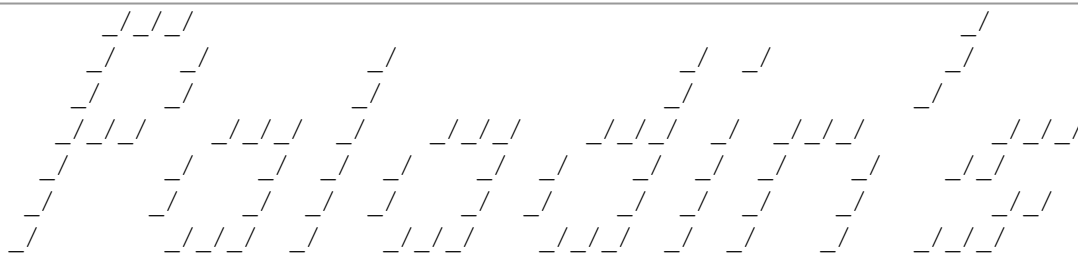


Paladin's Quest FAQ/Walkthrough

by Synchysi

Updated to v2.00 on Dec 31, 2005



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To go to a specific section, hit Ctrl+F and type in the key that is at the end of each listed section in brackets. Include the brackets.

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If, for whatever reason, you want to use this guide for your site or anything, ask me first. If you ask nicely I'll more than likely grant permission. I'm not exactly sure why anyone would really want to use this thing anyway, but that's beside the point.

As this is an in-depth guide, it will contain spoilers.

.:Contact Info:.

For questions about this guide, e-mail is preferred. I check it roughly once every day or two, and usually at around midnight US central time (GMT -6:00). Finally, do NOT e-mail me at my MSN address. I never check that inbox, and as far as I know the account is closed. I just use it for my MSN identity.

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On the GameFAQs boards, I go by Averlus.

The following sites are the only places my guide should be posted at. If it's up anywhere else, it's posted without my permission and therefore illegally. The one at GameFAQs will always be the most recently updated one.

GameFAQs <<http://www.gamefaqs.com/>>
IGN <<http://faqs.ign.com/>>
Cheats.de <<http://www.cheats.de/>>
NeoSeeker <<https://www.neoseeker.com/>>

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.:Version History:. [VRH]

If you couldn't tell by the title alone, this section lists the different versions of this guide and what changes were made in each.

Version 2.00 is the final planned update, meaning I'm not working on anything else for the guide. However, if there's something missing from this guide, tell me about it and I'll put it in.

Version 2.00

- ~ Changed contact information [12/31/05]
~ Finished recommended levels for every area.
~ Equipment lists are finished and organized in a shiny new table.
~ Added the location where Lillie's equipment can be found for free.

Version 1.99

-
- ~ Finally got that damned enemy map. Special thanks to PlatinumRook for scanning it for me.
 - ~ Added the secret area in the tower south of Karon.
 - ~ Removed my theory about obtaining the Gomutai due to it being disproven.

Version 1.98

-
- ~ Added every item I've found in the game and got the stats through various hacks.
 - ~ Fixed the rest (hopefully) of the typos and formatting errors.

Version 1.95

-
- ~ Took out the recommended party part of the area guide things and took out the unnecessary ones.
 - ~ Fixed a few typos.
 - ~ Still haven't found the map of enemies that came with the cartridge, so I can't get the HP of the bosses yet.

Version 1.90

-
- ~ Inverted the order the version history and intro/tips section were listed.
 - ~ Fixed Wild's mercenary comments.
 - ~ Added a section before each area which lists the recommended party, items to be found in the area, and any recruits in the area.
 - ~ Updated credits section.

Version 1.85

-
- ~ Finished walkthrough.
 - ~ Condensed the Tips/Info section and added a few things, which may have made it even longer.
 - ~ Condensed the disclaimer.
 - ~ Finished town listing and shop list.

Version 1.35

-
- ~ Walkthrough completed up just before the end.
 - ~ Finished mercenary and storyline characters lists, stats and all.
 - ~ Added a list of what I think are the most useful mercenaries.
 - ~ Moved the method for obtaining the Gomutai to the Intro/Tips section.
 - ~ Added more equipment to their respective lists.

Version 1.00

-
- ~ First version. Yay.
 - ~ Complete list of mercenaries and other playable characters.
 - ~ Complete list of Spirits, spells, and in-game descriptions.
 - ~ Walkthrough completed up to Karon, and weapon, armor, item list up to that point included.
 - ~ Made that stupid lookin' and barely legible ASCII art at the top.

=====
.:Intro/Tips:. [INT]

Paladin's Quest is an RPG that was released on the SNES back in 1993. I bought it at the time after my brother told me it was reported to be one of the best RPGs. I've played through the game dozens of times and I still love it. I've

heard several gripes about it, from the graphics to the difficulty, both of which I find bearable. This is the first guide I've ever written, so bear with me if it seems unorganized or sloppy in any way.

Below are some tips I've written, along with some theories about the mechanics of the game, that should prove to be useful throughout your playing experience.

1. Magic: Learn Spirits as soon as you can, and use the spells. The only way to increase your affinity with a Spirit (and therefore increase the damage or effectiveness of and defense against spells associated with that spirit) is to use it. Through a few cheats and experiments, I've determined that multiple use of a spell in battle does not increase it more than using it once does; that is, using FireS once in a battle will increase your affinity with the Fire Spirit as much as using FireS 10 times in a battle will. I've tested and confirmed this, so I'm sure it's true.

Also, I suggest that all cards (items with a Spirit followed by 'cd'; Earth cd, for example) should be used on Chezni. Maxing out the affinity with a spirit for characters is useful, but it's plenty more useful for Chezni. The reason being that the power of the final spell, Spirit, is based upon your affinity with every spirit. Therefore, if you've maxed out Chezni's affinity with every spirit, the spell Spirit will be at its strongest. The cards raise your affinity with a Spirit anywhere from one to five points. Every two points that a card raises your affinity is like using the Spirit one time in battle. That is, using FireS in battle will raise your affinity with the Fire Spirit the equivalent of two points if you used a card instead.

Finally, contrary to what I had here in previous versions, I've found that using a spell affiliated with two Spirits will raise your affinity with both spirits as much using a spell affiliated with one Spirit will. That is, using FireG will raise your affinity with the Fire Spirit as much as using FireS would. I've tested and confirmed this, so I'm sure it's true.

2. Items and equipment: Buying the best equipment isn't always the best way. Oftentimes, you'll find equipment equal to or better than equipment you can buy soon after you see it in a shop. The exception to this is if a character is in desperate need of defense or speed; then, by all means, upgrade his or her equipment.

Also, fill up your bottles at every opportunity. The only healing spell on the game kills the person who cast it, and there's no way that I'm aware of to revive a character in the middle of a battle. Therefore, bottles are your best means of healing.

Through numerous tests, I've determined that the Wind sw is the most powerful weapon on the game. It only gives a +38 bonus to attack power, but it hits twice each round. That's not to say it gives a total bonus of +76, but rather it effectively doubles your Atk, so long as it hits the same enemy. When your Pow gets higher later in the game, you'll be doing a noticeably larger amount of damage with the Wind sw than you would with the Gomutai.

Finally, save all stat-up items for use on Chezni. You could use them on Midia, but I generally only use the Speed Up item on her, since she becomes my main healer at the end of the game. Most everything else I use on Chezni, since he is by far the most important character in the game.

I'll add some more as I progress through the game and come upon problem areas or when they're submitted, though I don't expect many of those. Following are

some questions I've heard asked repeatedly (or once or twice).

Q: Where can I get this Gomutai I've heard so much about?

A: There are enemies in the tower south of Karon called Sleepers who will occasionally run away from battle and start following you. If you get six or more of them to follow you at a time, you'll engage in a battle with an enemy called Bigboss. Defeat it and you have a chance to be awarded with the Gomutai, the absolute most powerful weapon on the game in terms of attack power (+300). The only downfall is that it's a two-handed weapon, but who needs defense when the enemies go down in one hit? There's only one weapon stronger in terms of pure damage dealing capability, which you won't have the opportunity of obtaining until close the end of the game, so it's up to you to determine whether or not to take the time to get it.

Q: Can you defeat Dal Gren at the beginning of the game?

A: No. He has infinite HP.

Q: Can you defeat Lokiarn the first time you fight him?

A: Yes. There are cheat codes out there that let you give Chezni the Spirit spell. Do that, and Lokiarn goes down. If you're on an emulator, you can hack a save state and give Chezni all Kormu's equipment and take him out. You can't do anything afterward since you'll be stuck in a closed-in area, though.

=====
.:Characters:. [CHA]

This, obviously, is a list of every playable character in the game.

.:Main Characters:.

As should be blatantly obvious, listed here are the main characters of Paladin's Quest. Chezni must be in your party at all times, and after you save Midia, she will be too. I know the manual says she'll leave sometimes to be with her family, but in the many times I've played through this game, I've never encountered such an event.

Legend

MHP: Max Hit Points
Pwr: Power (attack power with no equipment)
Agi: Speed (speed with no equipment)
End: Endurance (defense with no equipment)
Lck: Luck (generally affects evade% and hit%, I think)
Atk: Attack Power (power + equipment)
Def: Defence Power (endurance + equipment)
Spd: Attack Speed (speed + equipment)

Chezni

Age: 13
Sex: Male
Race: Lafury
Quote: I want to be a great spiritualist.
Starting Level: 1
Starting Equipment: Head - Nothing
 R. Hand - Kn
 L. Hand - Nothing

Body - Uniform
Legs - Nothing
Belt - Minibl 9

Starting Stats: MHP - 120
Pwr - 15
Agi - 5
End - 12
Lck - 5
Atk - 17
Def - 24
Spd - 5

Starting Spirits: Fire (F)

Midia

Age: 13
Sex: Female
Race: Lafury
Quote: I will follow you wherever you go.
Starting Level: 4
Starting Equipment: Head - Nothing
R. Hand - Para kn
L. Hand - Nothing
Body - Sacr drs
Legs - Nothing
Belt - Minibl 9

Starting Stats: MHP - 160
Pwr - 26
Agi - 30
End - 14
Lck - 20
Atk - 29
Def - 26
Spd - 30

Starting Spirits: Earth (E), Light (L)

.:Storyline Characters:.

There are characters that are required to join your party during the course of the game, but aren't available to hire as mercenaries whenever you desire. They usually join you for a mission and leave shortly after said mission is done.

Legend

MHP: Max Hit Points
Pwr: Power (attack power with no equipment)
Agi: Speed (speed with no equipment)
End: Endurance (defense with no equipment)
Lck: Luck (generally affects evade% and hit%, I think)
Atk: Attack Power (power + equipment)
Def: Defence Power (endurance + equipment)
Spd: Attack Speed (speed + equipment)

Duke

Age: 13
Sex: Male
Race: Saynol
Quote: There's something good over there!
Starting Level: 2
Equipment: Head - Nothing
R. Hand - Club
L. Hand - Nothing

Body - Uniform
Legs - Nothing
Belt - Minibl 9
Starting Stats: MHP - 105
Pwr - 17
Agi - 6
End - 13
Lck - 6
Atk - 18
Def - 25
Spd - 6
Spirits: Sky (Sk)

Fritz

Age: 35
Sex: Male
Race: Lubott
Quote: I'm an expert with the bow!
Starting Level: 7
Equipment: Head - Lth h
R. Hand - Bow
L. Hand - Bow
Body - Lth
Legs - Short bt
Belt - Minibl 9
Starting Stats: MHP - 225
Pwr - 38
Agi - 30
End - 21
Lck - 20
Atk - 50
Def - 45
Spd - 33
Spirits: None

Tiger

Age: 20
Sex: Male
Race: Skuruu
Quote: Leave whips and wind magic to me!
Starting Level: 8
Equipment: Head - Fth h
R. Hand - Wh
L. Hand - Dagger
Body - Fly jk
Legs - Nothing
Belt - Nothing
Starting Stats: MHP - 310
Pwr - 42
Agi - 46
End - 47
Lck - 40
Atk - 52
Def - 64
Spd - 50
Spirits: Water (W), Sky (Sk)

Smash

Age: 45
Sex: Male

Race: Godom

Quote: The bombs are my weapons.

Starting Level: 14

Equipment: Head - Ht
R. Hand - Pickaxe
L. Hand - Shovel
Body - Work cl
Legs - Short bt
Belt - Bombbl 9

Starting Stats: MHP - 340

Pwr - 70

Agi - 60

End - 53

Lck - 55

Atk - 92

Def - 75

Spd - 63

Spirits: None

Grunt

Age: 40

Sex: Male

Race: Doru

Quote: I'll show you what knives can do.

Starting Level: 37

Equipment: Head - Com mt
R. Hand - Com kn
L. Hand - Blkjack
Body - Com cl
Legs - Com bt
Belt - Highbl 9

Starting Stats: MHP - 1000

Pwr - 160

Agi - 190

End - 122

Lck - 180

Atk - 209

Def - 169

Spd - 195

Spirits: None

Chill

Age: 22

Sex: Female

Race: Fiorla

Quote: Let us go and see the woman.

Starting Level: 36

Equipment: Head - GH orn
R. Hand - Compact
L. Hand - Handbag
Body - Body drs
Legs - G heels
Belt - G lips

Starting Stats: MHP - 300

Pwr - 195

Agi - 188

End - 120

Lck - 200

Atk - 199

Def - 136

Spirits: None

Wind

Age: 28

Sex: Female

Race: Doru

Quote: I received combat training!

Starting Level: 37

Equipment: Head - Fth h
 R. Hand - Nothing
 L. Hand - Nothing
 Body - Liht drs
 Legs - H heels
 Belt - Nothing

Starting Stats: MHP - 990

Pwr - 150

Agi - 210

End - 117

Lck - 190

Atk - 155

Def - 136

Spd - 219

Spirits: Light (L)

Fiery

Age: 23

Sex: Female

Race: Doru

Quote: I'll show Zaygos my weapons' power!

Starting Level: 45

Equipment: Head - Com mt
 R. Hand - Psn nd
 L. Hand - Blowgn
 Body - Com cl
 Legs - Com bt
 Belt - Bombbl 9

Starting Stats: MHP - 1190

Pwr - 190

Agi - 230

End - 147

Lck - 230

Atk - 232

Def - 194

Spd - 235

Spirits: Earth (E), Heart (Ht), Sky (Sk)

.:Mercenaries:.

As the name implies, these are characters you have the option of recruiting during your quest, but you're not required at any time to do so. Obviously, recruiting them will increase your chances of advancing in the game, if for no other reason than to give the enemy an extra target. You cannot buy equipment for or unequip (and therefore sell) the equipment of any mercenary. You also can't teach mercenaries any Spirits. Each mercenary has his or her strengths and weaknesses, and I'll do my best to give my opinion on each mercenary. There are a few mercenaries who require you to pay them to join you, and once a mercenary is dismissed, they go back to where they were originally recruited. Additionally, the Hire spell and the S Tavern item can be used to recruit mercenaries you've previously recruited. For mercenaries to be available for

recruitment through the use of Hire or a S Tavern, you only have to recruit them. The only exception are the Razav brothers; you have to take them on the boat with you out of the hideout for them to be available for hire later on.

Legend

MHP: Max Hit Points
Pwr: Power (attack power with no equipment)
Agi: Speed (speed with no equipment)
End: Endurance (defense with no equipment)
Lck: Luck (generally affects evade% and hit%, I think)
Atk: Attack Power (power + equipment)
Def: Defence Power (endurance + equipment)
Spd: Attack Speed (speed + equipment)

Gorf

Age: 30
Sex: Male
Race: Godom
Quote: My bombs damage every enemy!
Starting Level: 14
Recruitment Cost: Free
Location: Hagudo
Equipment: Head - Ht
R. Hand - Pickaxe
L. Hand - Nothing
Body - Work cl
Legs - Short bt
Belt - Bombbl 9

Starting Stats: MHP - 440
Pwr - 70
Agi - 60
End - 54
Lck - 55
Atk - 87
Def - 76
Spd - 63

Spirits: None

Comments: He's just a pumped up version of Smash, who isn't terribly impressive himself. His best weapon is his Bombbl but I never was a big fan of those since they take up the only space you can equip healing items. As it is, he's only useful for helping you travel the short distance from Hagudo to Jurayn, and he should just be ditched after you have enough money to replace him.

Dan

Age: 27
Sex: Male
Race: Lafury
Quote: My kicking power is devastating!
Starting Level: 17
Recruitment Cost: 300G
Location: Jurayn
Equipment: Head - Nothing
R. Hand - Tonfa
L. Hand - Tonfa
Body - HTH cl
Legs - Iron bt
Belt - Nothing

Starting Stats: MHP - 515
Pwr - 85

Agi - 100
End - 52
Lck - 90
Atk - 125
Def - 69
Spd - 101

Spirits: None

Comments: As his quote says, his best attack is usually his Iron bt, as it's more reliable and consistent in dealing damage. His Tonfa, since they attack twice, potentially do more damage so long as they hit the same enemy. His defense is absurdly low, however, which makes him almost an easy kill for the Renegades in the floating temple. Regardless, he's plenty more useful than Gorf.

Zuran

Age: 26

Sex: Male

Race: Saynol

Quote: No one can beat me.

Starting Level: 18

Recruitment Cost: 500G

Location: Jurayn

Equipment: Head - Nothing
R. Hand - Bmg
L. Hand - Nothing
Body - Mid ar
Legs - Nothing
Belt - Nothing

Starting Stats: MHP - 520

Pwr - 90

Agi - 130

End - 63

Lck - 110

Atk - 98

Def - 82

Spd - 130

Spirits: Water (W)

Comments: While the Bmg is a rather weak weapon, it hits an entire enemy group which is, needless to say, rather useful. His single magic spell is almost necessary for defeating the Renegades, especially if you have Dan. Zuran's defense is respectable due to the Mid ar, but could be better if he actually wore something else.

Destry

Age: 28

Sex: Male

Race: Lubott

Quote: I have lifting strength!

Starting Level: 21

Recruitment Cost: 50G

Location: Doubor

Equipment: Head - Powermet
R. Hand - Btl ct
L. Hand - Fire sh
Body - Mid ar
Legs - Long bt
Belt - Nothing

Starting Stats: MHP - 590

Pwr - 95

Agi - 115

End - 72
Lck - 115
Atk - 111
Def - 116
Spd - 119

Spirits: Sky (Sk), Heart (Ht)

Comments: Potentially very powerful, as the Btl ct hits an entire enemy group and his Atk is rather high. However, the fact that he leaves once you enter any city (and takes half your money in the process) is a major downfall, and therefore makes him expendable once you reach Lagon. Otherwise, he may be more useful than Wild to go through the dungeon north of Lagon.

Slayer

Age: 36
Sex: Male
Race: Lubott
Quote: I can withstand anything.
Starting Level: 20
Recruitment Cost: 400G
Location: Doubor
Equipment: Head - Powermet
R. Hand - Heavy sw
L. Hand - Evil sh
Body - Heavy ar
Legs - Long bt
Belt - Minibl 9

Starting Stats: MHP - 565
Pwr - 90
Agi - 90
End - 77
Lck - 100
Atk - 110
Def - 130
Spd - 94

Spirits: Earth (E), Water (W)

Comments: A good teammate for the time you get him, but quickly becomes obsolete once you have access to Wild and MeanMa. On the way to Lagon, though, he's quite useful. He has high Atk and Def, which makes him able to withstand most anything you'll encounter at the time you recruit him. His speed is lacking, which makes his Minibl useless in battle.

Wild

Age: 17
Sex: Female
Race: Saynol
Quote: I use water magic!
Starting Level: 21
Recruitment Cost: Free
Location: Lagon
Equipment: Head - Nothing
R. Hand - Glow bow
L. Hand - Glow bow
Body - Rain cl
Legs - Nothing
Belt - Minibl 9

Starting Stats: MHP - 645
Pwr - 82
Agi - 125
End - 80

Lck - 115

Atk - 112

Def - 96

Spd - 125

Spirits: Water (W), Sky (Sk)

Comments: She has pretty good Atk and a weapon which hits an entire enemy group. Additionally, she has good affinity with her spells which makes her somewhat useful in itself. Her defense is low, but the Rain cl heals 300 HP when used in battle, so she's self-sufficient. Destry would probably be more useful than Wild for the dungeon north of Lagon, but he can't be taken inside cities from the world map, so Wild's just about your only choice. That's not necessarily a bad thing, though.

MeanMa

Age: 28

Sex: Female

Race: Lafury

Quote: Please don't dismiss me!

Starting Level: 22

Recruitment Cost: Free

Location: Lagon

Equipment: Head - Nothing
R. Hand - Gauntlet
L. Hand - Razor
Body - Mid drs
Legs - Mid bt
Belt - Highbl 9

Starting Stats: MHP - 665

Pwr - 90

Agi - 130

End - 87

Lck - 140

Atk - 112

Def - 116

Spd - 134

Spirits: Light (L), Sphere (Sp)

Comments: Just for the fact that she has good affinity with the Sphere Spirit makes her useful, especially against the Guardian in the shrine near Barsas. Other than that, she has two weak weapons, which makes her Atk misleading. Her Def is very nice for this point in the game and she's fast, so she can make good use of her Highbl. A note for when you want to get rid of her: you can't ditch her like you can other mercenaries. She'll leave when she either dies in battle or is forced out, either by Chill or when you enter Zaygos' castle.

Fastjo

Age: 25

Sex: Male

Race: Lubott

Quote: I am a master with weapons!

Starting Level: 25

Recruitment Cost: Free

Location: Minstrel tent near Barsas

Equipment: Head - Nothing
R. Hand - Btl ct
L. Hand - Demon wh
Body - Actor cl
Legs - Nothing
Belt - Nothing

Starting Stats: MHP - 850

Pwr - 110
Agi - 140
End - 82
Lck - 150
Atk - 137
Def - 82
Spd - 140

Spirits: Air (A), Heart (Ht)

Comments: He's a high-powered offensive weapon. Even with two weapons, his Atk gives a good idea of how much damage he's capable of dealing. The Btl ct damages an entire enemy group, and the Demon wh is pretty strong in itself. His downfall is the fact that the armor he wears gives no defense and he's therefore easy prey for any enemies who aren't disposed of quickly.

Gunny

Age: 29

Sex: Male

Race: Doru

Quote: I'm strong. No one beats me.

Starting Level: 36

Recruitment Cost: Free

Location: Saskuot Resistance hideout

Equipment: Head - Nothing
R. Hand - G tree
L. Hand - R crag
Body - Com cl
Legs - Nothing
Belt - Nothing

Starting Stats: MHP - 1020

Pwr - 162
Agi - 150
End - 127
Lck - 160
Atk - 209
Def - 156
Spd - 150

Spirits: None

Comments: Like Fastjo, even though he has two weapons, his Atk isn't very misleading. The R crag does more damage, but the G tree hits a group of enemies for pretty decent damage, so that alone would be useful. He has high natural defense, which makes the fact that he only has one piece of armor on bearable. He's also pretty fast for this time in the game. All that makes him a very solid companion for quite a while.

Bean

Age: 233

Sex: Male

Race: Specter

Quote: I have no equal in sword fighting.

Starting Level: 39

Recruitment Cost: Free

Location: Karon

Equipment: Head - Anq hl
R. Hand - Anq sw
L. Hand - Anq sh
Body - Anq ar
Legs - Anq bt
Belt - Pray st

Starting Stats: MHP - 1040

Pwr - 166
Agi - 200
End - 132
Lck - 100
Atk - 242
Def - 200
Spd - 200

Spirits: None

Comments: Bean is my favorite mercenary, so pardon me if this seems a little biased. He'll likely be the strongest person in your party for a long while. His high natural Pwr plus the powerful Anq sw gives him quite a boost in Atk. He has high Def, making him very durable, and good Spd, making him ideal for annihilating a troublesome enemy quickly. I'd much rather have him equipped with a Highbl instead of that useless Pray st, though. Regardless of that, Bean is a very good companion for the time you'll have him.

J Razav

Age: 26
Sex: Male
Race: Rackgo
Quote: We're high-powered soldiers!
Starting Level: 42
Recruitment Cost: 1000G
Location: Resistance hideout near Karon
Equipment: Head - Rage Ht
R. Hand - HST
L. Hand - Wind sw
Body - Storm ar
Legs - Svn bt
Belt - Minibl 9

Starting Stats: MHP - 1120
Pwr - 180
Agi - 220
End - 137
Lck - 220
Atk - 305
Def - 226
Spd - 220

Spirits: None

Comments: At the time you recruit him, his defense will be so incredibly high that he'll take single-digit damage from most enemies in the area. His Atk is a bit misleading because he has two weapons, but the HST can and should be ignored. The Wind sw is his most dangerous weapon, simply because it attacks twice each round. Through numerous experiments, I've found it consistently capable of dealing more damage than the Gomutai. Why he has a Minibl I'll never know; it'd take four uses of it just to restore him to full HP, but that's of no concern. He's not there for his healing abilities, he's there to wipe the enemies out.

G Razav (1)

Age: 19
Sex: Male
Race: Rackgo
Quote: I'm weak. I want to be strong.
Starting Level: 20
Recruitment Cost: 1000G
Location: Resistance hideout near Karon
Equipment: Head - Face mk
R. Hand - Seed sw

L. Hand - Good sh
Body - Bib
Legs - Sh soles
Belt - Stf gubo

Starting Stats: MHP - 610
Pwr - 99
Agi - 111
End - 55
Lck - 133
Atk - 176
Def - 171
Spd - 116

Spirits: None

Comments: G Razav is right, he is weak. He starts at level 20 in an area where you should be closing in on level 40. His equipment is pretty good, but due to low stats, the only useful thing he can do is occasionally freeze enemies with the Seed sw, or confuse them with the Stf gubo. However, he comes with the powerful J Razav, so it's a good investment to pick him up, especially considering what he becomes...

G Razav (2)

Age: 19
Sex: Male
Race: Rackgo
Quote: I've become strong!
Starting Level: 55
Recruitment Cost: Free
Location: Use Hire or a S tavern
Equipment: Head - Face mk
R. Hand - Seed sw
L. Hand - Good sh
Body - Bib
Legs - Sh soles
Belt - Stf gubo

Starting Stats: MHP - 1520
Pwr - 231
Agi - 285
End - 177
Lck - 290
Atk - 308
Def - 293
Spd - 290

Spirits: Earth (E), Water (W), Fire (F), Sky (Sk)

Comments: Here's the true face of G Razav. He has become a lot stronger in the time he's spent away from the party; even more powerful than his brother, J. Now, not only does that Seed sw occasionally freeze enemies, it does some pretty damn good damage. He's very fast and has very high defense, and his HP should easily outclass that of everyone else in your party. Along with his physical improvements, he's learned some Spirits. He is only one of three mercenaries in the game to know the Fire Spirit, and his affinity with it is very high to begin with. G Razav becomes the ideal, prototypical mercenary that you'd want in your party; an excellent combination of power, defense, speed, and magic. Easily one of the top five mercenaries in the game.

Checan

Age: 41
Sex: Male
Race: Doru
Quote: Just watch what I do with my weapons.

Starting Level: 43
Recruitment Cost: 2000G
Location: Resistance hideout near Karon
Equipment: Head - Flm mt
R. Hand - Z eraser
L. Hand - Gabni sh
Body - Ener cl
Legs - Com sk
Belt - Highbl 9

Starting Stats: MHP - 1165
Pwr - 188
Agi - 230
End - 100
Lck - 230
Atk - 228
Def - 209
Spd - 237

Spirits: Earth (E), Heart (Ht), Sphere (Sp)

Comments: It's a pity you can only take Checan or the Razav brothers with you from the Resistance hideout, because Checan is great. He has low natural defense but very good equipment to make up for that. The ability of the Z eraser to hit an entire enemy group combined with his high natural power makes him a dangerous offensive weapon. When he's not attacking, his high speed combined with the Highbl he has makes him a potent healer, though that's not what he's in your party for.

Lilie

Age: 16
Sex: Female
Race: Fiorla
Quote: I am a great magician.
Starting Level: 42
Recruitment Cost: 34800G/Free
Location: Roki
Equipment: Head - Hair orn
R. Hand - Life wh
L. Hand - Life cor
Body - Drem drs
Legs - Wndr bt
Belt - Nothing

Starting Stats: MHP - 1110
Pwr - 170
Agi - 230
End - 132
Lck - 250
Atk - 240
Def - 184
Spd - 238

Spirits: Light (L), Air (A), Fire (F), Heart (Ht)

Comments: Yeah, that recruitment cost is insane if you choose to recruit her as soon as you arrive at Roki. Technically, I suppose her recruitment cost should be free since she doesn't force you to pay her when she actually joins you (and you can get all the equipment for free much later in the game), but she does make you go buy all the equipment she comes with if you want her immediately, which amounts to the above total. The equipment itself isn't all that bad; the Life wh drains half the damage it deals, and Lilie has very respectable Atk. The Life cor works the same way as Sph cr so she can heal herself if needed. The Wndr bt and the Drem drs have nice numbers as well. Her affinity with the Spirits she has is high, too. However, her defense is ridiculously low; only 13 points

higher than that of the level 20 G Razav. Her good speed is wasted with her inability to consistently deal good damage and lack of a healing bottle. Overall, I don't think she's worth the money you have to spend to get her, but you should get her anyway for the ending.

Chen

Age: 27
Sex: Male
Race: Fiorla
Quote: I'm a Karate master.
Starting Level: 43
Recruitment Cost: Free
Location: Zaygos' castle prison
Equipment: Head - Nothing
 R. Hand - Nothing
 L. Hand - Nothing
 Body - Com cl
 Legs - Nothing
 Belt - Nothing
Starting Stats: MHP - 1210
 Pwr - 270
 Agi - 240
 End - 132
 Lck - 200
 Atk - 270
 Def - 161
 Spd - 240

Spirits: None

Comments: It's a good thing this guy has high natural stats, otherwise his lack of equipment could very well be his downfall. His defense is still rather low, but he has moderately high HP which makes him capable of taking a beating. His natural power is very high so he can deal good damage, even bare-handed. He's useful up until the boss of the area you get him. His lack of Spirits makes him useless against the boss.

Blades

Age: 24
Sex: Male
Race: Doru
Quote: I am considered the genius of Lennus.
Starting Level: 44
Recruitment Cost: 2000G
Location: Zaygos' castle prison
Equipment: Head - Com mt
 R. Hand - Mgt
 L. Hand - Nothing
 Body - Com cl
 Legs - Knife bt
 Belt - Nothing
Starting Stats: MHP - 1230
 Pwr - 188
 Agi - 250
 End - 155
 Lck - 270
 Atk - 226
 Def - 218
 Spd - 255

Spirits: Water (W), Air (A), Sky (Sk)

Comments: This is the guy you want to replace Chen with before you fight the boss of the area. His Atk isn't too terribly impressive, but his

affinity with the Spirits he has is very high. He has very good defense and moderately high HP, which makes him more capable than Chen of taking a severe beating. I still haven't determined which weapon he does more damage with, though; the Mgt or the Knife bt, but that doesn't really matter.

Mouth

Age: 50

Sex: Male

Race: Lubott

Quote: I am a great warrior of magic.

Starting Level: 47

Recruitment Cost: Free

Location: Ruins underneath Zaygos' castle

Equipment: Head - Sun hl
R. Hand - Giga sw
L. Hand - Natrec
Body - Soa's ar
Legs - Com bt
Belt - Megabl 9

Starting Stats: MHP - 1270

Pwr - 205

Agi - 235

End - 151

Lck - 240

Atk - 272

Def - 230

Spd - 240

Spirits: Light (L), Water (W), Air (A), Sphere (Sp)

Comments: This is the one the people of Doubor call the ultimate mercenary, and they're not too far off. He has high natural strength and a very powerful weapon, making him more than capable of dealing out massive amounts of damage. I find the Natrec rather useless, though; it's just like casting Dft S. His natural defense is a little low but his equipment is great, so his Def is the highest for any mercenary other than super-G. He's not quite fast enough to make good use of the Megabl, but he'll be dealing so much damage he won't need to heal much. He has high affinity with his Spirits, which compounds his damage dealing capabilities. Easily one of the top five mercenaries.

Nails

Age: ---

Sex: ---

Race: Robot

Quote: I have my own equipment.

Starting Level: --

Recruitment Cost: Free

Location: Ruins underneath Zaygos' castle

Equipment: Head - Eng bm
R. Hand - Msl
L. Hand - Eng drw
Body - Iron tor
Legs - St legs
Belt - Flame th

Starting Stats: MHP - 3000

Pwr - 260

Agi - 300

End - 200

Lck - 250

Atk - 445

Def - 200

Spd - 300

Spirits: None

Comments: Nails can't be healed through conventional means; that is, he can't be healed by bottles, inns, or the Dft P spell. His only means of healing lost HP is the Eng drw on his left hand. Nails would be plenty more useful if it healed any significant amount of HP, though. Chances are, the turn you use healing Nails would've been better spent attacking, and would save him more HP than healing replenished. Add on top of that his absurdly low Def (due to none of his equipment giving any sort of Def bonus), and that 3000 HP of his disappears quickly. In any event, his Atk is terribly misleading; all of his six pieces of equipment give some kind of attack bonus (+100 attack from the Flame th alone), so don't take the 445 Atk as a measure of what he can do in one round. That said, the Msl does good damage and hits every enemy, so he's still a very solid offensive weapon, but the Msl is about the only weapon he has that's worth attacking with.

Peppi

Age: 23

Sex: Male

Race: Skurruu

Quote: I strike foes down with my magic!

Starting Level: 51

Recruitment Cost: 8000G

Location: Ratsurk

Equipment: Head - Wing h
R. Hand - Blood wh
L. Hand - Bow gn
Body - Bat cl
Legs - Nothing
Belt - Megabl 9

Starting Stats: MHP - 1420

Pwr - 210

Agi - 290

End - 167

Lck - 280

Atk - 320

Def - 228

Spd - 300

Spirits: Heart (Ht), Sky (Sk), Sphere (Sp)

Comments: Peppi is a very potent offensive weapon, as the Blood wh is a very powerful weapon, though I haven't found any use for the Bow gn. He has relatively high natural defense, which makes up for his weak set of armor. He's very fast so he can make good use of the Megabl he carries. He has very high affinity with his Spirits, which gives him an even higher capability of consistently dealing high damage. Depending on your tastes, he could be considered one of the top five mercenaries.

Hawk

Age: 30

Sex: Male

Race: Lafury

Quote: Leave the magic to me.

Starting Level: 50

Recruitment Cost: Free

Location: Ratsurk

Equipment: Head - Soa's cr
R. Hand - Sing st
L. Hand - Nothing

Body - Power rb
Legs - Lth sh
Belt - Megabl 9

Starting Stats: MHP - 1380
Pwr - 193
Agi - 270
End - 154
Lck - 270
Atk - 193
Def - 218
Spd - 276

Spirits: Earth (E), Light (L), Water (W), Fire (F), Heart (Ht), Sky (Sk)
Comments: As his quote says, leave magic to him. His affinity is full or near full for every Spirit. He has respectable natural power, but his weapon gives no Atk bonus and deals no damage; it only freezes enemies, but it affects an entire group, which doesn't make it completely useless. However, as I said before, his strength lies in his magic. He's one of three mercenaries (two if you don't count super-G) to have the Fire Spirit, a spirit I've found a lot of enemies are susceptible to. In terms of pure damage dealing capabilities, he ranks up there with the best of them. Other than that, his natural defense is a bit low but he has good equipment, which makes him capable of taking a few hits. His speed is a bit lacking which makes his ability to heal in battle a little low, but he can still attack before most enemies. Overall, he's one of the top five mercenaries in the game, simply because of his insanely high affinity with his Spirits.

As a guide, I'll list my five favorite mercenaries in terms of usefulness in battle. This list is comprised by my experience with the mercenaries in boss battles and how much each contributed.

1. Hawk - Honestly, spells are infinitely more useful in boss battles than physical attacking ability, and Hawk is totally loaded in that area. His Spiritual affinities are absurdly high, which gives him a definite advantage over all other mercenaries.
2. G Razav - The only exception to the rule above is if you've got the pure physical damage dealing capability that G Razav possesses. His Spirits don't hurt much either.
3. Mouth - He's a hybrid between Hawk and G. He has very high physical damage dealing capabilities along with very good magic. Mouth and Hawk usually make up my final team.
4. Peppi - His speed makes him useful. The Megabl he has heals one person to full HP and his high speed makes it almost a sure thing that he'll get his turn before the enemy. It also helps that he has a very high affinity with the spells he has.
5. Blades - He is very much like Hawk; he's listed here because of his magic. He has no physical ability to speak of, but his Spiritual affinities are insane.

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.:Walkthrough:. [WLK]

I'll be using the four Cardinal Directions to explain where to go. As always, they are as they appear on the screen; north is up, west is left, east is right, and south is down.

Before you start the game, you may want to watch the demo to see what's going on. As it turns out, 13 years ago, a town called Reiyold was destroyed by unknown forces. In the meantime, several events have taken place, including the building of the Magic School and the rise to power of a man named Zaygos. When you're ready, go ahead and begin the game. You start off with the choice to rename your characters, Chezni and Midia. Do so if you wish, but I will refer to them by their default names throughout the walkthrough.

Magic School Town

Level : 1
Items : Home dor, Learn h
Recruits: Duke

You begin in the Magic School in a nameless town. After the dialogue, Duke will ask you to accompany him to the Tower of Gabnid. Say whatever you want; you'll eventually have to say "Yes" to get on with the game. If you don't, Duke will confront you as you exit each room in the school. If you leave the school, you'll have to go back to talk to Duke again. Anyway, when you leave the classroom, head right and go down into the next room. Search the cabinet on the left side of the room to get a Home dor, which allows you to return to the most recently visited town. Also, check the bottom left set of drawers for a Learn h, and equip it. There's nothing else in the school, so leave and you'll emerge in a modest town. You can't leave right now, though you can stay at the inn and get your bottle refilled for free.

There's not much else of interest, so when you're done talking to people, head to the east side of town and talk to Duke. He'll join you and you'll enter the Tower of Gabnid.

Tower of Gabnid

Level : 1
Items : 100G
Recruits: None

The enemies in here are insanelly weak, and since Duke is faster than Chezni, he could probably take most of them out easily. However, I strongly suggest you save that honor for Chezni. Have Duke defend when his turn comes up and have Chezni cast FireS on the enemy. Remember, the more you use a Spirit, the stronger that particular Spirit becomes.

The tower is as straightforward as it gets. The little blue pod-lookin' thing is a treasure chest, so open it for 50G and continue onward. Eventually you'll come across a machine, and you'll be given a choice whether to activate it or not. The game won't go on unless you do, so say "Yes". After some...flashy effects, Duke yelps and runs like a pansy and Chezni is left alone to face the big creepy shadow that's coming up from behind him.

BOSS: ??????????

HP: Infinite

Exp: ?

G: ?

Strategy: Unless you know a fancy way to get utterly owned, there is no strategy. Cast FireS at least once, as this will raise your affinity with the Spirit. After five rounds, the spooky creature will obliterate you.

Of course, since Chezni's the hero, he'll wake up all fine and dandy behind the tower. As you walk around town you'll see it's been annihilated; even the Magic

School is in ruins. At the exit to the town, you'll see Daicant, the Magic School teacher. He'll scold you for going into the all-too accessible tower and tell you it's your job to save the world. Didn't see that one coming. You'll learn that the creature in the tower is called Dal Gren. In any case, since there's nothing left, leave town. You'll get the intro to the game and be on the overworld map. On the east coast a little south of the nameless town there's another treasure chest with 50G in it. Pick it up and enter the town west of the one with the Magic School.

Ratsurk

Level : 1

Items : Fire cd, Pro Ball

Recruits: None

Welcome to Ratsurk, the village of the Guud (those weird bearded people). In the tavern you can meet Hawk and Peppi, but you can't recruit them now. Talk to the elder in the northernmost house and he'll tell you about Midia and ask you to rescue her. Say yes and he'll tell you where she was taken. Talk to the other two people in the house if you wish, then leave. Enter the house with the open book above the door; this is a Learning Center. The people in these houses teach you to use different Spirits...for a price. Pay the 10G to learn to use the Sphere (Sp) Spirit and leave. Enter the house with the sword above the door, also known as the weapon and armor shop (hereafter referred to simply as weapon shops). Whatever you do, don't buy a Dagger; you'll get one in a bit. I'd recommend a Wood sh and a Wood bt. If you can't afford all this, go outside and fight around. Of course, you could buy a Bow which is rather strong for this point in the game, but since Chezni will be using mostly magic for a long time, a shield would be a better investment. Also, the Lth h only gives one more defense than your Learn h, and the Lth only gives one more defense than your Uniform, so don't bother with them. After you're all newly decked out, leave Ratsurk.

At this point, I'd strongly recommend you fight outside for a while. Cast FireG on every enemy you encounter to strengthen your affinity with the Fire and Sphere Spirits. Though it may take a while, I suggest you try to max out your affinity with at least the Fire Spirit. Doing so will make the early part of the game much easier and gain you quite a few levels in the process. Once you get your Fire Spirit affinity up to about 75%, you can take a chance and take the west bridge out of Ratsurk and into stronger territory. The Kongs and Constricts here can easily annihilate you, but if your Fire Spirit affinity is high enough, you should be able to take them out in one blow, and in the process gain a lot of experience. Be careful of the Hedgehogs too; a large group of them is potentially more dangerous than a lone Kong or Constrict. If you do go west from Ratsurk, keep going until you come upon a small house. Search the cabinet for a Pro Ball and a Fire cd. Use the Fire cd on Chezni to quicken his mastery of the Fire Spirit. Even if you don't max out your affinity with the Fire Spirit, get up to at least level six.

When you finish leveling and increasing your Fire Spirit affinity, proceed south to Resutar Island. On your way there just before crossing the first wood bridge to the south, there's a strange-lookin' statue. "Talk" to it and you'll learn a little about the history of Lennus. Afterward, continue toward Resutar Island and enter the forest (yes, those sticks with the blue balls on top are supposed to be trees).

Resutar Island

Level : 6

Items : Antibl, Dagger, Home dor, 100G, Fl dor, Sph cr

Recruits: Fritz, Midia

Turn west as you enter the forest and pick up the Antibl, which is PQ-talk for antidote, or a cure for poison. Proceed southward through the trees, west when you have to, then into a house. Before talking to the man, check his cabinet and you'll find the Dagger I told you not to buy. Talk to the man, Fritz, and he'll heal you. Next you'll be attacked by three goblins. These things can be harder than the boss you'll face in a bit if you didn't level simply because there's three of them. I won't list this as a boss battle since you'll be fighting goblins as random enemies soon enough. Just attack with Fritz, cast FireS (or FireG) with Chezni, and heal when needed. They'll go down quickly.

After the battle, Fritz's house will be on fire. He'll lead you outside and some trees will burn down, revealing the way to a cave. Enter it and head west for a Home dor. Go back to the first little island and head north to loot the chest there for 100G. Finally, head back down, go east and follow the path. The chest along the way contains a Fl dor, so take it and continue onward. Follow the path and you'll come across the boss of this little cave.

BOSS: Alornso

HP: 297

Exp: 40

G: 50

Strategy: If you leveled up like I recommended, this battle's a breeze. Just attack with Fritz and cast FireS with Chezni. You shouldn't even have to heal. If you didn't level, it's not much harder. Fritz will be your main offense in this case. Have Chezni cast FireS when he has a free turn, otherwise have him heal. If you somehow have trouble with him, he is vulnerable to the Freeze spell, but it really shouldn't come to that. Alornso will eat it in no time.

After he bites the dust, enter the cave behind him. Talk to Midia and she'll join you. Make your way out of the cave (or use a Fl dor). After you exit the forest, Fritz will leave to go back to Ratsurk which, incidentally enough, is exactly where you're going. Gee, that Fritz is smart. Anyway, go back and talk to the elder. He'll make you stay the night. In the middle of the night, Midia will wake you up and persuade you to leave with her. The elder's waiting at the bottom of the stairs for you, however. He'll say something about not being able to stop Midia and as a going away present, he gives you Sph cr, which is the strongest headwear Midia can equip. Also, when used in battle, it'll heal her for 800 HP, so it's quite useful, especially this early on. Time to go shopping for Midia. First thing's first, teach her to use the Sphere Spirit. Then head to the weapon shop. You should be rather loaded, so buy her a Bow (since she can't equip shields) and a Toe bt. Sell your leftover equipment, fill up your bottles if needed, save your game, and leave Ratsurk via the western bridge.

Make your way to the little hut and you'll find a guy who lets you rest and a woman who saves your game for you. You'll also notice that the guy is standing in front of the portion of the cabinet where you could've gotten the Pro Ball earlier. If you didn't, just wait a while and he'll eventually move. Anyway, go north of the hut and you'll come across a Skuruu camp.

Skuruu Camp

Level : 9

Items : None

Recruits: Tiger

Talk to the people if you wish; most of them just mention the problem they're having, which, if you haven't guessed yet, you'll have to fix soon. Proceed

northward and speak to the elder. Turns out not only did you destroy the Magic School town, but you also mutated the birds these people harvest to live off of, called purpbirds. He'll have his nephew, Tiger, fly you to the area where the purpbirds migrated.

The little glowing blue thing is a healing point; if you didn't mass-level earlier or raise your Fire Spirit affinity any significant amount, I strongly recommend you do so now. The next boss will take very little damage from anything other than fire magic. Midia's level is probably a good deal lower than Chezni's, so it might be a good idea to raise her level and raise her affinity with the Light Spirit, as that will come in handy later. If you want to go back to the Skuruu camp, enter the mountain west of the healing point then leave it. When you're ready, enter the mountain.

Mount Denobra

Level : 12
Items : Tools
Recruits: None

Go east upon entering and up the three walkways then ascend the ladder. At the top, as you cross the bridge to the left you'll fall through and get washed down the river. Go north and up the walkways, then east and climb the ladder. You'll automatically run away from the little rock, which falls down the mountain and somehow stops the river. Go back down the walkways, cross the dry riverbed and open the chest to get some tools. Go up the ladder to the northwest of where you are; the one directly north is a dead end. Follow the path back to the bridge, where you'll use the tools to fix it. Cross the newly-fixed bridge and follow the path. Shortly, you'll reach the boss.

BOSS: Jarmlu
HP: 624
Exp: 120
G: 200

Strategy: Just before the battle starts, Tiger basically tells you the strategy. Have Chezni keep casting FireS on Jarmlu, have Midia cast SPup her first turn and have Tiger cast DFup on the party. After that, have Tiger attack. He'll do very little damage, but it's better than nothing. Midia is your healer for this battle. Shortly, he'll bite the big one.

Afterward, Tiger will fly you back to the Skuruu camp. The elder will give you a Fth h as a parting gift, and Tiger will fly you toward Jurayn but he'll tire out and leave you near the opening of a cave. There's a hut to the northwest of where you landed where you can rest and save your game, and one of the patrons sells a few items. Fill up your bottles if need be then head for the cave. One thing you'll note as you head toward the cave is that there's a new path open to the east which leads back to Ratsurk. There's no reason to go there, though, so continue on into the cave. This place is rather straightforward; be sure not to miss the Bow in the treasure chest. Go down the wooden ladder-like thing and enter Hagudo.

Hagudo Town and Mine

Level : 14
Items : Wood bt, Minibl, Glow sc, Pickaxe, Short bt
Recruits: Smash, Gorf

Yeah, this place must suck to live in, what with the lava always nipping at your feet. The first house is an abandoned weapon shop, where you can lift the owner's treasure chest. If you do, he'll charge you double the normal price

when he returns. I would advise against it, though. Even though his selection kinda sucks compared to the next place you're going, it's only a Wood bt; it's not even worth selling. In the next house you'll find a guy looting it, but you won't get anything for catching him. Just continue on up. The item shop sells everything at half price, but unless you got mauled by the enemies in the cave, you shouldn't have a need for any of it. In the easternmost house on this floor is the elder, who seems to think Smash can stop the magma from rising. Of course, Smash is all depressed because his son was killed and he's out of a job because of the magma. Enter the pub and check the left-most cabinet behind the barkeep to find a Minibl. Then talk to Smash (the off-colored dude sitting at the bar) and then the piano player. An earthquake will occur, which is the sign that the magma has risen another level. The barkeep will hint at what you have to do next, but doesn't give any indication whatsoever as to how to go about it. Anyway, go to the inn and into the left room where two dancers are staying. Talk to the one standing and she'll ask you for a favor; to go into the well and retrieve some glowing scales so she can heal her sister. Go into the big blue bucket next to the inn.

Circle the magma pool in the middle and ignore the bridge to the east. Pick up the glowing scales, which will set off another earthquake. Take the scales back to the dancers and use them on the bed-ridden one. Then talk to the one next to the bed and the dancers will follow you back to the tavern. Re-enter the well and this time take the eastern bridge, then head north and you'll come up behind the bar. Go talk to the piano player and the dancers will dance for him, which evidently touches him. He'll play Godom lullaby, which evidently touches Smash in such a way that he agrees to help you. Before you leave the tavern, heal yourself then talk to the guy sitting at the right-most table. He's the item shop owner and, now that his shop is destroyed, he'll refill your bottles for free.

Take Smash into the well and head all the way south. Pick up the Pickaxe from the treasure chest and equip it on Chezni. In the next area, keep heading south and pick up the Short bt. Equip them on Chezni and continue onward. At the end, Smash will plant a bomb and block the flow of magma. Return to the tavern. Don't step outside yet; the game's trigger that the magma has been stopped hasn't been set off yet, so you can get more free medicine. Do so, then step outside and watch the magma disappear and say your farewells to Smash. Head to the weapon shop if you wish to see what he has for sale, but don't buy anything. You'll be at Jurayn soon enough, and that place has far superior equipment for sale. Head further down Hagudo and enter the other tavern. Here you can recruit your first mercenary, Gorf, who is basically a more powerful version of Smash. Head west and up the wooden ladder-type thing and follow the path out of the cave. Walk west from where you emerge and you'll see Jurayn.

City of Jurayn

Level : 17

Items : Light cd, Powermet

Recruits: Dan, Zuran

Upon entering, if you possess any abilities of perception at all, the first thing you'll notice is that it's raining. In the inn are two soldiers from Saskuot, there to discuss a matter with the mayor. Enter the weapon shop to upgrade your equipment. You can obviously buy whatever you want, but don't buy a Light sw, a Liht drs, or a Short bt; you'll get better stuff in a bit. And a Gauntlet is the closest thing to a shield that Midia can use, so go ahead and buy her that. It's stronger than the Bmg, but the Bmg hits a group of enemies. Regardless, she probably doesn't use too many physical attacks, so just buy her the Gauntlet for defense. For Chezni, buy a Light sh and a Light ar. Afterward, sell your old gear and head to the tavern. There's two mercenaries here and you

likely don't have enough money to recruit both of them. I'd recommend Zuran first, since he comes with a Bmg and therefore can kill enemies faster than Dan, but it's up to you. Recruit one, go outside Jurayn and fight until you have enough to recruit the other, then kick Gorf out and recruit him. Around town, head to the northwestern-most house and check the shelves to find a Light cd. Hold on to it for now. Exit the house and head east along to the north edge of town until you reach a Learning Center. Inside, one of the men will teach you the Spirit of Light for 100G. Get it, then use the Light cd you just got on Chezni. Enter the house just to the right of the big temple in the middle of Jurayn and search the shelves for a Powermet. Equip it on Chezni if you so choose; doing so will increase his defense by two but lower his speed by two if you still have him with the Fth h. When you finish around town, enter the temple and take the northern-most elevator to talk to the mayor. He'll charge you to enter the underground temple, so go back down the elevator, talk to the guard in front of the other elevator, then go down that one.

Temple of Jurayn

Level : 20

Items : Mid bt, Fl dor, Map, Mid sw, Mid drs

Recruits: None

The enemies in here are somewhat powerful, so be ready to heal at any time. When you enter, head all the way right then all the way down, and open the chest for a Mid bt. Go all the way back up and this time go down the stairs. Head left, up, then right for a Fl dor. Go back down, all the way to the bottom and climb the stairs there for a Map. This'll be useful later on. Go back down the stairs and head to the right. Go up the stairs there and "talk" to the idol to charge Sophie's Crown with its power. Then head back to the elevator. Upon arriving at the entrance to the temple, you'll see the mayor in front of the other elevator. Talk to him, then go rest at the inn and re-fill your bottles. Re-enter the temple and take the elevator up to the floating temple. Go up two flights of stairs, grab the chest (containing a Mid sw; give it to Chezni), go up another flight and grab the Mid drs. Head up the last flight, heal yourself, and talk to one of the two people guarding the idol.

BOSS: Renegade x2

HP: 410 (each)

Exp: 108

G: 48

Strategy: This is the first boss that puts up a fight. The Renegades are fast so have Midia cast SPup the first round. Have Zuran cast DFup on the entire party. Have Dan use either his Tonfa or his Iron bt (the Tonfa potentially do more damage, but only if it hits the same enemy both times; the Iron bt seems more reliable and consistent), and have Chezni cast FireS. Have Midia cast BoltS when she has a free turn, otherwise she's your main healer, with Chezni backing her up. Remember, even though Midia cast SPup, the Renegades will still oftentimes attack before your party, so don't take any chances. When one dies, the battle gets much easier. You'll eventually outlast and defeat them.

"Talk" to the idol to charge the floating temple, then work your way back down to the mayor. He'll give you a pass so you can go north and continue your search for Daphne. Upon exiting the temple, you'll notice the rain has stopped. Sell your excess equipment and refill your bottles, rest at the inn, save, then leave Jurayn.

Head north around the lake and enter the hut. Talk to the guard and he'll let you cross the checkpoint. Head northwest and across the bridge, then west and south across another bridge. Go east and north across yet another bridge and

enter the town there. Welcome to Doubor.

Doubor

Level : 21

Items : Sph cd

Recruits: Destry, Slayer

The weapon shop here sells some pretty good stuff, but don't buy anything. There's another shop in this town that's a good deal better. Head into the northernmost house and give the little girl a dose of your Antibl. Loot her of her Sph cd (found in the cabinet) and leave. Head to the house west of the weapon shop and speak to the clerk. At the end of the conversation, input the code the girl gave you after you cured her. You must cure her, or you won't even be given the option to input this code. The code is A, A, B, X, Y. A new set of stairs will open up; descend them and you'll come across the good market in this town and two more mercenaries. The two leftmost clerks teach you Spirits; teach both Chezni and Midia the Sky (Sk) Spirit. Talk to the two patrons who don't move and you'll be introduced to Slayer and Destry. Recruit both of them, but be careful of Destry; if you enter a town when he's in your party, he'll run off with half your money. Ditch him before you enter a town to avoid this. Talk to the clerk behind the counter to bring up the good weapon shop in this town. This is the same stuff you can buy in the next town, but there's a good little walk in front of you before you reach that town. Buy a Long bt for Midia but don't bother with them for Chezni; the only difference between them and the Mid bt he has now is one defense and you'll get another Long bt shortly. An Aybro sp would also be a good investment, especially if you don't plan on taking the time to get the Gomutai later. The Aybro sp is strong and gives a good defense bonus. It's two-handed and gives one less defense than the Fire sh, but its attack is higher than any weapon you'll have for a while and by the time you get a one-handed weapon worth using, you'll have already found a Fire sh. The mercenaries in the next town are both free to recruit, so don't worry about saving money. If you have enough money left over, buy the Heavy ar for Chezni and the Pow drs for Midia. You'll get both of these a little later if you don't have the money now, though. Don't bother with the Sword st or the Pwr bmg; Midia shouldn't physically attack enough to warrant the purchase of the Pwr bmg and you'll get a Sword st later. Don't buy a Fire sh even if you didn't buy an Aybro sp; you'll get one in a bit. After you're done, sell your excess equipment and leave Doubor.

Head south across the bridge, east, south and follow the path behind the mountain. Continue to follow the path. The statues you see here are the same as the one northwest of Resutar Island, so don't bother reading the inscriptions. Continue following the path and cross the wooden bridge to the south, then enter the cave. Four of the guards here perform different functions; one heals you, one fills your bottles, one teaches you the Sphere Spirit, and the other teaches you the Light Spirit. Talk to Daphne and she'll tell you how to defeat Dal Gren. After taking her little quiz, take the door to the right and step on the teleporter. Head north and west from where you appeared. Remember to ditch Destry before you enter the town. This is Lagon.

Lagon

Level : 22

Items : Sky cd

Recruits: Wild, MeanMa

It seems every race in Naskuot has its own specific town. Anyway, check the monument of the dragon next to the inn for a Sky cd. The weapon shop has the same stuff as the hidden shop in Doubor, so buy here what you couldn't afford

there. The tavern has two new mercenaries, Wild and MeanMa, both of which are very useful at this point, so ditch Slayer and recruit those two. The Learning Center here has the same two Spirits you could buy at Doubor as well. When you're done here, I suggest you fight around a bit outside to level some and raise Chezni's and Midia's Light and Sky Spirit affinity. You might want to raise Midia's Sphere Spirit affinity as well, but it's not necessary. MeanMa's Sphere Spirit affinity is high, and Chezni's should be about halfway to max, so that should be enough.

Dungeon north of Lagon

Level : 24
Items : Kormu sw
Recruits: None

When you're all ready, go north and cross the bridge. Keep heading north, then west and enter the mountain-looking place. Follow the winding path until you're forced out by what turns out to be dragon vomit. That's right, you just went through the innards of a dragon. He'll charge you to take the Sword of Kormu from his back. Afterward he'll fly you to Saskuot. The glowing pool he drops you off near is a healing spot; use it if you get beat down by some of the enemies around here. They're rather strong. Head east and enter the town of Barsas.

Barsas and the Minstrel Tent

Level : 25
Items : Sky cd, P fth
Recruits: Fastjo

Welcome to Saskuot, where everyone lives in giant eggshells and no one likes you because you smell funny. The weapon shop here sells some pretty good equipment, but they won't sell to you. You can't stay at the inn or buy items either. The Learning Center here sells Spirits you should already have, so ignore them. The northeasternmost house has a Sky cd and a P fth which you can and should lift. When you're done being insulted, leave and enter the minstrel tent near Barsas. The minstrels there will let you stay for free and sell you items, though they're quadruple the normal cost. It's better to just not use bottles until you continue your next mission. The off-colored male minstrel here is Fastjo, a mercenary. Ditch Wild and recruit him. Then talk to the spinning minstrel. If you want to level a bit, go back to the little healing pool thing and fight around there.

Shrine east of Barsas

Level : 26
Items : Light cd x2, Long bt, Bombbl, Fire sh, Fl dor, Highbl, Sph cd, Home dor, Sword st, P water, Pow drs, P tears, Kormu ht, Actor cl
Recruits: None

When you're ready, head west of Barsas and south between the mountains and the trees. Get the Light cd from the treasure there and head east. Cross the bridge to the south, head east, cross the bridge to the north, and enter the next area. Upon entering, head east and get the Long bt from the chest. Turn around and go back west. Pick up the Bombbl from the chest there then go north, ignoring the bridge to your right. Pick up the Fire sh and head east. Open the chest for a Light cd then turn south and cross the west bridge. Go north, take the Fl dor from the chest, then turn and head back south. Take the Highbl from the chest (equip it on Midia) and head west, ignoring the bridge to the north. Take the Sph cd and head north. Grab the Home dor, head east and cross the

south bridge. Take the western chest for a Sword st, then the eastern chest for a P water. Head south from there and take the Pow drs, then west and take the P tears. Go north, cross the bridge to your right, head up the ladder then down the stairs. Heal yourself and talk to the guard.

BOSS: Guardian

HP: 520

Exp: 300

G: 150

Strategy: There's two ways to beat this guy. The first way is to just go all out; never let up unless it's critical that you heal. He'll sometimes clone himself, which is why you need to take him out as fast as possible. His attacks will do a fair deal of damage. The other way is the easy way; have MeanMa cast Freeze on him. It has a good chance of success, and if it works he can't do anything, not even clone himself. Have her cast Freeze again if it wears off before you kill him. This method is actually also a good opportunity to work on getting your Spirit affinities up with Chezni and Midia. Anyway, his HP is rather low, so after a while he'll go down.

Take the Kormu ht from the chest and leave the temple. Take the helmet to the woman minstrel in the tent and she'll give you an Actor cl. To wear them you'll have to use them from the item menu; you can't equip them. Fill up your bottles if need be; the price at the next town you get to is the same. Sell your excess equipment and head to the building next to Barsas; this is a rope network station. Put on the Actor cl and talk to the guard. He'll let you pass, so climb the stairs and step into the gondola. You'll be taken to Rekuon.

Rekuon

Level : 28

Items : None

Recruits: None

As you leave the rope network building, the guard will tell you that the line's been cut and you can't go back. How convenient. Stay at the inn if you want, but I wouldn't recommend it. It costs 240G and they make you sleep with the gubos. The weapon shop doesn't sell anything new, but they do charge quadruple the normal price. Head into the house next to the weapon shop for a little nostalgia; the area looks just like a building in the NES Dragon Quest/Warrior games, and the midget is the priest you talk to to save your game, revive, detoxify, uncurse, and tell you how much experience you need for a level up. The dialogue is mildly humorous if you're a fan of the DQ/W series. In any case, head to the northern part of town and pay the gaurd 100G to let you climb the Throne of Immortals.

Throne of Immortals

Level : 28

Items : Heavy ar, Highbl, Pwr bmg, Kormu ar

Recruits: None

The enemies here are moderately powerful, but there's no boss so don't hold back. Head north at the first intersection, then west and north to get a Heavy ar from the chest. Go back to the first intersection and go east. Grab the Highbl from the chest and go east, past the trees, and north to get a Pwr bmg from a chest. Head back west past the trees and then north. Talk to Jo-an, the person at the top of the Throne of Immortals, and grab the Kormu ar from the chest after the dialogue. Talk to Jo-an again and give him the Actor cl. Then enter the door he opens for you and board the boat. The current will take you to the equator.

Equator Revisited

Level : 30
Items : Glow bow, S sweat
Recruits: None

Enter and talk to Daphne, who will tell you about Noi Gren, and charge you to destroy him before taking out Dal Gren. Head through the left door and down the ladders. Head east at the large wall and down the ladder for a Glow bow. Go back up and this time head down the left-hand side of the wall. If you keep heading south down the stairs, you'll come across a healing point. In any case, go east to the other side of the second big wall and south there. Pick up the S sweat on your way, and follow the path until you exit the equator in Saskuot. Head southeast and enter the town of Misuto.

Misuto

Level : 31
Items : G milk, Air cd, S sweat
Recruits: None

Misuto breaks the mold of typical Saskuot; instead of living in hollowed out eggshells, they live in trees and have to climb stairs to get home. Just like in Barsas, you can't do anything here. You can't stay at the inn, buy items or weapons, and you're insulted at every turn. There is one person here who is nice to you, though. Her name is Joyce, and her house is marked with a loaf of bread at the top. She'll heal you if you visit her, but you'll be attacked by some loser everytime you exit her house. Just beat him down, he's not even worthy to be a random enemy. You can get a G milk in the eastern most house and an Air cd from the trash can next to Joyce's house. The Learning Center here will teach you to use the Air Spirit; learn it for Chezni and Midia then use the Air cd. Also, there's an S sweat behind the large egg thing that the sign for the weapon shop is on; search it from the top. Anyway, after you collect all the items, go talk to Joyce. She'll tell you how to get rid of the smell of Naskuot, so leave town and head east then north to the cave.

Cave of the Kaiyowa

Level : 31
Items : P fth, Knife bt, G milk, Kaiyowa
Recruits: None

Go north, but don't touch the little green plants or you'll get in a fight with a Fake. They're not hard, but the experience isn't worth it. Head east and open the chest for a P fth. Go west from there then south past the little glowing thing (which isn't a healing point), then go west and pick up the Knife bt from the chest. Head back east then north, and west when you can. North from there is a G milk; grab it and head east. Skip the first south bridge and continue east. Take the next south bridge and grab the off-colored plant for the Kaiyowa Joyce was telling you about. Head back to her and have her bake it for you. The Naskuot smell is gone and you can now go about Saskuot as though you were born there. You probably can't afford much at the weapon shop; even if you could, you'll get most of that or better stuff in a bit, so don't bother with it. Leave Misuto and enter the rope network building. Pay the guard 100G to go to Karon. Along the way, members of the Resistance will destroy the rope and take you captive.

Resistance Hideout

Level : 32
Items : None
Recruits: Grunt, Gunny

Grunt, their leader, will talk some then ask you to help him. Agree to do so and he'll force his way into your party and take Midia hostage as a collateral. You can save your game here and get your bottles refilled. There's also a mercenary here, so ditch Fastjo and recruit Gunny. When you're ready, leave the hideout and head east to Conshiuto. If you have MeanMa, put her in the fourth spot in your party, which is the very back.

Conshuito

Level : 32
Items : None
Recruits: Chill, Wind

Upon entering, a woman becomes immediately infatuated with someone in your party and forces her way in, whether you say "Yes" or "No". Whoever's in the fourth spot in your party will be forced out. If you leave Conshiuto she'll leave your party, but re-join upon re-entry. You can stay at the inn if you wish. The weapon shop here has the same stuff as Misuto, so don't bother buying anything. The items here are double the normal price, so fill up your bottles. It'll be a while until your next chance to do so. You have to walk around this town to get to the middle where Grunt's friend is being held, so do so. Head to the back room and Grunt will free Wind. Chill will freak out when she realizes that you're part of the Resistance and attack you. She's simple; just slap her around a bit and the battle will end soon. She'll run and set off an alarm. From here 'til you get out of town you'll fight random battles, and anyone you talk to will engage you in battle, even the town's citizens. Work your way out of town. All the doors are locked now, so you can't go do any last minute shopping.

Resistance Hideout

Level : 32
Items : Sct msg
Recruits: Midia

After you get out of Conshiuto, head back to the Resistance hideout. Grunt and Wind will leave your party. Go talk to Grunt to get an important item, then talk to Midia to get her back. Exit via the front entrance and board the gondola. The newly-fixed rope network line will take you to the rope network station near Karon. Exit the station and head west.

Karon

Level : 32
Items : None
Recruits: Bean

Welcome to Karon, PQ's ghost town. This is my favorite town for two reasons: one, it's the only town in the game with any sort of history; and two, it's home to my favorite mercenary, who also happens to be the only character in the game with any sort of past. In the tavern you can recruit said mercenary, Bean. I'd strongly recommend you do so; not only do you only have three members, Bean is a powerful character for this stage of the game. You can also find Joyce in the inn's lobby. She'll tell you that the leader of the Resistance in Karon is the innkeeper. Leader of the Resistance in a ghost town? Doesn't make much sense...but anyway, there's a patron of the inn who sells items at double the

normal price, so refill your bottles if you need. There's nothing else of interest here; no weapon shop or Learning Center or anything. Keep in mind, when you show the innkeeper the message Grunt gave you, you can't stay at the inn in Karon until your mission is finished, so finish leveling and doing whatever else you want to do beforehand. In fact, you don't even have to show him the message to do the mission, but otherwise you won't know what's going on. In any case, when you're ready, show the message to the innkeeper (use it as an item) and after the dialogue, head south to the tower.

Tower south of Karon

Level : 33
Items : Gomutai, St rb, Sph cd, Sky cd, S tavern, Anq sw, Anq ar, Anq hl,
Anq sh, Pray st, Highbl, Glow sd, Blowgn
Recruits: None

If you want the Gomutai, now's as good a time as any to get it. See the tips section for more information. Upon entering the tower, grab the St rb from the chest, then head up the next five flights of stairs. Grab the two chests for a Sph cd and a Sky cd, then walk along the edge of the top wall to avoid the holes. Fall in the small hole next to the left barrier; avoid the large hole in the bottom right at all costs. Grab the S tavern from the chest and take a look at the right-hand wall. There's two areas on the wall with extra lines; walk into the wall between those two areas and you'll come to a hidden area. Take the Anq sw from the chest, then go down the stairs. Take the Anq ar from the chest on this floor and take the stairs down. In this next area, take the Anq hl from the chest and head down another flight of stairs. Take the Anq sh from this chest and head all the way back up. Go back through the wall to the left and fall through the lower left hole. Take the Pray st from the chest and take the stairs down (or fall down the top right hole). Take the Highbl from the chest and fall down the top left hole. Take the Glow sd from the chest and go through the right-hand wall. Fall through the hole and take the Blowgn from the chest, exit the tower and go back to Karon.

Note: Don't sell the Anq equipment. It may not be as strong as Kormu's equipment, but it will come in handy later.

Karon Revisited

Level : 35
Items : None
Recruits: None

Refill your bottles and talk to the innkeeper. He'll let you stay for free. Save when you wake up then go outside. A specter will tell you that Garana actually works for Zaygos, then attack you. He's an easy kill; if Bean doesn't take him out on his first attack, the next person should. Go to the center of town and take out the two guardian specters in the same fashion you took out the first one. After you defeat them, you'll see Garana has Joyce tied up to use as a sacrifice. I'm sure you know what comes next.

BOSS: Garana
HP: 600
Exp: 1300
G: 280

Strategy: A simple battle regardless of whether or not you have the Gomutai. If Chezni is equipped with it, have Midia cast STRup on him, then Bean and Gunny. If not, have her use it on Bean and Gunny and have Chezni use FireS. Garana will oftentimes get several attacks per round for pretty decent damage, so heal when necessary. He has a good deal of HP and respectable

defense, so it may take a bit to defeat him, but eventually he'll go down.

Garana dies and the enemy specters disappear. Talk to Joyce and she'll die, and Midia will have you dig her a grave. Since you killed the innkeeper, you can't stay at the inn here anymore, so leave and head to the hideout Joyce told you about as she died. Cross the frozen tundra and talk to the man there. It doesn't matter how you answer him, he won't believe you either way. Talk to him again and he'll recognize you as friends of Grunt and let you in.

Resistance Hideout #2

Level : 35
Items : Com sk
Recruits: J Razav, G Razav, Checan

You can't go back to Karon for a while now...not that there's anything there, but still. There are three mercenaries here; Checan and the Razav brothers. If you want one of the Razavs, the other has to come along. Further along into the hideout, grab the Com sk from the chest. The guy behind the chest sells items at the normal price, so heal yourself with bottles and then fill them up. There's no one here that heals you, so that's the only way. Now, here's what I recommend, though you can go about it any way you want. Ditch Gunny and recruit Checan. Then take the south exit out of the hideout (not the boat) and fight around to level some. It shouldn't be hard; Checan's Z eraser is an awesome weapon. Don't forget to buy the Water (W) Spirit for Chezni and Midia at the little house outside the hideout. Then go back into the hideout, ditch Checan and Bean, and recruit the Razav brothers. Yes, G is weak right now, but J more than makes up for that just with the Wind sw. Add to that his massive defense, and most of the enemies in the next area will do single-digit damage to him with physical attacks. Then go on the boat. When you get off, head northeast to Roki.

Roki

Level : 35
Items : P tears, Water cd, Btl ct, S tavern
Recruits: Lilie

In the tavern is another mercenary, but she won't join you right now; you have to buy her one of everything from the weapon shop. That amounts to 34,800G; not worth it in terms of her usefulness as a mercenary, but I'd suggest you do it anyway. It's no big loss if you don't; much later in the game you can get all the equipment for free, so it's not imperative you do it now but it does help since you should level quite a few times in the process. If you have an S tavern (which you should after exploring the town), you can ditch the Razavs here and recruit her and one other mercenary of your choice (Checan or Bean would be best) after you have the money, but it's up to you. Midia can equip everything in the weapon shop, so it may be a good idea to not give the stuff to the mercenary until after the mission (if you choose to recruit her here), during which you can equip the good stuff on Midia. Don't buy any extras for her, though, since you'll soon come across some better equipment for Midia. Around town, everyone's talking about the parade. Go into the rightmost house and take the P tears from the shelf at the top end. Then go into the mayor's house; it's the one with the small yin-yang looking insignia over the entrance. Take the Water cd from the shelf in the first room. Then in the lower room, take the Btl ct from one of the shelves and go upstairs. Talk to the mayor then take the S tavern from the shelf and leave. Outside, fight around a bit until you have enough money for all the stuff at the weapon shop. In the process, get Chezni and Midia up to at least level 35, preferably higher. One note, the easiest way to defeat the Goldgubos in this area is to have Midia cast MGdown;

this will deflect their spells back at them for more damage than you can do alone. When you've decked out Midia with the good equipment (Life wh, Drem drs, and Wndr bt; Sph cr gives more defense than the Hair orn and has the same effect when used as the Life cor, which gives no defense bonus) and gotten her and Chezni to 35 or higher, go south to the shrine.

Note: With one of the S Taverns you recently found, you can get rid of and re-recruit the Razav brothers right now for a super-powered G Razav. He'll come back at level 55 with high affinity in some useful Spirits, so that may be worth it. However, any mercenaries you have will soon be forced out of your party, so it's up to you if you want to use an S Tavern here.

Shrine south of Roki

Level : 35
Items : Water cd, Sky cd, S tavern, Raiga st
Recruits: None

Go east as you enter the shrine and pick up the Water cd from the chest. Keep going north, turn west and activate the machine to drain the water. Go down the stairs and head south. Turn east at the wall, then north and get the Sky cd from the chest. Go further north, up the ladder and activate the machine. Go back down the stairs, head north, and descend the stairs there. Turn left, go south and up the stairs. Grab the S tavern from the chest, heal yourself, and activate the machine.

BOSS: Bubbley

HP: 1500
Exp: 1680
G: 1000

Strategy: Have Midia cast SPup, then STRup on your mercenaries and Chezni if he has the Gomutai. If not, have Chezni heal or use FireS. Midia should heal and use BoltS when she has a free turn. His attacks do pretty good damage, especially his physical attacks. To make this battle go a bit quicker, you might also want to use DEFdown on Bubbley. If you have the Razavs, J should attack with the Wind sw and G with the Seed sw. If you're lucky, G's Seed sw could inflict Freeze on him, or you could try your hand by casting Freeze. Otherwise, Bean/Checan should attack with the Anq sw/Z eraser and Lillie should cast Fire S. To inflict additional damage, have Midia cast MGdown when she has a chance to deflect his Storm spell back at him. He's mildly difficult with a moderately high amount of HP, but he should go down before you do.

Go to the newly drained area and take the Raiga st from the chest. Leave the shrine and go back to Roki. Remember to ditch the Razavs here and recruit Lillie if you didn't before. Don't worry about battles; your mercenaries will be forced out of your party before the next battle you have to fight anyway. Take the Raiga st to the mayor and he'll let you join the parade; in fact, he'll let you lead it. Walk the parade to Zaygos' castle, which is east of Roki.

Zaygos' Castle

Level : 37
Items : None
Recruits: None

There are no random battles while you're leading the parade so dance around all you want. When you get there, approach Zaygos' throne. Talk to him and he'll somehow recognize you and drop Chezni and Midia into a pit. Lokiarn, the monster of Noi Gren, will attack you.

BOSS: Lokiarn

HP: 798

Exp: 3000

G: 0

Strategy: Zaygos looted you of Kormu's equipment and emptied your bottles, so you don't have a chance to win this. Just cast whatever Spirits you need to increase the affinity of until he finishes you off.

Note: You can defeat him but nothing happens. Check the end of the Intro/Tips section to see how.

Dungeon of Zaygos' Castle

Level : 37

Items : Kormu sw, Kormu ht, Kormu ar

Recruits: Chen, Blades

You'll awaken in a cell with two other people. Talk to them, then check the right wall and stew around in your cell for a while. Fiery will come and rescue you shortly. Talk to one of your co-prisoners and he'll introduce himself as Chen, a mercenary. Recruit him, then go out through the passage Fiery blew in the wall. One guy there will refill your bottles for free, so do that and save your game. Now, here's what I recommend you do. Since Chen doesn't know any Spirits, he'll be useless for the upcoming boss battle. You'll want Blades for that. Before you ditch Chen and recruit Blades, go through Zaygos' castle and get all of Kormu's equipment, then go back, ditch Chen and recruit Blades, heal yourself and save your game, then go back through. I'll still walk you through all that, but I wrote that just so you'd know what's going on.

Alright, now don't go south. The exit there leads to a spectator area for the parade, and the only people there you can talk to praise Zaygos, Noi Gren and Gabnid. So instead go east and up the stairs. Go west, skip the first building and enter the second. Take back the Kormu sw from the chest and leave the small tower. Keep heading west, south, then east and into the building. Take back the Kormu ht from the chest and leave the building. Continue on east, north, and enter the building to get back your Kormu ar. Now go back to the first area where the prison is. Ditch Chen and recruit Blades, then go back and follow the path to the last building. Enter the last building and take Fiery's advice; equip all three items of Kormu or you'll do no more than zero damage to this boss. And yes, you need all three items equipped or even the Kormu sw will do zero damage. Heal yourself and head north.

BOSS: Lokiarn

HP: 798

Exp: 3000

G: 0

Strategy: The key here is to keep Chezni alive; he's the only one that can hurt Lokiarn. Cast all your stat up spells on Chezni, then cast DFup on everyone else. Try to make Midia your only healer; neither Blades nor Fiery have any healing bottles, so Midia and Chezni are the only two who can heal. If times get desperate, Fiery does have the Dft P spell, so use that if you run out of healing bottles. Lokiarn has very high attack power but dismal defense, especially if DEFdown works on him. No attack spells will damage him; only Chezni's weapon can. Even though no one else can damage him, try to keep them all alive even after you've finished casting your auxillary spells. The more targets Lokiarn has, the less likely he is to hit Chezni. He has little HP, which is expected since you only have one attacker. You'll eventually bring him down.

Afterward, all of Kormu's equipment is destroyed, so you now have no known way to defeat Dal Gren. Everything in the area will start inexplicably blowing up. Zaygos arrives and Fiery leaves to avenge her brother. Go down the hole behind the machine and you'll fall into some ancient ruins.

Ancient Ruins of Lennus

Level : 38
Items : None
Recruits: Mouth

Read the inscription on the statue of Gabnid there; it will give you hints on how to get through this area. Use the Sph cr on the door and board the ship. It'll take you to another area of the ruin. Go out the door, west, then north. When you get to an intersection, there are robots on the left and right; the one on the left sells items at double the normal price and the one on the right saves your game. There's an incredibly powerful mercenary just a little north of the intersection; you probably heard about him if you talked to everyone in Doubor. Talk to him twice to recruit him.

Labyrinth of the Ancient Ruins

Level : 38
Items : Psych bm, Sph gown, Sph sw, Flame th, Cosmo bt, Cosmo cl, Rft sh,
Cosmo mt, Sph ring
Recruits: Nails

Go north and up the stairs. Walk around the perimeter of this area and you'll come upon another set of stairs with a robot walking around there. This is Nails. If you recruit him, keep in mind that bottles and inns cannot heal him; the only way to heal Nails is for him to use his Eng drw weapon in battle, which I've found doesn't heal much HP at all. He does have 3000 HP, so it's likely you won't need to heal him before you get out of this area, but it's up to you. Ditch Blades if you do recruit him. In any case, go up the stairs. Go south on the next floor and pick up the Psych bm from the chest. Head east from there, past the stairs, and north along the wall to get Midia's best armor, Sph gown. Go back and go up the stairs. Go north and down the stairs there and get Midia's strongest weapon, Sph sw. Go back down the stairs, go west and pick up the Flame th from the chest. Go south and up the stairs. On this floor, go east and down the stairs there and pick up the Cosmo bt, then ascend the stairs. Head north and down the stairs there and pick up the Cosmo cl from the chest. Back upstairs, head east and south, downstairs and pick up the Rft sh. Equip it right away if you're using a one-handed weapon. Go back upstairs, north, and up the stairs there. Go around the perimeter of this floor and up the stairs. Grab the Cosmo mt from the chest, then head east and grab Sph ring, which is Midia's strongest "shield". You can go back to the Throne of Immortals if you want; just go up the stairs and use the Sph gown on the door. However, the way back to Rekuon is blocked, so there's nothing to do there. Go back down to where you recruited Mouth. On your way back down, if you have Nails, ditch him at the spot you recruited him. He'll be back there so re-recruit him and he'll have full HP. When you get back to the supply robots, heal yourself and refill your bottles, then take the door north of the left robot. Use the Sph ring on it to open it. Take the ship-thingy and go up the stairs in the next area.

Ancient Ruins under Naskuot

Level : 39
Items : Sky cd, Water cd, Megabl, Earth cd, Sph bt, S tavern
Recruits: None

Go north and open the chest for an Air cd, then head east. There are numerous robots here and in the upcoming areas, and most of them give you some sort of Lennus history lesson. Go north through the door and open the chest for a Sky cd, then head west. Talk to the robot if you wish, then take the Water cd from the chest and go through the north door. Keep going north to get a Megabl from the chest, then head east. Get the Earth cd from the chest and go up the elevator. Go left through the wall to get Midia's best footwear, Sph bt. She should be totally decked out in her best equipment now. Go back through the wall and get a S tavern from the chest. Go outside if you want, though there's nothing out there. You'll just emerge in an area surrounded by mountains. There is something you might want to try, though. If you recruited the Razavs earlier and took them along like I suggested, ditch Nails and Mouth and re-recruit them. G Razav has become incredibly powerful; even more powerful than J. He's learned some Spirits as well. I'd strongly recommend you consider them. J is just as powerful as before, but G is just...awesome; he comes back at level 55. Whatever you do, go back to the supply robots. Heal yourself and refill your bottles, then go to the south wall and use the Sph bt on the door on the left.

Ancient Ruins under Saskuot

Level : 39
Items : Earth cd, Sky cd, Water cd, Megabl, P fth, Water cd, Wind sw, Fire cd, G milk
Recruits: Nails

Head up the stairs and grab the Earth cd from the chest, then go east and take the Sky cd. Go down the stairs there, take the Water cd from the chest, and go down the next flight of stairs. Get the Megabl from the chest to the east and head west. Get the P fth from the chest there, then go back east, talk to the robot if you so desire, then head down the stairs. Talk to the robot for a history lesson, then loot the chest for a Water cd. Then head west and up the long flight of stairs. You can recruit another Nails robot here if you wish. When you get to the top, go east and take the elevator up. Go through the west wall and take the vaunted Wind sw. Through numerous experiments, I've found that the Wind sw has higher damage dealing capabilities than the Gomutai, and it allows you equip a shield, so equip it right away. Go back through the wall, south, and take the Fire cd from the chest. Chezni's Fire Spirit affinity should be full, so use it on G Razav or save it for Hawk. Again, there's nothing outside. You'll just emerge in an area surrounded by mountains, so go back down the elevator. Head east from the elevator and take the G milk, then go back to the area with the supply robots. You're almost out of this area, so don't bother healing or refilling your bottles. Go to the door north of the save robot and use Sph gown to open it. Go up the stairs and you'll be back in the Magic School town.

Ratsurk Revisited

Level : 40
Items : None
Recruits: Peppi, Hawk

Talk to the master at the entrance and go to Ratsurk. This place is now annihilated, but Hawk and Peppi are still in the tavern. Recruit them if you wish, they're both very powerful, and Hawk is quite possibly the single best mercenary on the game. When you're ready, take the rope network in Ratsurk to the station near Reiyold. Head north from the station and west across the bridge, then north again and east to reach Reiyold.

Reiyold

Level : 40
Items : S sweat
Recruits: None

Most people here will recognize Chezni, and one kid here will con you out of 300G if you tell him you recognize him. Go to the southernmost house and get a S sweat from the cabinet there. Go into the westernmost house and Chezni's mom will rush to you and make you rest for the night. The next day, after she's done talking, go back to the southernmost house and talk to the guy there to borrow his boat. Board the boat and take it south to the island with the hole in it. You can't cross the shoals in this boat, so don't bother trying.

Island south of Reiyold

Level : 42
Items : S sweat, Key, Grvty bt, Air cd, Pht cn, Tdr sa
Recruits: None

Head north after entering and take the S sweat, then go west and north. There are two chests here; the one on the left has a key you need to go deeper into this place, and the one on the right has the best footwear Chezni can use, Grvty bt. Head back south and head up the narrow passage for an Air cd. Go back down, use the key on the door and go downstairs. Head east and get the two chests for a Pht cn and a Tdr sa. That's all that's here, so go back to Reiyold.

The place has a red hue to it now, and as you head north you'll see why. Inside the house, the owner of the boat is dead (but miraculously, the save lady's alive). If you talk to any of the wondering monsters, you'll have to fight a Sgt. Alon, the same creatures that hang out around Roki. If you're engaged by one, just wipe the floor with him with physical attacks. Go into your house and you'll be attacked.

BOSS: Adm. Alon
HP: 1500
Exp: 6552
G: 1700

Strategy: This shouldn't be hard at all. Have your two mercenaries use their best attacks. Have Midia cast SPup the first round and use her best attacks afterward, and Chezni should just pound away with the Wind sw. If you still have the Razavs, G's Seed sw will occasionally freeze him as well. He attacks physically and uses the Blowup spell, both of which are moderately damaging, but he's weak so he'll go down quickly.

Talk to Chezni's mother to learn more about his past, then go check your bed. It'll slide over, revealing a staircase. You can take this ship out to sea, so do so. There are a few hidden chests along the northern coast of Naskuot. If you're playing on an emulator, turn off the first background layer and you'll have an easy time finding them. If not, I'll do my best to explain where they are.

Sailing the World

Level : 45
Items : Gigabl, Air cd, Heart cd, Pro Ball, S tavern, Earth cd, Water cd
Recruits: None

Cross the shoals and head west along the northern coast. You'll pass the coast north of Lagon. Start a little south, but keep going west. The next island you come up on should have very little landing ground and a mountain; under the

top part of the mountain you can see a small part of a treasure chest. Get it, that's the ever-so useful Gigabl, which heals every party member to full HP. Get back on your ship and keep heading west. The next chest is in plain view and contains an Air cd. A little pointless thing you can do here; if you're on an emulator, turn off the first background layer and you'll see a hut behind the mountain south of the chest you just opened. For those not on an emulator, it's completely hidden. There's a mountain directly south of the chest, land the boat there and walk behind the mountain until Chezni's completely out of view. The only thing I've found in this hut is a sound test area; search the right console to activate it. Just west of there is another chest on a small island; this one contains a Heart cd. I've sailed along the northern coast of Naskuot and the southern coast of Saskuot and these are the only treasures I've found on the mainland, so it's time to go out to sea. At this point, if you haven't done it already, I'd strongly recommend you recruit Hawk and possibly Peppi; Hawk's usefulness is immeasurable in the upcoming boss battle.

Head east from the Naskuot mainland. Using your map, navigate your way to the northernmost island in the eastern ocean. The person in the house there will heal you and refill your bottles, so do that if you need to. The chest on the northern edge of this island has a Pro Ball, so grab that and go back to your ship. Head to the island southeast of the one you just left; it's the one with a lot of shoals and rocks sticking out of the water around it. Take the S tavern from the chest there and head west to the next island (the island south of the northern island). You'll have to go around the fast moving current or you'll be washed back up to the northern island. Take the Earth cd from the chest there and then head all the way east to a small island on the outer edge of the map. Take the Water cd from the chest there, then head to the big island in the middle of the eastern ocean. Land on the island and enter the strange structure there. Welcome to the Tower of the Raigas.

Tower of the Raigas

Level : 48

Items : Hair orn, Life wh, Life cor, Drem drs, Wndr bt

Recruits:

The bald guy at the top right will heal you and refill your bottles and the bald guy at the top left will save your game. Check the four blue and pink things on the back wall for a Hair orn, Life wh, Life cor and Drem drs, then check that little computer console on the right for a pair of Wndr bt. If you didn't buy the stuff to recruit Lilie at Roki, you can recruit her now for free. After you've gotten the equipment, head up the elevator and talk to the bald guy in the back. After he's finished ranting, check the race of Chezni and Midia; it's changed. Anyway, head into the door behind him and you'll be teleported to the past.

Kormu and Sophie's hut

Level : 48

Items : Hearth cd, Kormu sw, Kormu ar, Kormu ht

Recruits: None

You might recognize this place as the Lagon area of the present, except that Lagon hasn't been built yet. Anyway, enter the hut and take the Heart cd from the shelf. The robot here will save your game, so do so if you wish. Talk to the bed-ridden person, then to the woman stand at the back wall to receive the three items of Kormu. This time, they're much more powerful than the ones you got in the present. Equip them and talk to Kormu again. He'll teleport you to Grantsurk, which you may recognize as the area where the Magic School town and Ratsurk of the present are located. The treasure chest is empty in this era and

there is no path south to Resutar Island or west to Jurayn. The statue south of Grantsurk has the same inscription as the one in the present, so just enter Grantsurk.

Grantsurk

Level : 48

Items : Gigabl, Heart cd, Sph cd, Air cd, Light cd, Water cd, Earth cd, Fire cd, Sky cd

Recruits: None

Despite how it looks on the world map, Grantsurk isn't any bigger than Ratsurk at the beginning of the game. Most of the people here talk about Gabnid's plan to use Dal Gren to conquer the world "without too much devastation". On the southeast side of town is the weapon shop, which has some great stuff. This is your only opportunity to buy any of the four items they carry, so do it. What you should buy is a Sun hl and a Gabni sh for Chezni; other than the Kormu ht you just got, the Sun hl is the strongest helmet he can equip, and the Gabni sh is the strongest shield Chezni can equip, bar none. The HST is powerful, but you should have the Wind sw, so don't bother. The Bib gives a higher defense bonus than Sph gown, but Sph gown casts MGWall when used in battle, which is a very useful spell. That, and Midia just doesn't seem right if she's not totally decked out in Sophie's gear. But do whatever you want. Northwest of the weapon shop is the Learning Center, which features every spirit you've learned thus far and one extra; the Heart Spirit. Buy it for Midia but not Chezni; he'll learn it for free soon. West of that is the inn, and south of the inn is the item shop and the entrance of Grantsurk. Go north of the inn and you'll enter the Magic School before it became the Magic School. Very important; search the shelves in the left room for your second Gigabl. These things are lifesavers in the upcoming boss battles. In the righthand room you can meet the founder of the Magic School, who just so happens to look like the Master of the Magic School in present-day Lennus. When you're done here, go up the stairs. Check the right bookcase for a Heart cd and a Sph cd, and the left bookcase for an Air cd and a Light cd. Go north and check the left shelves for a Water cd and an Earth cd, and the right shelf for a Fire cd and a Sky cd. Then talk to the mayor to hear her problem. Leave the Magic School/mayor's office, head east, and enter the tower.

Tower of Gabnid

Level : 50

Items : None

Recruits: None

The only difference between Gabnid's Tower in this era and in the present are the enemies. It's still as straightforward as before. The chest is empty, so skip it and go up the elevator. Continue on to the same machine as before; you'll see Gabnid standing in front of it. Heal yourself, change out the Kormu sw for the Wind sw (if you want), and talk to him. After his inane rambling, the dragon you freed in the present, who you now learn is named Strabo, will appear and start destroying Grantsurk, and Gabnid will attack you.

BOSS: Gabnid

HP: 2000

Exp: 6552

G: 800

Strategy: We just learned Chezni and Midia are Raigas; I hope to hell they don't grow up to look anything like this freak. Anyway, this is probably the hardest boss battle up to this point other than the Renegades, so be ready for a somewhat lengthy fight if you're underleveled. If you brought

Heart and Earth Spirits and be granted with the ultimate spell, fittingly enough called Spirit. As you now have no choice, run into Doth and obliterate him with your new toy.

After defeating him, you'll appear next to Sophie. Talk to Kormu and board that spherical thing outside. You'll be taken back to the present, on the island where you met with the bald cultists. Note that your ship is now gone, so if you didn't get the Air or Heart cd on the coast before, you can't now. Enter the tower, go up the elevator and talk to Pia. He'll re-power that spherical thing outside so you can now go where ever you want, so long as there is sufficient landing space. Go back to the Magic School town and talk to the Master. He'll explain that Zaygos made off with Dal Gren (somehow) and took him to the Throne of Immortals. He'll also tell you about the Gigabl on the northern coast of Naskuot, which you can get with your spherical airship if you missed it before. If you go back home, you'll notice that your mom's not at the house. Who knows what happened to her. When you're done flying around the world, go to Barsas, the first Saskuot town you visited. Check out the weapon shop for some incredibly powerful equipment. Ignore the Rgn sw, since the Wind sw can do more damage. In fact, all you need from here is the Storm ar; the Sun hl you should've bought gives a better defensive bonus than the Rage ht, Sph sw is stronger than the Blood wh, Gabni sh is stronger than the Good sh, and the Sh soles price should give you a clue as to their usefulness.

At this point, you should have Chezni and Midia totally decked out; Sun hl, Wind sw, Gabni sh, Storm ar, Grvty bt, Gigabl for Chezni, and Sph crown, Sph sw, Sph ring, Sph gown, Sph bt, Gigabl for Midia. A few things of note: Rekuon is now empty. The only thing there is a guard who won't let you climb the Throne of Immortals. Also, the resistance hideout between Misuto and Karon is now empty. Chill still sets off an alarm every time you enter Conshiuto. Roki is also now devoid of life except for Lilie. If you didn't buy her the stuff she asks for before, you can't now because the weapon shop clerk is dead. You can't enter Zaygos' castle and you can't go back to Grantsurk in the past. Finally, if you want to hear the boss music again for some reason, you can go fight Bubbley again in the shrine south of Roki (and he actually gives pretty decent experience). Tie up any loose ends, as this is your last chance. Recruit any mercenaries you didn't before (the ones that aren't recruitable without a S tavern or Hire are Gunny, the Razavs, Checan, Blades and Chen). When you're ready, get the two mercenaries you want for the end of the game. Hawk is a huge help for the end boss. Mouth and Peppi are also very useful, so take whichever you like. Now you need to level your final party to level 55 or above. Good places to do this are in the ancient ruins under the Magic School or the area around Roki. You might even want to try the large island in the middle of the eastern ocean; the Gubos here net nearly 1000 experience per battle, but they're a little difficult to find. Large groups of other enemies will give over 1000 experience, so this may be the best place to level. Or you could go repeatedly fight Bubbley and get 420 experience each time. It's up to you. Just get your party up to level 55 or higher, and in the mean time try to get Chezni's spiritual affinities as high as possible; the Spirit spell will be at full power if you max out your affinity with all eight spirits. When you're done, go to the Magic School town.

The Throne of the Immortals Revisited

Level : 55
Items : None
Recruits: None

Of the four doors in the southeast part of town, open the top left one with Sph gown. Take the ship back to the area with the supply robots and go north up the stairs. Continue around the perimeter of this floor and head up the next flight

of stairs. On this floor, head to the southeast and go up the stairs there. Head west from those stairs and go up yet another flight. Here, go north and east and go upstairs. Go around the perimeter of this area and up another flight. Go north on this floor and up the stairs there, then open the door on the top floor with Sph gown to be back at the Throne of Immortals. Talk to Jo-an to heal and refill your bottles, then enter one of the double doors. Go up the west flight of stairs here, then up the west flight again, then up the east flight and go west at the top to run into an old friend. Duke will transform into Zaygos and attack you.

BOSS: Zaygos

HP: 1100

Exp: 0

G: 0

Strategy: If you did what I suggested, this battle isn't hard. Have Chezni repeatedly cast Spirit and everyone else use their strongest spells, while Midia uses some stat-up spells. Zaygos casts a Blowup-like spell which hits one person for about 700 damage and a fire spell, which hits everyone for 400+ damage. Pay close attention to Chezni's HP, since Spirit really does a number on him and Zaygos' attacks are pretty damaging. Soon, he'll sprout some new wierd looking things out of his clothes, showing you he's about halfway to dead. His attacks are a little more damaging, and now nothing but Spirit will inflict any more than one damage on him. Keep pounding him and don't neglect healing. By that same token, this isn't the last boss so don't waste all your bottles. I'd suggest using Chezni's Gigabl before Midia's in this battle; you'll want to save Midia for the next battle, and even then only use it if your other two mercenaries have exhausted their healing abilities or if you desperately need everyone healed. After three or four castings of Spirit, he should go down.

Zaygos will then get all pissy and join together with Kaymat. You'll see Dal Gren's big creepy shadow approach from behind, Zaygos will strip and fuse with Dal Gren, and you'll be facing the final boss.

BOSS: Kaymat

HP: 6000

Exp: 0

G: 0

Strategy: You can hurt him with attacks other than Spirit, but nothing else does any significant amount of damage, so defend with everyone else when you're done with the extra defense spells and have nothing to do. Cast Wall, MGWall, and DFup on everyone. Don't bother with MGdown; instead, use ATback with the people that have it (including Chezni), as it seems none of Kaymat's attack are considered magic. Kaymat gets three attacks per turn, and his attacks include the Blowup-looking spell Zaygos had which now damages everyone. Dal Gren will also occasionally attack with his claw (and do roughly 500 damage to one person) and will use the same attack he obliterated you with at the beginning of the game, but this time it won't do nearly 4000 damage. The Zaygos part of Kaymat will do a physical attack as well, worth roughly 400 damage for each attack (up to five in one round). The Zaygos part will attack twice and the Dal Gren part once for each round. Keep yourself healed; don't hold back at all, as this is the final boss. Unless you've absolutely exhausted all other healing options other than Dft P, never stop casting Spirit; there's no other way to hurt him substantially. After eight or nine castings of Spirit, he should go down.

Now sit back and watch the ending.

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..Items:. [ITE]

This section lists all the items and any extra information about them.

Name	Full Name	Effect/Description
Name	Full Name	Effect/Description
Medicine		Used to fill your bottles.
Fl dor	Fleet door?	Warp out of current dungeon.
Home dor	Home door	Return to most recently visited town.
Pro Ball	Protection Ball	Keeps weak enemies away.
S tavern	Summon Tavern	Allows you to re-recruit a previously used mercenary.
S sweat	Slimy's sweat	Raises a character's max HP.
G milk	Gubo's milk	Raises a character's strength.
P fth	Purpbird's wings	Raises a character's speed.
P tears	Preyer's tears	Raises a character's defense.
P water	Pakrat's water	Raises a character's luck.
Earth cd	Earth Card	Raises a character's Earth Spirit affinity.
Light cd	Light Card	Raises a character's Light Spirit affinity.
Water cd	Water Card	Raises a character's Water Spirit affinity.
Air cd	Air Card	Raises a character's Air Spirit affinity.
Fire cd	Fire Card	Raises a character's Fire Spirit affinity.
Heart cd	Heart Card	Raises a character's Heart Spirit affinity.
Sky cd	Sky Card	Raises a character's Sky Spirit affinity.
Sphere cd	Sphere Card	Raises a character's Sphere Spirit affinity.
Tools		Event item; used to fix the bridge on Mt. Denebra.
Glow sc	Glowing Scales	Event item; used to cure a dancer in Hagudo.
Navdex		Event item; allows you to pass the checkpoint north of Jurayn.
Actor cl	Actor's Clothes	Event item; allows use of the Barsas rope network.
Kaiyowa		Event item; rids you of the Naskuot smell.
Raiga st	Raiga's Spirit	Event item; allows entrance into Roki's parade.

..Character Equipment:. [EQU]

This is a list of all equippable items and who can use them. They will be listed by the name as it appears in the game, then the full name as I've deciphered, then the stat bonuses it gives, any special effects, and finally, who can use it. [C] stands for Chezni, [M] stands for Midia, [B] stands for both and [N] stands for neither (these items are generally only found on story characters or mercenaries). The weapons are listed by attack power, the bottle are listed by amount of HP restored and boots are listed by speed bonus. Everything else is listed by defense.

Weapons [WEA]

Name	Full Name	Effect/Description	Equip
Sing st	Singing Staff	no stat boost; casts Freeze	[N]
Psn nd	Poison Needle	no stat boost; freezes one enemy	[N]
Natrec	?????	no stat boost; casts Dft S	[N]
Handbag		+1 Attack	[N]
Compact		+1 Attack	[N]
Club		+1 Attack	[N]
Kn	Knife	+2 Attack	[B]

Para kn	Paralysis Knife	+3 Attack	[M]
Dagger		+4 Attack	[C]
Tonfa		+5 Attack; hits twice each round	[N]
Shovel		+5 Attack	[N]
Wh	Whip	+6 Attack	[N]
Pickaxe		+7 Attack	[C]
Bmg	Boomerang	+8 Attack; damages one enemy group	[M]
Razor		+9 Attack	[N]
Light sw	Light Sword	+10 Attack	[C]
Msl	Missile	+10 Attack; damages all enemies	[N]
Demon wh	Demon Whip	+11 Attack; damages one enemy group	[N]
Com kn	Combat Knife	+12 Attack; damages one enemy group	[N]
Pwr bmg	Power Boomerang	+12 Attack; damages one enemy group	[M]
Bow		+12 Attack, +4 Defense; two-handed	[B]
Gauntlet		+13 Attack, +8 Defense	[M]
G tree	Great Tree	+15 Attack; damages one enemy group	[N]
Mid sw	Middle Sword	+15 Attack	[C]
Btl ct	Battle Cutlass?	+16 Attack; damages one enemy group	[M]
Sword st	Sword-Staff	+18 Attack	[M]
Eng drw	Energy Draw	+20 Attack; damages one enemy group, drains enemy HP	[N]
Glow bow		+20 Attack; two-handed, damages one enemy group	[M]
Heavy sw	Heavy Sword	+20 Attack	[C]
Blowgn	Blowgun	+25 Attack; confuses one enemy	[M]
Mgt	Morning Star?	+28 Attack, +16 Defense	[M]
Blkjack	Blackjack	+30 Attack	[N]
Pray st	Prayer Staff	+30 Attack; casts Freeze	[M]
R crag	Rock Crag	+32 Attack	[N]
Life wh	Life Whip	+35 Attack; drains enemy HP	[M]
Wind sw	Wind Sword	+38 Attack; hits twice each round	[C]
Anq sw	Antique Sword	+39 Attack	[C]
Z eraser	Zero Eraser?	+40 Attack; damages one enemy group	[N]
Psych bm	Psycho Beam	+40 Attack; causes confusion	[B]
Kormu sw	Kormu's Sword	+40 Attack; obtained in present-day Lennus	[C]
Pht cn	Photon Cannon	+40 Attack; two-handed, damages all enemies	[C]
Blood wh	Blood Whip	+45 Attack	[M]
Aybro sp	Aybro Spear	+50 Attack, +14 Defense; two-handed	[C]
Sph sw	Sophie's Sword	+50 Attack	[M]
Giga sw	Giga Sword	+60 Attack	[N]
Bow gn	Bowgun	+65 Attack	[N]
Seed sw	Seed Sword	+70 Attack; freezes one enemy	[N]
Tdr sa	Thunder Saber	+70 Attack; casts BoltA in battle	[B]
HST	????	+80 Attack	[C]
Kormu sw	Kormu's Sword	+85 Attack; obtained in Lennus of the past	[C]
Rgn sw	Regency Sword	+88 Attack	[C]
Flame th	Flame Thrower	+100 Attack; two-handed, casts FireA in battle	[C]
Gomutai		+300 Attack; two-handed	[C]

Shields/Rings [SHL]

Name	Full Name	Effect/Description	Equip
Life cor	Life Corsage	+15 Attack; heals 800 HP in battle	[M]
Wood sh	Wood Shield	+9 Defense	[C]

Light sh	Light Shield	+11 Defense	[C]
Fire sh	Fire Shield	+15 Defense; casts FireS in battle	[C]
Evil sh	Evil Shield	+21 Defense; casts BreakS in battle	[C]
Anq sh	Antique Shield	+24 Defense	[C]
Sph ring	Sophie's Ring	+30 Defense; casts BoltS in battle	[M]
Rft sh	Reflect Shield	+31 Defense; casts MGDowN in battle	[C]
Good sh	Good Shield	+51 Defense; freezes one enemy	[C]
Gabni sh	Gabnid's Shield	+52 Defense; casts HealUP in battle	[C]

Armor [ARM]

Name	Full Name	Effect/Description	Equip
Actor cl	Actor's Clothes	+0 Defense; unequippable	[N]
Iron tor	Iron Torso	+30 Attack	[N]
Adult cl	Adult Clothes	+3 Defense; heals 300 HP in battle, wearer has permanent ATBack	[M]
Body drs	Body Dress?	+10 Defense	[N]
Uniform		+12 Defense	[C]
Sacr drs	Sacred Dress	+12 Defense	[M]
Fly jk	Flying Jacket	+13 Defense	[N]
Work cl	Working Clothes	+14 Defense	[N]
Liht drs	Light Dress	+15 Defense	[M]
Rain cl	Rain Clothes	+16 Defense; heals 300 HP in battle	[N]
Light ar	Light Armor	+16 Defense	[C]
HTH cl	????	+17 Defense	[N]
Mid drs	Middle Dress?	+18 Defense	[M]
Mid ar	Middle Armor?	+19 Defense	[C]
Pow drs	Power Dress	+21 Defense; heals 300 HP in battle	[M]
Heavy ar	Heavy Armor	+22 Defense	[C]
St rb	Saint Robe?	+27 Defense; casts DFup in battle	[M]
Anq ar	Antique Armor	+28 Defense	[C]
Com cl	Combat Clothes	+29 Defense	[N]
Kormu ar	Kormu's Armor	+29 Defense; obtained in present-day Lennus	[C]
Drem drs	Dream Dress	+31 Defense; casts Freeze in battle	[M]
Ener cl	Energy Clothes	+34 Defense; heals 800 HP in battle	[N]
Sph gown	Sophie's Gown	+42 Defense; casts MGWall in battle	[M]
Cosmo cl	Cosmo Clothes	+44 Defense; fully heals the user in battle	[B]
Bib		+49 Defense	[B]
Soa's ar	Soa's Armor	+49 Defense; fully heals the user in battle	[N]
Bat cl	Battle Clothes	+49 Defense	[N]
Power rb	Power Robe	+54 Defense; casts STRup in battle	[N]
Storm ar	Storm Armor	+58 Defense; confuses enemies and allies in battle	[C]
Kormu ar	Kormu's Armor	+60 Defense; obtained in Lennus of the past	[C]

Helmets/Head wear [HLM]

Name	Full Name	Effect/Description	Equip
Eng bm	Energy Beam	+50 Attack	[N]
GH orn	Great Hair Ornament	+3 Defense	[N]
Learn h	Learner's Hat	+3 Defense	[C]

Lth h	Leather Hat	+4 Defense	[B]
Fth h	Feather Hat	+4 Defense, +2 Speed	[B]
Ht	Helmet	+5 Defense	[B]
Powermet	Power Helmet	+6 Defense	[C]
Soa's cr	Soa's Crown	+7 Defense; casts BoltS in battle	[N]
Anq hl	Antique Helmet	+9 Defense	[C]
Kormu ht	Kormu's Helmet	+10 Defense; obtained in present-day	[C]
		Lennus, heals 300 HP in battle	
Com mt	Combat Helmet	+12 Defense	[N]
Wing ht	Winged Helmet	+12 Defense, +10 Speed	[N]
Hair orn	Hair Ornament	+8 Attack, +14 Defense	[M]
Flm mt	Flame Helmet	+15 Defense	[N]
Cosmo mt	Cosmo Helmet	+17 Defense	[C]
Sph cr	Sophie's Crown	+18 Defense; heals 800 HP in battle	[M]
Rage ht	Rage Helmet	+23 Defense; casts BoltG in battle	[C]
Face mk	Face Mask	+5 Attack, +24 Defense	[N]
Sun hl	Sun Helmet	+24 Defense; casts FireG in battle	[C]
Kormu ht	Kormu's Helmet	+25 Defense; obtained in Lennus of the	[C]
		past, heals 300 HP in battle	

Bottles (Belt) [BTL]

Name	Full Name	Effect/Description	Equip
G lips	Great Lips	no stat boost	[N]
Stf gubo	Stuffed Gubo	no stat boost; confuses one enemy	[N]
Antibl	Antidote Bottle	Cures poison	[B]
Bombbl	Bomb Bottle	+10 attack; damages all enemies	[B]
Minibl	Mini Bottle	Heals 300 HP to one character	[B]
Highbl	High Bottle	Heals 800 HP to one character	[B]
Megabl	Mega Bottle	Heals one character to full HP	[B]
Gigabl	Giga Bottle	Heals all characters to full HP	[B]

Boots/Leg wear [LEG]

Name	Full Name	Effect/Description	Equip
St legs	Steel Legs	+25 Attack	[N]
Anq bt	Antique Boots	+7 Attack, +7 Defense	[N]
Svn bt	Savant Boots	+7 Attack, +8 Defense; casts SPup	[N]
Iron bt	Iron Boots	+30 Attack, +1 Speed	[N]
Wood bt	Wood Boots	+2 Defense, +1 Speed	[C]
Toe bt	Toe Boots	+2 Defense, +2 Speed	[M]
Short bt	Short Boots	+3 Defense, +3 Speed	[B]
Mid bt	Middle Boots?	+3 Defense, +4 Speed	[B]
Long bt	Long Boots	+4 Defense, +4 Speed	[B]
G heels	Great Heels	+2 Attack, +3 Defense, +5 Speed	[N]
Com bt	Combat Boots	+7 Attack, +7 Defense, +5 Speed	[N]
Sh soles	Shoe Soles	+2 Attack, +2 Defense, +5 Speed; inflicts	[B]
		Freeze	
Knife bt	Knift Boots	+10 Attack, +6 Defense, +5 Speed	[C]
Lth sh	Leather Shoes	+3 Defense, +6 Speed	[N]
Mesh tg	Mesh Tights	+8 Attack, +6 Defense, +6 Speed	[M]
H heels	High Heels	+5 Attack, +7 Speed	[M]
Com sk	Combat Spikes	+8 Defense, +7 Speed	[B]
Wnдр bt	Wonder Boots	+12 Attack, +7 Defense, +8 Speed	[M]
Cosmo bt	Cosmo Boots	+9 Defense, +10 Speed	[B]
Grvty bt	Gravity Boots	+15 Attack, +11 Defense, +11 Speed; casts	[B]

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.:Spirits/Spells:. [SPR]

There are eight spirits that inhabit Lennus. Thankfully, they're not called elemental spirits, because contrary to what Captain Planet taught us, Heart is not an element. Anyway, these spirits are Air, Earth, Fire, Heart, Light, Sky, Sphere, and Water. Spells are made up of the combined power of two spirits. Each spirit has its own specific spell, and each combines with every other spirit for an additional seven spells involving that one spirit. There is one exception; the most powerful spell on the game, aptly called Spirit, cannot be obtained until you have learned to use each spirit.

Spells

List of every spell in the game, the spirits necessary for casting each spell, the in-game description, and a comment by me if I feel the spell needs clarification.

The format will be the abbreviation for the spirits required, then the full name of the spirits. Underneath that will be the spell name, then the in-game description of the spell. The spells will be listed in alphabetical order according to spirits.

- AA (Air/Air)
Escape: Escape from dungeon. (Same as Fl dor)
- AE (Air/Earth)
Bury: Bury the enemy alive. (Range increases as A/E affinity increases)
- AF (Air/Fire)
FireA: Set fire to all enemies.
- AHt (Air/Heart)
ATback: Return half damage.
- AL (Air/Light)
BoltA: Lightning on all enemies.
- ASk (Air/Sky)
Warp: Warp. (Same as Home dor)
- ASp (Air/Sphere)
MGWall: Build antimagic barrier. (Raises magic defense)
- AW (Air/Water)
LStorm: Start a hurricane. (Range increases as A/W affinity increases)
- EE (Earth/Earth)
AntiPS: Will purify poison.
- EF (Earth/Fire)
AT S: Concentrate attacks on. (Enemies will target the caster)
- EHT (Earth/Heart)
Dft P: Give oneself up. (Kills the caster and heals the rest of the party)
- EL (Earth/Light)
Healup: Restore. (Cures status ailments)
- ESk (Earth/Sky)
STRup: Upgrade force strength.
- ESp (Earth/Sphere)
SPup: Make forces quicker.
- EW (Earth/Water)
Wall: Create a barrier.
- FF (Fire/Fire)
FireS: Set fire to one enemy.
- FHT (Fire/Heart)

takeHP: Absorb the enemy's HP.

FL (Fire/Light)
Blowup: Cause explosions. (Accuracy increases as F/L affinity increases)

FSk (Fire/Sky)
Heat: Attack with heat waves.

FSp (Fire/Sphere)
FireG: Set fire to one group.

FW (Fire/Water)
Dft A: Beat enemies at once.

HtHt (Heart/Heart)
Peace: Not confront weak enemy. (Speak English?)

HtL (Heart/Light)
Dft S: Eliminate the enemy.

HtSk (Heart/Sky)
BreakA: Destroy all enemies. (Sky-based damage, not an instant kill spell)

HtSp (Heart/Sphere)
Crush: Crush with weight.

HtW (Heart/Water)
Hire: Get back soldiers. (Same as S Tavern)

LL (Light/Light)
BoltsS: Lightning on one enemy.

LSk (Light/Sky)
BoltG: Lightning on one group.

LSp (Light/Sphere)
MGdown: Repel enemies' magic.

LW (Light/Water)
Daze: Confuse the enemy.

SkSk (Sky/Sky)
BreakS: Tear apart one enemy. (Sky-based damage, not an instant kill spell)

SkSp (Sky/Sphere)
DFdown: Decrease defense power.

SkW (Sky/Water)
BreakG: Tear apart one group. (Sky-based damage, not an instant kill spell)

SpSp (Sphere/Sphere)
Freeze: Freeze the enemy.

SpW (Sphere/Water)
Storm: Attack with storms.

WW (Water/Water)
DFup: Increase defense power.

All Spirits
Spirit: Attack with 8 spirits.

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.:Towns:. [TWN]

This will list all the towns in the game, organized by the order which you visit them. Note that all item shops in the game have the same stuff (Medicine, Fl dor, Home dor, and Pro Ball) at varying prices, so I didn't list that here, only the stuff in weapon shops.

Ratsurk (unavailable after leaving the past)

Lth h	38G
Kn	26G
Dagger	70G
Bow	94G
Wood sh	60G
Lth	78G

Wood bt	34G
Toe bt	66G

Hagudo

Ht	120G
Dagger	70G
Pickaxe	150G
Light sw	270G
Lth	78G
Light ar	340G
Liht drs	310G
Short bt	100G

Jurayn

Ht	120G
Light sw	270G
Bmg	400G
Light sh	380G
Gauntlet	350G
Liht drs	310G
Light ar	340G
Short bt	100G

Doubor

Powermet	200G
Mid sw	420G
Mid ar	500G
Mid drs	480G
Mid bt	150G

Doubor Hidden Shop

Heavy sw	630G
Aybro sp	700G
Pwr bmg	600G
Sword st	490G
Fire sh	500G
Heavy ar	750G
Pow drs	720G
Long bt	230G

Lagon

Heavy sw	630G
Aybro sp	700G
Pwr bmg	600G
Sword st	490G
Fire sh	500G
Heavy ar	750G
Pow drs	720G
Long bt	230G

Barsas (unavailable until the end of the game)

Rage ht	10000G
Rgn sw	46000G
Blood wh	24000G

Good sh 19000G
Storm ar 30000G
Sh soles 400G

Rekuon (unavailable after climbing the Throne of Immortals)

Pwr Bmg 2400G
Aybro Sp 2800G
Heavy Ar 3000G
Long Bt 920G

Misuto

Btl ct 8000G
Mgt 6800G
Evil sh 7200G
St rb 10400G
Knife bt 4000G
Mesh tg 2800G

Conshiuto (unavailable after rescuing Wind)

Btl ct 8000G
Mgt 6800G
Evil sh 7200G
St rb 10400G
Knife bt 4000G
Mesh tg 2800G

Roki (unavailable after joining the parade)

Hair orn 4000G
Life wh 10000G
Life cor 4400G
Drem drs 12800G
Wdnr bt 3600G

Grantsurk (unavailable after leaving the past)

Sun hl 6500G
HST 18000G
Gabni sh 16000G
Bib 4000G

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.:Enemy List:. [ENE]

The enemies are listed in alphabetical order, bosses included.

Enemy name	HP	ATK	DEF	AGI
Adm. Alon	1500	415	198	295
Airdiver	900	650	225	340
Alornso	297	84	28	35
Amoeba	92	125	72	90
Artman	850	400	230	295
Ascetic	520	300	200	325
Bacteria	82	115	75	100
Baljan1	820	380	185	245

Baljan2		820	420	190	290
Ball		250	300	180	250
Balloong		140	210	65	105
Barerat		110	230	88	205
Beholder		200	155	62	145
Big Zip		800	350	205	320
Bigboss		500	220	140	205
Blackbom		64	125	70	42
Bombrock		82	115	46	40
Bostang		210	300	190	280
Boy		120	240	102	200
Brafman		850	400	230	295
Bronza		400	220	100	145
Bubbley		1500	220	170	220
Butcher		160	260	140	180
Buzzsoul		120	210	120	205
Captain		200	260	165	240
Catcher		250	320	165	215
Cathy		240	145	60	130
Chill		300	200	130	160
Combined		510	300	285	260
Constric		36	56	13	6
Cornfish		160	105	130	220
Cornrat		65	121	61	80
Crusher		140	190	110	170
Dashcrab		155	150	130	150
Deatheye		75	98	40	60
Deathric		60	118	62	85
Destron		720	380	195	240
Dogfish		160	205	130	220
Doth		?	?	?	?
Eater*		140	140	72	92
Eater**		150	190	135	215
Elepsaur		280	180	78	98
Evilrat		180	1320	180	275
Eyebird		130	170	80	180
Eyebot		520	370	190	315
Eyebream		190	310	180	285
F. Witch		94	30	42	95
Facewall		800	335	190	255
Fake		150	230	100	190
Fighter		260	200	150	255
Fiorlan		290	152	72	155
Firesaur		480	300	150	200
Flamedon		700	400	185	265
Flamer		130	185	140	205
Flybot		214	300	175	245
Footsaur		400	220	90	125
Freezer		140	225	140	220
G. Goblin		98	112	68	88
G. Sage		190	250	170	245
G. Whip		420	190	72	160
Gabnid		2000	420	275	300
Garana		600	220	175	215
Girl		155	235	120	190
Goblin		39	53	15	7
Goldgubo		45	185	500	400
Gregory		220	130	60	130
Graycrab		240	270	205	275
Guardian		520	290	80	165

Gubo		12	120	180	200
GusStool		145	135	70	140
Headless		220	260	115	220
Hectopus		235	300	170	270
Hedgehog		32	58	17	4
Heliopit		125	98	68	99
Heliopod		16	40	14	5
Helioled		26	51	16	7
Hermit		180	250	155	235
Hobgob		38	75	28	41
Hood		130	160	75	135
Hupman		110	30	42	95
Jarmlu		624	160	52	70
Kamikaze		81	85	42	58
Kaymat		?	?	?	?
Kid		150	90	115	195
Knocker		150	210	160	245
Kong		60	70	14	18
Landpod		138	140	65	150
Lao-Tse		106	30	40	98
Leech		50	85	37	58
Lokiarn		?	?	?	?
Madmaker		240	30	60	115
Microrat		87	130	50	150
Mindeat		420	450	220	335
Mokofish		225	295	195	285
Ms. EX		199	220	140	235
Needle		150	280	175	240
Nestpod		110	130	45	95
Omnibot		320	360	190	305
Pakgrass		185	170	70	120
Pakrat		18	38	13	4
Parasite		84	135	80	85
Patriot		220	270	190	215
Pitfish		220	330	185	295
Prest		280	155	123	202
Preyer		72	110	66	72
Purpbird		60	85	38	52
Rackgorn		250	220	180	220
Redball		125	145	35	48
Red Gang		680	300	200	335
Redjaws		480	350	120	130
Redrock		180	140	145	115
Redwitch		190	130	65	110
Renegade		410	218	71	108
Roterbee		260	350	210	300
Roterpit		195	140	78	104
Roterpod		63	125	64	88
Sacryfer		151	125	55	89
Sgt. Alon		400	280	175	260
Shaker		90	140	80	165
Skygazer		230	290	180	255
Slapkong		110	125	68	75
Sleeper		158	250	255	210
Slimy		80	110	35	10
Smush		60	90	41	45
Snowprey		500	265	152	220
Snowsaur		500	265	152	220
Soafish		230	300	190	280
Sorcerer		125	30	42	102

Specter		200	200	145	195
Spilit		70	85	45	68
Splitbug		420	140	70	120
Stenka		120	310	145	240
Stick		260	300	185	240
Sticky		150	145	65	125
Stingbag		110	133	85	90
Stinger		251	355	190	315
Stingeye		270	335	250	305
Stingred		120	130	81	155
Striker		510	520	245	305
Sumokong		350	305	185	255
SusAgent		380	185	75	120
T. Bronza		510	280	155	205
T. Esper		235	130	60	120
T. Rex		350	155	79	100
Tempest		650	290	190	260
Thirdeye		155	190	150	202
Towerbug		100	140	90	155
Trickart		280	340	185	260
Twinhawk		520	280	195	300
Twinhead		190	165	60	170
Unirat		260	350	210	300
Virus		95	130	78	95
Whipper		260	152	75	85
Widow		210	245	150	175
Windbird		190	145	90	120
Wirearm		270	310	180	250
Wolfworm		800	160	112	195
Worm		122	140	85	92
Zaran		120	150	100	160
Zaygos		?	?	?	?
Zip		250	210	145	230
Zmaster		250	145	60	130

*: This Eater enemy looks like the Pakgrass enemy.

** : This Eater enemy looks like the Landpod enemy.

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.:Credits:.

People who deserve mention, obviously.

Me: For writing this.

supersaiyangohan: For pointing out that higher spiritual affinities raise magic defense against spells affiliated with that spirit.

Cloud Strife J: For asking if there's a way to defeat Dal Gren at the beginning which subsequently motivated me to test.

FATE48: For informing me of Wild's Rain cl's healing, and suggesting an item list for each area.

Master Moron: For telling me about the secret area in the tower south of Karon where the Anq equipment and a Blowgn are located.

PlatinumRook: For scanning the enemy map and pointing out that the Adult cl is missing from the Armor list. Special thanks for the enemy

map.

Swordsman Dias: For disproving my theory about the availability of the Gomutai. Also pointed out a lot of omissions in the equipment lists having to do with special in-battle effects of certain items. Special thanks for the time-consuming research it took to find this stuff that I was too lazy to do.

Ragnarosen: For his Item List FAQ on GameFAQs. Without it, I wouldn't have been able to find the stats of a lot of unattainable weapons and armor, and it would have taken me forever to get the Adult cl from Zaran.

More people to be added as needed. If you're not here and feel you should be, either e-mail me or post about it on the GameFAQs boards; I'm around as Averlus as stated in the contact info above.

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