Power (Mars): 95
Power (Jupiter): 80
Power (Mercury): 95

Resist (Venus): 193
Resist (Mars): 100
Resist (Jupiter): 25
Resist (Mercury): 100

Items Obtained: 920 Coins, Water of Life
EXP Gained: 545

149. Poison Toad
Found: Crossbone Isle

HP: 2250
PP: 0
Attack: 363
Defense: 97
Agility: 93
Luck: 20
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 2200 Coins, Water of Life
EXP Gained: 1732

150. Cerebus
Found: Crossbone Isle

HP: 2200
PP: 42
Attack: 369

Defense: 130
Agility: 151
Luck: 22
Turns: 1

Power (Venus): 95
Power (Mars): 85
Power (Jupiter): 95
Power (Mercury): 115

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 100
Resist (Mercury): 175

Items Obtained: 3200 Coins, Psy Crystal
EXP Gained: 1863

151. Mimic (9)
Found: Crossbone Isle

HP: 1206
PP: 68
Attack: 367
Defense: 126
Agility: 167
Luck: 18
Turns: 1

Power (Venus): 95
Power (Mars): 75
Power (Jupiter): 105
Power (Mercury): 100

Resist (Venus): 100
Resist (Mars): 25
Resist (Jupiter): 152
Resist (Mercury): 127

Items Obtained: 643 Coins, Potion
EXP Gained: 1009

152. Deadbeard
Found: Crossbone Isle

HP: 6000
PP: 600
Attack: 468
Defense: 178
Agility: 180
Luck: 60
Turns: 2

Power (Venus): 100
Power (Mars): 120
Power (Jupiter): 110

Power (Mercury): 130

Resist (Venus): 72

Resist (Mars): 127

Resist (Jupiter): 152

Resist (Mercury): 193

Items Obtained: 9000 Coins, Water of Life

EXP Gained: 8000

153. Venus Djinni (???)

Found: N/A

HP: 623

PP: 51

Attack: 271

Defense: 71

Agility: 160

Luck: 18

Turns: 1

Power (Venus): 120

Power (Mars): 95

Power (Jupiter): 80

Power (Mercury): 95

Resist (Venus): 193

Resist (Mars): 100

Resist (Jupiter): 25

Resist (Mercury): 100

Items Obtained: 464 Coins

EXP Gained: 534

=====
XIV. Shops
=====

In this section, I will list all of the shops in the game, along with info about them and such.

Vale

Weapon Shop:

Long Sword - 200 Coins

Short Sword - 120 Coins

Mace - 80 Coins

Wooden Stick - 40 Coins

Armor Shop:

Travel Vest - 50 Coins
Wooden Shield - 40 Coins
Leather Cap - 30 Coins
One-Piece Dress - 25 Coins
Cotton Shirt - 20 Coins
Padded Gloves - 10 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins

Vault

Weapon Shop:

Battle Axe - 280 Coins
Long Sword - 200 Coins
Short Sword - 120 Coins
Mace - 80 Coins

Armor Shop:

Leather Armlet - 180 Coins
Circlet - 120 Coins
Travel Vest - 50 Coins
Wooden Shield - 40 Coins
Leather Cap - 30 Coins
Padded Gloves - 10 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins

Bilibin

Weapon Shop:

Broad Sword - 1000 Coins
Hunter's Sword - 520 Coins
Heavy Mace - 500 Coins
Battle Axe - 280 Coins
Long Sword - 200 Coins

Armor Shop:

Bronze Shield - 500 Coins
Leather Armor - 240 Coins
Leather Gloves - 220 Coins
Travel Robe - 200 Coins
Open Helm - 180 Coins
Leather Armlet - 180 Coins
Travel Vest - 50 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins
Elixir - 30 Coins
Sacred Feather - 70 Coins

Imil

Weapon Shop:

Hunter's Sword - 520 Coins
Broad Sword - 1000 Coins
Heavy Mace - 500 Coins
Battle Axe - 280 Coins

Armor Shop:

Adept's Clothes - 850 Coins
Bronze Shield - 500 Coins
Leather Armor - 240 Coins
Wooden Cap - 400 Coins
Leather Gloves - 220 Coins
Open Helm - 180 Coins
Leather Armlet - 180 Coins
Circlet - 120 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins
Elixir - 30 Coins
Sacred Feather - 70 Coins

Kolima

Weapon Shop:

Broad Axe - 1400 Coins
Broad Sword - 1000 Coins
Hunter's Sword - 520 Coins
Heavy Mace - 500 Coins

Armor Shop:

Adept's Clothes - 850 Coins
Armllet - 900 Coins
Bronze Helm - 600 Coins
Bronze Shield - 500 Coins
Leather Armor - 240 Coins
Wooden Cap - 400 Coins
Leather Gloves - 220 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins
Elixir - 30 Coins
Sacred Feather - 70 Coins

Xian

Weapon Shop:

Battle Rapier - 2900 Coins
Battle Mace - 2600 Coins
Broad Axe - 1400 Coins
Broad Sword - 1000 Coins

Armor Shop:

Silk Robe - 1400 Coins
Iron Shield - 1200 Coins
Adept's Clothes - 850 Coins
Armllet - 900 Coins
Silver Circlet - 1300 Coins
Bronze Helm - 600 Coins
Wooden Cap - 400 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins

Elixir - 30 Coins

Sacred Feather - 70 Coins

Altin

Weapon Shop:

Claymore - 4000 Coins

Battle Rapier - 2900 Coins

Battle Mace - 2600 Coins

Broad Axe - 1400 Coins

Armor Shop:

Gauntlets - 1600 Coins

Silk Robe - 1400 Coins

Iron Shield - 1200 Coins

Adept's Clothes - 850 Coins

Armllet - 900 Coins

Silver Circlet - 1300 Coins

Bronze Helm - 600 Coins

Item Shop:

Herb - 10 Coins

Antidote - 20 Coins

Elixir - 30 Coins

Sacred Feather - 70 Coins

Nut - 200 Coins

Kalay

Weapon Shop:

Great Axe - 5200 Coins
Claymore - 4000 Coins
Battle Rapier - 2900 Coins
Battle Mace - 2600 Coins

Armor Shop:

Jerkin - 2400 Coins
Chain Mail - 2000 Coins
Heavy Armlet - 2000 Coins
Mail Cap - 2000 Coins
Gauntlets - 1600 Coins
Iron Shield - 1200 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins
Elixir - 30 Coins
Sacred Feather - 70 Coins
Nut - 200 Coins

Tolbi

Weapon Shop:

Great Sword - 7000 Coins
Master Rapier - 6800 Coins
Great Axe - 5200 Coins
War Mace - 6200 Coins

Armor Shop:

Armored Shell - 3600 Coins
Silver Vest - 3200 Coins
Jerkin - 2400 Coins

Guardian Circlet - 3400 Coins

Heavy Armlet - 2000 Coins

Gauntlets - 1600 Coins

Mail Cap - 2000 Coins

Item Shop:

Herb - 10 Coins

Antidote - 20 Coins

Elixir - 30 Coins

Sacred Feather - 70 Coins

Nut - 200 Coins

Lunpa

Weapon Shop:

Great Sword - 7000 Coins

Master Rapier - 6800 Coins

Great Axe - 5200 Coins

War Mace - 6200 Coins

Armor Shop:

Plate Mail - 4400 Coins

Silver Armlet - 4000 Coins

Silver Helm - 3900 Coins

Plantinum Circlet - 4200 Coins

Item Shop:

Herb - 10 Coins

Antidote - 20 Coins

Elixir - 30 Coins

Sacred Feather - 70 Coins

Suhalla

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins
Elixir - 30 Coins
Sacred Feather - 70 Coins

Lalivero

Weapon Shop:

Great Sword - 7000 Coins
Master Rapier - 6800 Coins
Great Axe - 5200 Coins
War Mace - 6200 Coins

Armor Shop:

Steel Armor - 4900 Coins
Knight's Helm - 4600 Coins
Plantinum Circlet - 4200 Coins

Item Shop:

Herb - 10 Coins
Antidote - 20 Coins
Elixir - 30 Coins
Sacred Feather - 70 Coins

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XV. Secrets
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In this section, I will list all of the secrets in the game, along with info about how to do them and such.

Secret #1 - Send Option

After you beat the game, you will be given the option to save after the scene with Kraden, Jenna, and Alex. Save over a file that you don't use, and it will show up on the file select screen as "(Clear data)", meaning you can't use that file unless you delete it. On the main menu screen, hold Left on the D-Pad, hold R, and press B. Keep R held after pressing B, and a new option on the far right should appear, called "Send". Select this and select a cleared file, then you'll be given the option to get a password or use a link cable. Both will allow you to transfer your data over to Golden Sun: The Lost Age. If you select the "Password" option, you'll be able to choose either the Bronze, Silver, or Gold options.

Bronze contains the shortest password, only transferring your character's levels and Djinn. Silver is the second shortest password, transferring the same as Bronze, but with your character's stats as well. Gold has a 6-page long password, and transfers everything (your levels, Djinn, character stats, items, and coins), and is by far the best choice. Be sure to write down your password, or just use a link cable should you play The Lost Age.

=====
XVI. Frequently Asked Questions
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In this section, I will list the most commonly asked questions regarding this game. Before emailing me with a question, please refer to this very section first, and see if your question is already answered! Thank you.

Q: How do I uncurse a weapon/armor?

A: Go to the sanctuary of any town, and you can pay the wizard there a price for him to remove it.

Q: How do I get the Cloak Ball if I didn't win the Colosso?

A: Many people say it's impossible, but I don't think it is. I remember reading

about how to get it, but I don't remember how. Email me if you find out.

Q: I have a question about The Lost Age...

A: I can't answer those. This is a Golden Sun FAQ, after all, not one for TLA. Check another guide for TLA if you need help on it.

Q: What's a good level to be at for the final boss?

A: Around 28-30. You should do fine if you're around that level, and have the most up-to-date equipment. If all else fails, go through Crossbone Isle to get some of the best equipment in the game, and maybe level up some.

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XVII. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible. Please make the subject something to do with the game (such as "Golden Sun FAQ"), so I'll know that your email isn't spam.

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XVIII. Credits
=====

Credits go to you for reading this guide.
Credits go to me for taking the time to write this guide.
Credits go to strawhat and his Psynergy/Class FAQ. It really helped me out.
 Thank you!
Credits go to Torrent Lord's excellent enemy list. Thanks!

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XIX. Copyrights
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