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SaGa Frontier™ II

2

OFFICIAL
STRATEGY
GUIDE

BY DAN BIRLEW



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SAGA FRONTIER 2

OFFICIAL STRATEGY GUIDE

by DaN BIRLEW

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About The Author

Strategy: Equip Anchovy Staff and Lutefisk Spell. Then head to Los Angeles on the world map, where the Dan Birlaw grazes with its female concubine Laura. The mate is no threat to you, so concentrate your attack on the Dan Birlaw. This is an easy battle, since the horned monstrosity loathes Nordic fish dishes.

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Introduction

SaGa Frontier 2™ fits into the genre of traditional Role Playing Games, or RPGs, which were created when electronic games began emulating the style of pencil-and-paper dice games like *Dungeons & Dragons*. People who thought they'd never get involved with a fantasy game are often swept away by the stories, gameplay, and graphics found in modern videogame RPGs.

What makes *SaGa Frontier 2* a traditional RPG is that the game is set in the past, and its combat system is simple in its setup. The characters fight with medieval weapons, and they improve by learning new skills and increasing in weapon levels.

The fascinating story in *SaGa Frontier 2* unfolds like a fairytale storybook. Players advance through the game chapter by chapter, but may also skip chapters or take up parallel storylines involving different characters at any time. The game revolves around the lives of two very different men, born the same year, living in the same world, engaged in entirely different struggles.

Gustave is an exiled royal heir seeking to prove to the world that a person can be powerful without spells, and Wil Knights is a Quell digger looking for adventure. Although Gustave's chapters involve mostly story and very little gameplay, they are balanced by the fact that Wil's adventures are all gameplay and less story. Although the two characters never meet, they can trade items and Arts, and therefore affect each other's lives for the better.

What's most satisfying about *SaGa Frontier 2* is the ability to live the full lives of these characters, to feel their triumphs and frustrations, and to conquer the world of Sandail with them.

Finishing a game with the scope and landscape of *SaGa Frontier 2* is a rewarding achievement, but you need the skills and the know-how to prevail. This guide tells you not only how to conquer the game completely, but also how to make *SaGa Frontier 2* an even richer and more rewarding experience.





Chronicle



XX,XXX years ago.....	Birth of Mankind on Southern Continent	1243	Finney Kingdom unites Merchmin
-2000	Spell Arts are discovered in Weissland	1245	Marie marries Cantal, Marquis of Otto
-400	Hahn expansion begins	1245	Gustave XII dies
0	The Empire is established	1247	Gustave lands on the Eastern Continent
374	Rebellion of Nika	1248	Battle of Buckethill
400	Migration to Southern Continent begins	1248	Gustave enters Thermes Castle
465	Fall of the Empire	1249	Construction of Hahn Nova begins
800	Tool invented in Southern Continent	1250	Philippe fails the Firebrand Ceremony
1000	Tool introduced to Eastern Continent	1255	Philippe II is assassinated
1087	Gustave VIII, Marquis of Berth, takes over Finney Island	1256	Gustave assaults the Anima Followers
1218	Gustave XII and the Marquis of Nohl, Sophie weds	1269	Gustave dies
1220	Gustave is born	1270	Cantal, the Marquis of Otto, gains control of the Merchmin territory
1220	William Knights is born	1271	Hahn Nova is destroyed by fire
1221	Kelvin is born	1288	Cantal dies
1222	Philippe is born	1289	Edmund, Duke of Laubholz, intervenes in the Heir War
1227	Marie is born	1289	King Sho of Na summons Kelvin
1227	Gustave is banished	1290	Battle of Salisbury
1227	Gustave is exiled	1292	Kelvin dies
1227-32	Gustave in Gruegel	1300	First appearance of fake Gustave
1233	Gustave relocates to Jade	1303	King Sho of Na dies—Peace conference begins
1235	Gustave uses a steel sword in battle	1305	Battle of Hahn Nova
1236	Gustave encounters Leslie once again	1305	Battle of South Moundtop
1239	Sophie passes away	1305	Hahn Nova Treaty
1240	Gustave takes Wide		





Characters

Gustave

Starting Stats (Age 5)

HP: 210
LP: 15
WP: 64
SP: 0

Equipment

Trial Dagger
Iron Breastplate
Wood Shoes

Gustave is the royal heir to the throne of Thermes. Because he couldn't manifest Anima, he was unable to perform the Firebrand Ceremony and claim his right to the throne. Banished from his homeland, Gustave became a mean and arrogant child.

Gustave's mother chose exile with her child, and she raised Gustave to be clever and strong. Yet he still curses his bloodline and seeks to prove that a person can be powerful without Anima. While his quest begins as a selfish one, Gustave is smart enough to see his mistakes and learn from them.



Trial Dagger

Gustave forges a strong steel blade called the **Trial Dagger**. This weapon cannot be unequipped, and it's unbreakable and more deadly than its name implies. As Gustave achieves level and status in the world, this weapon is modified automatically to do awesome damage to enemies.

Note

Since Gustave cannot use Anima in Tools or Quells, use his second weapon/shield slot to equip a shield for protection, and let Gustave become a sword master.





Kelvin

Starting Stats

HP: 111
LP: 21
WP: 19
SP: 69

Equipment

Wood Spear
 Stone Knife
 Caster Cloth
 Birch Ring
 Fur Boots

Sir Kelvin of Jade rolls his eyes at Gustave's brazenness, but he accompanies and supports Gustave. Kelvin's spells are powerful, but his stats start off weak. The best way to use Kelvin is to equip him with a Buckler and let him attack with his Wood Spear and Tree Spells. Avoid letting Kelvin fight in one-on-one combat — his low HP makes it possible for him to get killed in a single combat turn.



Nebelstern

Starting Stats

HP: 414
LP: 9
WP: 36
SP: 80

Equipment

Sacred Spear
 Knight Shield
 Caster Armor
 Fur Boots
 Blue Water
 Beast Amulet



A brilliant strategist, Nebelstern is also a powerful warrior. Stern and disciplined, he lacks faith in Gustave, but at the advice of others sets his personal differences with the brash youth aside. Although most people feel intimidated around this highly-focused General, everyone respects his authority and follows his orders.

Johan the Assassin

Starting Stats

HP: 229
LP: 6
WP: 65
SP: 102

Equipment

Blast Sword
Stone Shield
Caster Cloth
Fur Boots
Red Scarf
Scorpion Tail



A chilling and silent man, Johan is an assassin who has betrayed his guild, the Scorpions. Fully skilled in the Art of murder, Johan doesn't even have to be in the same room with you to kill you. Yet he is now hunted by the faithful of his guild, and the only asylum he can find is with the most powerful man in the land, Lord Gustave.



Ventarbre

Nicknamed "Ven," this reserved young man has keen insights into the character of others. His talents include a strong foresight, which helps him to be a master strategist. Although not a playable character, Ventarbre's items become available to use once he has entered the story. Just go to any person who can take items from your other party members. The other characters benefit from the use of his **Snake Staff**, **Water Mirror**, and **Lake Robe**.

Cielmer

Starting Stats

HP: 426
LP: 14
WP: 52
SP: 86

Equipment

Caster Robe
Wood Shoes
Cielmerlion



Known throughout the lands as the master of hand-to-hand and melee combat, Cielmer is a thoughtful and courteous man. He saves Gustave from the wrath of his father and encourages his growth as a warrior and political leader of the world. He has a family heirloom called the **Cielmerlion**, which enables him to perform powerful Martial Arts practiced by no one else. You cannot unequip this item from Cielmer.



William Knights

Starting Stats

HP: 206
LP: 18
WP: 32
SP: 49

Equipment

Sapling Staff
Buckler
Hat
Fur
Fur Boots

Seeking adventure as a novice Quell digger, Wil is open and honest with the party members he recruits. His potential to become a great expedition leader is clearly visible. Unfortunately, his character is shaped by great tragedies.

Wil's stats are slightly different if you play as Gustave first, because Gustave's level bonuses carry over to Wil and vice versa.



Rich Knights

Starting Stats

HP: 310
LP: 13
WP: 45
SP: 64

Equipment

Fossil Sword
Light Spear
Caster Cloth
Work Gloves
Wood Shoes
Wind Shell



A hearty young man with an independent spirit, Rich seeks adventure like his father. He also finds himself drawn into his father's quest to find and destroy the enigmatic Egg.



Ginny Knights

Starting Stats

HP: 271
LP: 12
WP: 44
SP: 56

Equipment

Silver Staff
Buckler
Caster Cloth
Coral Ring
Wood Shoes



Daughter of Rich Knights and Diana, Ginny leaves home to learn what happened to her father. Unfortunately, her family legacy makes her the only one capable of destroying the Egg before it can take over the world.



Cordelia

Starting Stats

HP: 219
LP: 13
WP: 43
SP: 56

Equipment

Wood Spear
Stone Axe
Red Hood
Caster Cloth
Fur Boots



Nicknamed "Cody," this sweet young woman seeks to protect Quell diggers like Wil Knights on their journeys to excavation sites. She is a brash warrior, and learns new melee Arts easily.

Narcisse

Starting Stats

HP: 325
LP: 20
WP: 36
SP: 76

Equipment

Ranger Bow
Caster Cloth
Wood Shoes
Fire Charm



A natural spell caster who couldn't be more appropriately named, Narcisse begrudgingly accompanies the less experienced adventurers. Although condescending and blunt, he provides excellent support because of his advanced spell casting abilities and higher stats.

Tyler

Starting Stats

HP: 310
LP: 18
WP: 65
SP: 44

Equipment

Stone Axe
Hunter Bow
Padded Mail
Work Gloves
Wood Shoes



Tyler is a half-human, half-wolf creature. He joins Wil's party because his last expedition in the Ruins of Hahn didn't unfold as planned. Although his introduction to the group is awkward, his higher stats and excellent weapons' skills make him an intimidating frontline warrior.

Labelle

Starting Stats

HP: 225
LP: 18
WP: 56
SP: 61

Equipment

Hunter Bow
Dew Axe
Hat
Caster Cloth
Wood Shoes
Cross Branch



A quiet and reserved young woman, Wil's party first encounters Labelle at the Grand Valley Bridge. She joins the party to lead them across the misty and dangerous valley, because the bridge toll is highly unreasonable.

Nina

Starting Stats

HP: 392
LP: 14
WP: 49
SP: 98

Equipment

Oak Staff
Stone Knife
Hat
Silk Toga
Fur Boots
Blue Water



Wil Knights' Aunt Nina raised him from the time his parents mysteriously disappeared. She is proud to see Wil go off and become an experienced adventurer, and thinks that maybe now is a good time to help Wil explore his past...



William

Starting Stats

HP: 260
LP: 12
WP: 45
SP: 43

Equipment

Wood Spear
Buckler
Leather Armor
Wood Shoes



Labelle's older brother William camps on the cold plains near the Glacier Megalith. He's obsessed with venturing into the icy shrine to find a legendary Quell.

Patrick



Hailing from Weissland, the land of snow and mountains, Patrick is a wandering warrior in search of a good adventure and a good plate of food. Patrick may be quiet, but his skills with a staff are good and his HP is high. He's a one-man wall of defense against monsters. Unfortunately, he breaks his weapons easily.

Starting Stats

HP: 385
LP: 12
WP: 53
SP: 15

Equipment

Ice Staff
Rock Axe
Steel Armor
Wood Shoes

Raymond

Starting Stats

HP: 268
LP: 16
WP: 55
SP: 44

Equipment

Ranger Bow
Stone Knife
Alligator Armor
Wood Shoes



Tyler brings Raymond into the party. Although inexperienced, his skill with a bow is amazing for a young man. He starts at bow level 16!

Eleanor



Starting Stats

HP: 340
LP: 20
WP: 34
SP: 99

Equipment

Holly Staff
Buckler
Caster Robe
Wood Shoes
Fire Flake

An adventurous and spirited magic-user, Eleanor takes Wil's son Rich on his first true adventure, along with old mates Patrick and Raymond. She's looking to help a company reclaim a lost mine. Eleanor is all about the bottom line.

Diana

Starting Stats

HP: 220
LP: 12
WP: 56
SP: 44

Equipment

Stone Knife
Caster Cloth
Wood Shoes



Diana is a young woman Rich meets in North Gate. Most of her family and friends have left because of monster attacks, and she's lost. In spite of her low abilities, Rich takes her with him to end the monster threat. Diana goes on to become the mother of Rich's only child, Ginny.



Julia

Starting Stats

HP: 250
LP: 15
WP: 55
SP: 58

Equipment

Flame Rod
Ranger Bow
Caster Cloth
Work Gloves
Fur Boots



Julia is a young woman whose homelands have become a wasteland. There are giant water towers in the area that used to irrigate the lands of Grand Teille long ago. She pleads to Rich Knights to help her in her quest, and her charms prevail.



Sargon

Starting Stats

HP: 339
LP: 8
WP: 52
SP: 42

Equipment

Flame Rod
Fang Dagger
Caster Cloth
Wood Shoes
Rock Heart



Sargon was a nice man who wanted to do some good in the world, and lent a helping hand wherever it was needed. But his path soon crossed with a very dark man, and his life was never the same...

Greta

Starting Stats

HP: 220
LP: 14
WP: 40
SP: 48

Equipment

Stone Knife
Buckler
Leather Armor
Wood Shoes



A tough and capable young warrior, Greta enlists the aid of rising hero Sargon to clear monsters out of the Rock Quarry.

Watts



Starting Stats

HP: 260
LP: 12
WP: 45
SP: 47

Equipment

Wood Spear
Buckler
Leather Armor
Wood Shoes

Although inexperienced, Watts joins Greta and Sargon in a quest to rid the Rock Quarry of monsters and to make the world a better place.

Primiera

Starting Stats

HP: 391
LP: 14
WP: 54
SP: 5

Equipment

Dew Axe
Screamer
Head Band
Steel Armor
Gauntlet
Wood Shoes



This prim prima donna packs a mighty wallop on the battlefield. Few can wield an axe like she.



Roberto

Starting Stats

HP: 405
LP: 23
WP: 43
SP: 74

Equipment

Elder Bow
Flame Rod
Silk Toga
Fur Boots



While only 27 years of age, Roberto's wise nature and shocking white hair make him seem years older.



Meythia

Starting Stats

HP: 500
LP: 12
WP: 40
SP: 74

Equipment

Rock Axe
Ranger Bow
Red Hood
Caster Cloth
Fur Boots

Meythia is the loyal and dedicated apprentice of Master Ventarbre. Her skills in battle and high stamina make her a worthy addition to the group, even if she's not wholly aware of why she has been sent with them by her Master.

Gustaf

Starting Stats

HP: 370
LP: 21
WP: 70
SP: 68

Equipment

Flame Sword
Gustaf's Sword
Leather Armor
Coral Ring
Wood Shoes
Beast Amulet

Who is this strange and hauntingly familiar young man? And more importantly, who does his hair? Gustaf is a great fighter, equipped with weapons any king would gladly sacrifice his lands for.

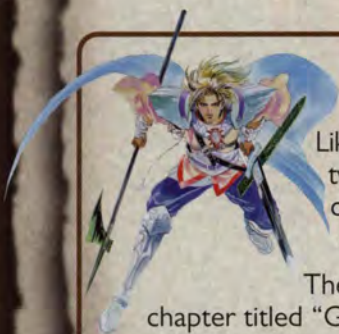


Gameplay Basics

Gameplay Basics

While most of this chapter is specific to *SaGa Frontier 2*, it's important to players who aren't very familiar with the RPG video game genre. Whether you're a fledgling explorer or a well-renowned dragon killer, the information in this chapter is beneficial to everyone who has chosen to undertake *SaGa Frontier 2*.

Exploration



Like many other RPGs, *SaGa Frontier 2* offers an entire world to explore and conquer. There are two separate storylines in *SaGa Frontier 2* involving two very different characters. While Gustave conquers the political world and significantly changes the era he lives in, Wil Knights undertakes a more personal journey to find answers about himself and an object of immense power.

The game proceeds in chapters. When *SaGa Frontier 2* is played for the first time, you begin the chapter titled "Gustave Born." When you have played or viewed the entire chapter, you have the opportunity to save your game to a memory card. Then the World Map appears, and the quill (the cursor) is usually placed at the next chapter in the story chronologically.

At this point you see Wil Knight's first chapter, enabling you to play as Wil for a time. As your characters move around the world, the World Map automatically places the chapters in the areas in which they occur. You may continue to play as Gustave, leaving the Wil chapters for later. However, you cannot finish a game without playing as Wil. Likewise you cannot finish Wil's game without playing as Gustave. For example, if you are playing all the Gustave chapters, you suddenly come to a point where you must play the next Wil chapter before you can return to Gustave's story. If you haven't played the first several Wil chapters, this later chapter will be incredibly difficult. You haven't had the benefit of developing Wil's levels and finding the amazing items that he should have.

You should go back and forth between storylines, looking for hidden optional chapters, called "Side Quests." These chapters enable your characters to seek out rare and powerful items, raise levels and learn Arts, and basically provide fun diversions from the main storylines.

Playing a chapter involves moving your character around the map of an area, searching for treasure, and fighting off enemies. The single character on the map represents either one character or an entire party of characters.


Enemy characters are also roving about the area, eager to engage your party. Each enemy character visible on the map represents one to four monsters of various power and threat. The type of enemies you face depend on the type of area you're in: a town, a surface area, or an underground chamber. At a running pace, you may be able to avoid enemies entirely. But some areas have many enemies lurking in a confined space, and you have to face at least some of the enemy parties to weave your way past the others. Facing and fighting enemies is far more beneficial to your characters than avoiding them, however. Only by fighting can you improve your characters' abilities and learn powerful Arts. Only by fighting can you prepare your characters to face the Boss monsters. Boss monsters are powerful adversaries that must be sought out and confronted to acquire powerful items and make the story progress.

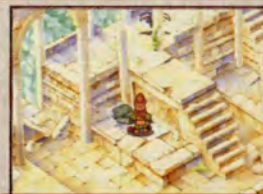


***SaGa Frontier 2* proceeds in chapters.**



Enemies are visible on the map. Confront or avoid them.

As you cross areas, keep an eye out for discolored objects or things that seem out of place. Search these things by pressing the Accept  button. Take chances and follow your hunches. The more you search, the more you'll find. In towns and civilized areas, talk to the locals to get clues about where to search next or to learn more about what it is you're searching for. Sometimes, people tell you to go and talk to another person. After speaking to that other person, try going back to the first person and talking to them again. People often have more than one thing to say, and they reveal more the second time you speak.



Search discolored objects and strange phenomena to acquire items.

Combat Strategy

SaGa Frontier 2 employs a couple of fantastic combat systems. When confronting a group of enemies, the combat field shows the entire party and the enemy group as tiny figures. In many cases, you will encounter only one enemy, in which case you're given the option of fighting one-on-one or as a group. Be warned—if you choose to face a single enemy as a group, more enemies may join in on the combat field to even out the odds.

Team Combat

Team Combat refers to the more typical RPG combat, where your party of heroes faces a party of enemies. Team combat is turn-based, meaning you program commands for each member of your party to attack, use spells, or defend. After you program each character, you watch the effect upon the enemy group. Each character takes a different amount of time to execute their command based on their stats and the organization of the party (who's picked beforehand to go first). After each party member has been programmed, the enemies may be able to attack first if they're quicker than your characters. If not, the enemies still get their turn.



Team Combat pits your characters against a group of enemies.



Choose commands that make your characters defeat the monsters.

When choosing actions for each character, scroll through the types of commands by pressing the left or right directional buttons. The first screen of commands are your character's Martial Arts, if they have any. The next few pages contain the commands available for the weapons you have equipped. After that are pages of the spells equipped for that character. The final page usually contains only one command, Defend. This command tells that character to protect instead of attack the next combat turn, and you'll rarely use it.

One-On-One Combat

In *SaGa Frontier 2*, when you encounter a lone, tough enemy you are given the option to face it with a single party member, one-on-one in a duel. Choose your warrior carefully, because if the enemy wins, the game is over and you must restart from your last save. Also, in one-on-one combat the damage to your character is much swifter and much higher, because the enemy only has one warrior to pick on. Make sure you check your HP each round.



Fighting one-on-one with an enemy is the best way to learn Arts.




Arts are the key to subduing your adversaries in duels.

This combat system is entirely different from Team Combat. The commands you have to choose from are more rudimentary, such as Slash, Backslash, Thrust, and so on depending on your weapon. When it's your turn, you may program four of these commands in any order. To inflict the most damage, you must program combos, which unleash your Arts. In party combat, when you select a learned Art, notice in the Help screen at the bottom that the combo moves for that Art are listed. For example, the Sword Art Smash consists of the combo moves Charge-Slash, and the Martial Art Brawl consists of Punch-Kick-Punch. So in one-on-one combat, when you select Charge-Slash, you do a Smash just as you would in party combat. What's great about the one-on-one system is that if you already know the combo moves for Arts you haven't learned yet, you can program them and you learn them if you reach a high enough weapon level. Don't get carried away though—you must have attained the proper level with the weapon in question.

Using Spells

Spell Arts are acquired through the use of Tools and Quells. **Tools** are weapons and accessories that equip the character with the power to wield a certain type of **Anima**, or life force. There are six types of Anima: Tree, Stone, Flame, Water, Tone, and Beast. Each Anima has the power to heal and bolster your characters, and each also has the power to attack and destroy your enemies.

Spell Arts consisting of one Anima type are usually weaker, and can only be used by equipping certain weapon Tools. The more powerful Spell Arts are a combination of different types of Animas, and can only be learned and wielded by a character equipped with Tools containing both Animas required to cast the Spell Art. After a battle, watch the messages that indicate what the characters have gained in experience and level. To see what Animas are required to cast a Spell Art, access the Equip Arts menu (by pressing the R1 button, or from the Main Menu). Select the Spell Art with the cursor and by pressing the  button, the Help screen displays the Anima components of the spell, like Tree-Flame or Stone-Water. Any character equipped with Tools containing the necessary Animas can cast the Spell Art, not just the one who learned it. But this means that to cast a more powerful Spell Art, a character must have two Tools equipped, taking up precious space in their inventory.

Quells also equip characters with the power of Anima, but they're usually only accessories. A single Quell can equip a character with two types of Anima, without having to equip two different items. Quells also offer bigger Armor Defense and Spell Art bonuses, making your character a more powerful spell caster. Characters seem to learn new Spell Arts at a faster rate when they're equipped with a Quell instead of Tools.

Learning the Arts

At the beginning of the game, when your characters are young and don't have much experience, you only have one command for each weapon, or one spell to use. The same goes for any time you equip a new weapon. This rudimentary command, whether it's Slash, Chop, Thrust, or whatever, is usually a simple attack that doesn't cause much damage.

To really wreak havoc on your enemies, you must learn new Arts to use with your weapon. To obtain new Arts for each weapon, you must use that weapon extensively in combat. After extensive use of an item or attack (or maybe only a few tries), your character comes up with the idea for a new Art. The new Art is tried automatically, no matter what you had originally programmed. Arts can be shared among party members, so if you decide at some point in the game to trade weapons between characters or give two characters the same weapon, simply go to the Equip Arts menu and you'll find the Arts that the other character learned with that weapon, now usable with the character currently holding the weapon. The same holds true when you switch parties or even switch stories.

Learning Arts in party combat is a kind of hit and miss situation. Your character is more likely to learn new Arts with a weapon after you have gained a level in it by defeating enemies in combat. You are more likely to gain a level on a weapon when your character uses that weapon to make the killing stroke on an enemy. Also, the Role each character is assigned to affects the rate of learning Arts. Go to Battle Style in the Main Menu to view and change the specific Roles your characters can take.

Use of one Art leads to the learning of another. There is an unknown percentage chance of learning a new Art if you repeatedly use another Art that has already been learned. This is called "sparking," and a better description is available in the Arts section in the back of this book. There you will find a complete chart showing you which Arts spark the learning of other Arts.

One-on-one combat provides the best situation to see if you can learn new Arts, especially since some Arts can *only* be learned in a duel. Use the Arts List in the back of this book to learn Arts in a duel. If you program the combo and still don't learn a new Art, it means you haven't achieved the necessary level with that weapon type. You then get a grand kick in the pants from your enemy, because the individual moves don't cause much damage.



Combos

Your characters can team up and attack a single enemy at the same time, inflicting as much as quadruple the normal amount of damage. Two characters perform **Duo Attacks**, and three characters perform a **Triple Onslaught** and four characters perform an **All Out Attack**. To teach your characters to do Combos, program the characters to do different Arts with different weapons and spells on the same enemy. Once a Combo is learned, you can program it again and again. To see Combos your characters have learned, select the Party Notes menu from the Main Menu and toggle over to the Combo Arts Menu. Also, the Role each character is assigned to affects the rate of learning Combos. Go to Battle Style in the Main Menu to view and change the specific Roles your characters can take.

Stayin' Alive

You have the opportunity to restore your character's full HP (Hit Points) by sacrificing one of their LP (Life Points). If one of your characters is reduced to 0 HP during battle, they become inactive until you cast a Spell Art on them that restores some or all of their HP or they will revive by the next battle unless they are out of LP. Once rested in the inn, they're automatically restored for full. When you run out of LP, the character dies. If you run out of WP while fighting, one of your LP is automatically sacrificed for WP so your character can execute the move you programmed.

If a character's HP reaches 0, the character cannot be used in the same battle unless someone cast a restoration spell, like Water, on the character. However, the character will be usable again by the next battle since a small amount of HP is restored between each battle.



For characters who have lots of SP, use Spell Arts to heal wounded characters, rather than LP.

The best way to maintain your characters' health is with Spell Arts such as Water and Life Water, which restore HP, life, and even remove statuses like Poison, Petrify, or Cripple. Choose one of your characters who has a high Spell Arts level to be the party's resident spell caster. Give that character the appropriate clothing or armor, along with the Tools or Quells containing the Animas necessary to cast Spell Arts.



Especially in Duels, sacrifice LP to raise your HP.

Party Management

Your party's effectiveness in combat depends upon the organization of the group. You can manage your party by determining the order and roles of your characters, as well as by equipping them with different weapons and Spell Arts.

Character Types

The Character Status screen is the best way to see if characters are equipped with the Tools and Quells needed to cast their equipped Arts. Both the items and the Arts equipped can be viewed on one screen.

No character is predetermined to be a certain type (for example, fighter or spell caster). In the Skill Levels window, a plus (+) icon appears next to a Weapon or Spell icon. In effect, this means that character is naturally talented with that Art.

However, it should be noted that random characters can use Martial Arts, regardless if they are naturally talented (for example, Wil can't use Martial Arts, but Cordelia can, although both don't have a plus (+) sign).



Overview of your characters, frontline at the top.



Your character's stats, equipped items and Arts, all on the same screen.

Party Order and Character Roles



The order your party is in determines how the party attacks the enemy, and where the characters stand in the battlefield. You can see what order the characters are in by accessing the Battle Style menu from the Main Menu. You can rearrange the characters by selecting them with the cursor and moving them where you want them to go. The left side of the screen represents the front of your party. To put a character in the back of your party, move him or her to the right side of the screen. This determines how they stand on the battlefield. Put weaker characters in the back, and equip the characters in the front with shields if possible. Make your characters in the rear your spell casters, and use their two weapon slots as well as their accessory slots to equip the Tools necessary to cast whatever Spell Arts you have. Characters in the back of a party cause less damage executing Melee Arts on the enemy, but should be able to perform magic just fine. Make sure you equip recovery spells on more than one character. If one of your characters continually recovers the others, the enemy may single that character out for a particularly powerful attack.

When you have rearranged the stance of your characters, they still perform their actions in the same order. You can change this with the Action Order option in the Battle Style menu. You can also determine the "Role" your character plays in the party. Mix up the roles and give everyone a part to play. Make your forward party members Scouts and Intimidators for protection. Give your rear characters roles like Support, to back up the forward characters. If you're in an area where the enemies are overwhelmingly powerful, you must be able to escape. In this case, make one of your forward members a Negotiator to increase your chances of being able to successfully flee.



Right after mounting each expedition, organize your party.

Specialize in Arts

Your characters can learn their Arts faster if you continually command them to use the same weapon or Anima. Their skill level with this weapon or Anima increases very rapidly if it's the only one you let them use for several combats in a row. Although the character has two slots to equip two weapons, this doesn't mean you have to use them both. Because weapons enable the casting of various Spell Arts, you may want to equip the second weapon just to be able to use a certain spell.

In addition, you can make each character specialize with a different type of weapon. Make one character a swordsman, another character a spear thrower, and so on. Combos are learned and executed much more frequently when the Arts of various weapons are programmed in certain orders. You're more likely to connect with Combo Attacks when you've programmed all your characters to perform different Arts with different weapons. If you follow these two suggestions, you should have an amazingly powerful party within the first third of the game.



Repairing and Custom Ordering Tools

Some of the Tools you pick up in ancient ruins aren't the most durable weapons you can get. If you try to use weapons like them in melee, they'll most likely break after a few rounds. Save these treasures until you get to a town with a Tool Shop, where you can usually have these items brought up to snuff for a reasonable fee. An item with an incredibly low durability may not be worth it, because even repairing the object won't make it last forever. The amount of durability you gain by repairing an object depends on the skill of the craftsman involved. Look carefully at the repair costs and durability increases that the craftsman quotes you, and figure out how much they can really help you. After repairing an item, oftentimes it can't be further improved unless the durability drops again.

Custom Order tools are extremely rare items. You must have a certain amount of Chips, CR, and certain skill levels with weapons and Arts to make them appear at certain shops. Once that occurs, you can have as many of these items as you would like custom made, provided that the conditions to purchase these items are being met (check the Item section for details). Most of these items won't be available until very late in the game, and then some of them will be indispensable.



Walkthroughs



SaGa Frontier 2 is plotted like a novel. Each time you finish a chapter of your character's life, you're offered the opportunity to save the game. Then you are returned to the World Map, and the next chapter available for your character appears on-screen. At times you are offered multiple chapters. You may also want to scroll from area to area (by pressing L1, L2, R1, or R2) to see if your character has the opportunity to visit foreign shores. The chapters of other characters appear simultaneously, enabling you to float from Gustave's story to Wil's.

Gustave's Tale

The story of the man who would change an era is an intriguing one, yet these parts of the game consist mostly of story that you flip through. Some chapters are all story, and only a few contain gameplay. When consecutive chapters are all story, they're grouped together in the walkthrough.

Gustave Born—Gustave 12 Years Old



1 Gustave XII wins the day.



2 Gustave XIII is born.



3 Gustave fails the Ceremony.



4 Gustave is banished.



5 Gustave is exiled.

Story Time

Gustave is the heir to the throne of Nohl, and for that reason he has a lot of history. All you need to do to advance the story is scroll through the dialogue and text using the Accept button.

Blacksmith's Shop

Because Gustave can't use Spells, he needs something strong with which to fight. The two doors on the right side of the street lead to the Blacksmith's store and shop. Don't worry about buying items just yet; Gustave will be well equipped when the time comes. Talk to the Blacksmith to get the ball rolling on this adventure.

Gustave and the Blacksmith



1 Talk to the young man at the well.



2 Become an apprentice to the Blacksmith.

Blacksmith's Shop Item List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Wood Dagger	70	04	00	00	Tree Tool
Stone Knife	100	05	00	00	Stone Tool
Flint Axe	130	09	00	00	Flame Tool
Light Spear	130	07	00	00	Flame Tool
Hunter Bow	120	07	00	00	Flame Tool
Fire Charm	100	00	01	01	Flame Tool
Steel Amulet	100	00	01	00	Steel is said to resist Anima

Gustave's Tale

Gustave 15 Years Old



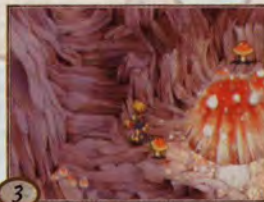
1

Use the caves as your training grounds.



2

Follow Gustave with Kelvin.



3

East leads to the Bandits, North leads to more items.



4

Rescue Flynn by defeating the Bandits.

Caverns of Jade—First Cave

Eager to test himself, Gustave sets out with his buddy Flynn for the Caverns of Jade. These mountain passages are full of low-level monsters, and provide an excellent starting ground for you to learn Arts. The best thing to do is attack as many enemies as you can in the caves. This teaches your character some **Weapon Arts** and gets you some much needed HP and WP. Because you can only Slash or Punch at first, these initial battles take a while. Just make sure you continually attack the most dangerous enemy first—the one that seems to inflict the most damage or status change. At the back of the first cave is a sack containing a **Light Spear**, a good weapon to equip to Kelvin and start learning Arts with.



Fight for Your Arts

If you attack all the roving enemies on the map, you should come out of this first cave with at least one new Art.

Caverns of Jade—Second Cave



Go back out to the cliffs and up to the second cave. When you get all the way through this cave, the game cuts back outside to Sir Kelvin of Jade. Move Kelvin into any cave you wish. Whichever one you enter, Dino Leeches immediately drop from the ceiling. Don't worry—Gustave joins the battle, and you now have your first party. Be careful of the Dino Leeches' Blood Suck attack, which causes around 30-36 HP of damage.

Watch Your HP

Kelvin has tough spells but is low in HP. Keep good track of how much damage Kelvin takes by checking his stats each turn.

Rescuing Flynn

Flynn was captured by the Bandits while Gustave was off hunting. Go through the second cave to the second chamber, where you see a big mushroom in the center. If you stand to the right of the big mushroom and face it, and then press the Accept button, you'll punch the big mushroom's stalk. Several smaller mushrooms will pop out and give chase, but after punching it several times, a bag containing a **Mushroom Tear** will appear. You should save this item for trade-in. The ledge that runs around the back of the cave, curving south, leads to the Bandits. But before you head over to fight them, search the other caves for helpful items. Head through the passage north of the giant mushroom.

The Slime

In the third section of the cavern, northwest corner, you find a Slime protecting an item sack. This may be your first chance to engage in one-on-one combat. After the skirmish, collect the **Hunter Bow** from the bag. Select a character who specializes in that weapon (indicated by a "+" sign next to the Arts icon), and begin practicing with the Bow right away. He or she should be able to learn the Arts in just a few battles. Head south to exit.



Applying Your Arts

Remember the combo moves required for each of the Arts you've learned, and use them in one-on-one combat. If a combo can result from the buttons, when viewing your selection, the word "combo" may appear toward the end of the move. This signifies that you might trigger a combo.

Walkthrough

The Last Cave Is the Easiest

Many times in this cave you'll find your party facing a single Fungman. No problem there.

Caverns of Jade—Third Cave

Run up to the third cave at the very top. The ledges in here are somewhat narrow, so you'll probably encounter all the enemies and



even get double-teamed close to the item sack on the grassy ledge. The sack contains a **Buckler**, which you should equip on Kelvin because he needs the protection more.

Bandits' Hideout

Now you're ready to take on the Bandits, who have Flynn. Return to the cave with the giant mushroom in the center, and take the ledge all the way around to the south.

Run through the short lower passage of the first cavern, into a new cave with tons of enemies. Take the high ground and avoid getting cornered in the lower area. The next cave is where you'll find the Bandits.



Know Your Limits

Avoid fighting the Gremlin one-on-one unless you've already got some really smooth moves. A Gremlin can kill your character in a single combat turn, and you'll be helpless to do anything but watch.

Try New Arts on the Burglar

If your sword level is high enough, try Slash-Backslash (Cross Slash) and Slash-Backslash-Cleave (Slice & Dice) to make this a quick battle.



Burglar

Remember your Combo Arts in this one-on-one battle, and everything should go fairly smooth. The Burglar's worst attack is the Spell Art Flame, which only causes around 30-40 HP of damage. Then Kelvin and the other Bandits join in.

Bandits

Burglar

HP: 320
LP: 18
AP: 40
SP: 40
SL: 16

Burglar Chief

HP: 600
LP: 16
AP: 20
SP: 26
SL: 5

The Bandits talk tough, but fighting them is easy. Concentrate your attacks on the Burglar Chief, who casts Chief's Temper on the cronies each round. This spell raises their morale, making their attacks more and more fierce. At the same time, however, it damages them. Sometimes

when this spell is cast on them, it kills them! Your attacks on the Burglar Chief are stronger if you can remove the Burglar positioned in front of the Chief.



Single Out the Chief

The Chief is the key to winning. Once the Chief is defeated, the remaining Bandits run.

Traveling Sandail and Visiting Towns

Now that you have a taste of some combat and learned some Arts, I STRONGLY SUGGEST you play the chapter titled "Wil's Departure." You can continue with Gustave's storyline, but Gustave would benefit greatly from the new Tools and Quells Wil's party finds.



Gustave's Tale

Reunion



You have three options for your next adventure.



Leslie plays a bigger role in Gustave's life.

"Reunion" can be viewed before or after the next chapter, "Mother's Sickbed."

Mother's Sickbed

Gustave is off hacking away at the caverns while his mother is dying. You begin in the cave where the Bandits were keeping Flynn, and have to work your way out to the giant mushroom. When you reach the entrance chamber of the second cave (the lower part), Kelvin takes you back to town.



Kelvin has bad news for Gustave.



Fight your way out of the caves...



...to visit Sophie on her deathbed.

Keep Hacking Away

You can sneak back into the caves to the south when Kelvin has his back turned, if you're looking for some more sport. The enemies regenerate each time you leave a room. Kelvin joins in to speed things along.

The Gremlin and the Slime

In the cavern with the big mushroom, there's still a Gremlin to fight one-on-one. Gustave has experienced a boost in his weapon levels, and you can probably slay this creature in a single combat turn. Beyond the Gremlin, when you reach the "y" in the path, a Slime drops out of the sky. For some reason you have no choice but to fight it as a party. The Slime is much tougher than it used to be. Martial Arts seem to have no effect on it, and Spell Arts cause only minimal damage. Stick to refining your sword skills, and you'll whip it soon enough. Afterward, you're back at home, by Sophie's deathbed.

Conquest of Wide



Explore the township of Wide.



Talk to your friends at the inn, twice.



Return to the palace and gain the trust of the Marquis.



Search the back of the lower room for a secret door.



Fight through the enemies.



Climb the ladder to the drawbridge controls.



Break down the door to the Library.



Defeat the Wide Ghost for the big bonus. (optional)



Send for the invasion force.

Walkthrough

Reconnaissance

Gustave doesn't reenter the castle until you have vital info on the Royal Staff. Go into the Inn across the street and find your friends Flynn and Leslie upstairs. Gustave seems to be up to no good, but if you go back out and speak to the townspeople on the street, you'll find that the Marquis of Wide has a rather shady past himself. Check out the Ranch to the east. Return to the Inn a second time and get the goods on the royal court of Wide from Leslie. Go back to the palace gate and talk to the guard to go in.

Wide Item Shop

The Wide Item Shop is next to the palace gate. Don't be stingy about buying good equipment for your characters, and buy extra weapons if you can afford it, because they break. Always equip Gustave with the best armor available, and the best protective Tools you can find. But remember that Gustave cannot use spells, so avoid purchasing Anima Tools.

Item	Price	Wpn	Armor Def	SP+	Tool Type
Stone Knife	100	05	00	00	Stone Tool
Light Spear	130	09	00	00	Flame Tool
Ranger Bow	240	11	00	00	Tree Tool
Steel Dagger	250	15	00	00	Steel Weapon
Plate Armor	600	00	21	00	Steel Full Body Armor
Iron Breastplate	440	00	18	00	Steel Armor
Gauntlet	160	00	06	00	Steel Armor

Wide Castle

Speak to Leslie and Flynn about the Marquis, and then speak with the guard at the gate and choose the option to go in. After gaining access to the palace, you need to find a secret accessway. The double doors at the back of the lobby open to a corridor. Only the doors at the back are open, and General Nebelstern will kick you out of his room. Go back out the lobby and head upstairs to the royal chamber. Gustave ousts poor Sir Mouton, and the General goes with him. Later that night, when Gustave and Flynn are in the lobby, go through the lower doors once again and check out the General's former room. Search the portrait in the back to find the **secret door**.

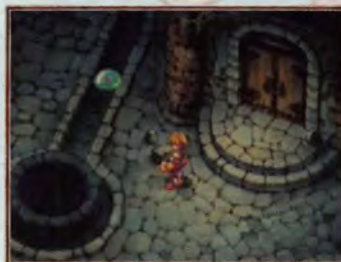
Dungeons of Wide Castle

Descend the steps. Combat in this dungeon is all one-on-one. But don't worry, most of the enemies here fall to your combos quite easily. In the drawbridge chamber, run swiftly down the steps to the left. Grab the two bags with **80** and **120 CR**. The drawbridge to the northwest must be lowered before you can cross, so enter the door to the southeast instead.

The passage across the ledge and up the steps is narrow, so you will probably have to fight the two Dirt Hoppers. These frog monsters have a powerful attack that causes decent damage.



Take the ladder up, and run southwest to find the crank for the drawbridge. Rotate it to the right, and the mechanism lowers the bridge. Now you must run back downstairs. Cross the drawbridge and go to the double-doors in the northeastern wall. For a tough fight and a nice reward, break down the double doors and run up the staircase to the second floor of the spooky library. Search the large treasure chest to cause the Wide Ghost to attack.



Wide Ghost (Optional)

HP: 1932

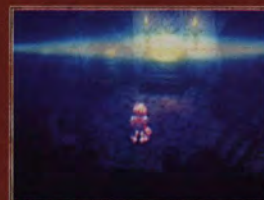
LP: 1

AP: 55

SP: 55

SL: 21

The Wide Ghost is swift, and its attacks vary in damage from 50-100 HP! Remember that **Cross Slash** (Slash-Backslash) is extremely effective against the undead, but Arts like **Smash** (Charge-Cleave) and **Slice & Dice** (Slash-Backslash-Cleave) end this confrontation more swiftly. The Wide Ghost has high HP, so stay on your toes each round. Sacrifice whatever LP you must to win; just don't get in too many more fights after this battle. Search the treasure chest for **1000 CR**.



Overthrow at Dawn

Exit the Library and head to the southwest. The next cavern has a few more enemies, but the other end of this cave is the end of the chapter.



Walkthrough

Father's Sudden Death—Landing



1

Gustave holds court.



2

Nebelstern and Cielmer.



3

Gustave lands.



4

War in the Lordless Land.

The Saga Continues

The next two chapters continue Gustave's tale. The political intrigue deepens as Gustave invades his homeland to reclaim his throne.

Battle of Buckethill



1

Engage the Finney and Nohl armies in warfare.



2

Penetrate Gustave XIV's frontline.



3

Attack Gustave XIV's unit to win the day.

Turns

A "turn" consists of player and enemy movements, and their resulting clashes on the battlefield. The player and the enemy may move all units during a turn. Because you have five units and the enemy has eight, the enemy has the advantage. You can only move each unit once during a turn. You can move a unit through another of your own units, but not through an enemy unit. If you move your unit to an enemy unit, a battle ensues. Battles are fought the same as normal battles. The strategy you use to move your units is the key to winning the war.

Going to War

You begin a campaign composed of several complex battles. The first features Gustave's army facing off against the combined forces of Phillippe and Gustave XIV. Solid strategy is the key to victory.

Movement

Each figure on the map represents a unit of four soldiers. Gustave's army has five units: Gustave's, Kelvin's, Nebelstern's, and two others. Gustave XIV and Phillippe each have four units, totaling eight enemy units. Move the cursor around the battlefield to determine what your army consists of. The help window lists which army the unit belongs to, what kind of unit each is, and how far they can move during a turn.

To move a unit, select them with the cursor by pressing the button, at which point the character (representing the unit) begins marching. Move the cursor where you want to move the unit, then press the button again. After selecting a unit, the cursor only moves as far as the unit can. The turn ends when you have moved all your units and all resulting battles are finished. You can access the menu by pressing the button and selecting "End Turn." The enemy then commences to move and engages you in battle.

Type	Description
Steel Soldiers	Most powerful kind of unit, use steel weapons (Gustave's unit)
Infantry	Standard soldier unit, good frontline troops
Archers	Provide cover fire to other units. Poor combat troops

Gustave's Tale

Taking the Field

The two armies begin with frontlines drawn (see screenshot). Think of the Battle of Buckethill as a kind of diagonal chess match—you have to move your army past the frontlines of Finney and Nohl to confront and defeat Gustave XIV.

The most effective strategy is actually quite complex. This involves moving your units into a triangle-shaped wedge, and then moving them up the field toward Gustave XIV. It also involves baiting the enemy army to go after Gustave, so there's danger involved.

Gustave's unit is your strongest, and can quite easily wipe out an entire enemy unit in a single turn. Leave his unit where it starts off. Move Nebelstern toward the river so that it is more difficult for him to get attacked from the left. Position the two infantry units behind Nebelstern and to his right, so they're protecting his right flank. Position Kelvin's archer unit directly south of Nebelstern's, in the center of the wedge. The archers can now provide backup to all units in this slope-shaped formation. Avoid letting Kelvin's unit attack—it is the weakest of all and only meant to back up the others.



While you're driving the wedge up the river, the enemy units move to the south to engage Gustave instead of attacking the wedge. If they can destroy Gustave's unit, they win. Don't move Gustave, though; let them come after him.

Protect Your Archers

Protect Kelvin's unit of Archers. They aren't equipped with armor that protects them very well. During each engagement, the archers fire a volley against the enemy units. If Kelvin's unit gets wiped out, this valuable backup is unavailable for the rest of the battle.

Kelvin's unit will fire arrows at your enemies if his unit is diagonal or within one space of your unit that is currently fighting. Positioning the archers behind attacking infantry units is the best strategy to use.

Fear Not for Gustave

Gustave's unit is the toughest on the whole field. Each of the steel soldiers is equipped with the **Rush Art**, which kills any regular soldier in a single attack. Thus, Gustave's unit should wipe out any other unit in a single turn.



Winning the Day

Ascribe it to his youth or irrationality, but Gustave XIV's unit charges into battle, meaning you don't have to chase him around the field. Engage Gustave XIV's unit with Nebelstern, who's definitely leading the toughest infantry. Use Nebelstern's **Beast Art** on the other troops to increase the damage they cause. He's also equipped with the **Aqua Viper Art**. If you can line up enemy troops, this spell knocks out multiple enemies. Don't be afraid to use Arts that consume WP. Most likely, you won't be able to wipe out Gustave XIV's unit in one or even two turns—they're resilient.



Don't let Gustave get surrounded. When the enemy reaches him, engage them once or twice to decimate a few units with the steel soldier's awesome attacks. Move Gustave up into the wedge. If Gustave XIV's unit gives Nebelstern and the others some trouble, or if the Finney and Nohl armies are trying to protect him, move your Gustave through the line to attack Gustave XIV.

Beware Philippe

Although Gustave's brother begins at the rear of the battlefield, he moves in once you've begun to attack Gustave XIV's unit. Philippe is leading an infantry unit, but this crack squad can wipe out most of your units in one combat turn. Carry out your strategy swiftly to avoid Philippe's wrath.

Walkthrough

Gustave's Reunion



1 Marie at Gustave's Court.



2 Gustave and Leslie.



3 Phillippe at the court.



4 An uneasy truce.

Returning to Thermes Castle brings Gustave back in contact with his estranged siblings, Marie and Philippe. While Philippe has nothing but hatred in his heart for his older brother, Gustave wins him over.

Construction of Hahn Nova



1 Meet with the City Planner.



2 Choose the layout of Hahn Nova.

The City Planner indicates on a map of Hahn Nova what he plans to put where. The player is actually in charge of plotting the layout of Hahn Nova. You won't have the opportunity to visit the city until much later in the game, but it's important to discuss the ramifications of your choices here.

Blacksmith's District

The Blacksmith District is where your characters can buy weapons, and the weapons you can buy depend on where you place it on the map.

Placed in the South

Item	Price	Wpn	Armor Def	SP+	Tool Type
Steel Sword	1500	33	00	00	Steel Weapon
Paladin Sword	4500	50	00	00	Steel Weapon
Steel Dagger	250	15	00	00	Steel Weapon
Gauntlet	160	00	06	00	Steel Gloves
Steel Greaves	400	00	08	00	Steel Boots
Field Suit	2500	00	34	00	Full Body Armor
Knight Shield	750	00	20	00	Evade melee attack and arrows

Placed in the Center

Item	Price	Wpn	Armor Def	SP+	Tool Type
Steel Spear	1000	35	00	00	Steel Weapon
Paladin Spear	4000	54	00	00	Steel Weapon
Steel Dagger	250	15	00	00	Steel Weapon
Gauntlet	160	00	06	00	Steel Gloves
Steel Greaves	400	00	08	00	Steel Boots
Field Suit	2500	00	34	00	Full Body Armor
Knight Shield	750	00	20	00	Evade melee attack and arrows

Placed in the North

Item	Price	Wpn	Armor Def	SP+	Tool Type
Steel Bow	2000	36	00	00	Steel Weapon
Paladin Bow	4000	56	00	00	Steel Weapon
Steel Dagger	250	15	00	00	Steel Weapon
Steel Greaves	400	00	08	00	Steel Boots
Brigandine	760	00	22	00	Steel Armor
Steel Armor	940	00	26	00	Steel Armor
Knight Shield	750	00	20	00	Evade melee attack and arrows

Shopping District

This District is where your party purchases accessories and armors, and its placement on the map determines the availability of the following items.

Placed in the South

Item	Price	Armor Def	SP+	Tool Type
Warlord's Shield	2500	30	00	Evade melee attack and arrows
Cross Branch	100	01	01	Tree Tool
Rock Heart	100	01	01	Stone Tool
Fire Charm	100	01	01	Flame Tool
Blue Water	100	01	01	Water Tool
Wind Shell	100	01	01	Tone Tool
Beast Amulet	100	01	01	Beast Tool

Placed in the Center

Item	Price	Armor Def	SP+	Tool Type
Reinforced Suit	4000	40	00	Full Body Armor
Cross Branch	100	01	01	Tree Tool
Rock Heart	100	01	01	Stone Tool
Fire Charm	100	01	01	Flame Tool
Blue Water	100	01	01	Water Tool
Wind Shell	100	01	01	Tone Tool
Beast Amulet	100	01	01	Beast Tool

Walkthrough

Placed in the North

Item	Price	Armor Def	SP+	Tool Type
Warlord's Armor	2500	31	00	Upper Body Armor
Cross Branch	100	01	01	Tree Tool
Rock Heart	100	01	01	Stone Tool
Fire Charm	100	01	01	Flame Tool
Blue Water	100	01	01	Water Tool
Wind Shell	100	01	01	Tone Tool
Beast Amulet	100	01	01	Beast Tool

Entertainment District

By the time your characters reach Hahn Nova, the Entertainment District will be riddled with brothels and conspicuous characters, so it doesn't really matter where you place this district. However, it does have a shop where you can purchase Tools.

Placed in the South

Item	Price	Armor Def	SP+	Tool Type
Green Ore	100	01	02	Tree Tool
Red Ore	100	01	02	Flame Tool
Blue Ore	100	01	02	Water Tool
Demongrass Fang	1200	01	02	Tree-Flame Tool
Hyper Steel	100	00	00	Steel is said to resist Anima
Steel Amulet	100	01	00	Steel is said to resist Anima
Mushroom Tear	100	02	02	Improves status

Placed in the Center

Item	Price	Armor Def	SP+	Tool Type
Bone Breastplate	100	13	03	Beast Tool
Green Ore	100	01	02	Tree Tool
Red Ore	100	01	02	Flame Tool
Blue Ore	100	01	02	Water Tool
Demongrass Fang	100	01	02	Tree-Flame Tool
Green Glass	100	01	02	Tree Tool
Steel Amulet	100	01	00	Steel is said to resist Anima

Placed in the North

Item	Price	Armor Def	SP+	Tool Type
Bone Breastplate	100	13	03	Beast Tool
Pop Shoes	100	08	01	N/A
Green Ore	100	01	02	Tree Tool
Red Ore	100	01	02	Flame Tool
Blue Ore	100	01	02	Water Tool
Devil's Tear	100	02	01	Cancels Poison
Dead Stone	100	02	02	Cancels Deathblow

City Planning Secret

You can't make Hahn Nova consist of two or three Blacksmith or Shopping Districts—Gustave won't approve it. However, Gustave will approve it if you wish to make *all three* into Entertainment Districts. In fact he appoints the City Planner as "Mayor of Entertainment."

The Firebrand Tragedy



1

Philippe fails the ceremony.



2

Philippe scorns Gustave.



Terrible events plague the royal house. To learn how Gustave deals with this crime against the throne, you must rejoin Wil Knight's party. If you've been playing Wil's chapters alongside Gustave's, you should be able to fight through the Ruins of Hahn with no trouble. If not, the enemies may be more rough than your underdeveloped characters can handle.

The Southern Fort



1

The Southern Fort is invaded by monsters.



2

Your character faces a virtually endless barrage of enemies.



Scorpion poison takes effect

After a failed attempt to form a settlement in the wilderness, Gustave sends his friends fleeing into the nearby woods while he stays behind and fights. You will face a barrage of one-on-one duels until an enemy gets the best of you. The enemies are not overwhelming, so it could take a couple of days to wear down Gustave.

Now you and Johan will face a barrage of one-on-one duels until an enemy gets the best of you. The enemies are not overwhelming, so normally it would take a couple of days to wear down Johan; but you cannot win this fight. The **Scorpion's Poison** kicks in after each of Johan's victories and drains his life.

Walkthrough

Gustave's Successor—Death of Cantal



1

Kelvin at Hahn Nova.



2

Cantal at Thermes.



3

Cantal overlooks Hahn Nova.



4

Monsters invade Hahn Nova.



5

Cantal dies.



6

Nicollette starts a war.

A Time of Upheaval

The following chapters show the political turmoil that ensues following Gustave's death. Kelvin's uncertainty about matters enables jealous heirs to start terrible wars.

Kelvin's Last Battle



1

Kelvin's sons convince him to stop the invaders.



2

The armies of Kelvin and the Duke of Laubholz clash on the battlefield.

The Battle of Salisbury

The conditions of this battle are the same as "The Battle of Buckethill," so refer to that section for battlefield basics. The defeat conditions are different this time, and there are an equal number of units. This is more of a "gentleman's war" than the others.

The tactic is simple: Drive your armies up the field to the Duke of Laubholz' unit. Defeat him or decimate half his units to win the battle. If Kelvin is defeated, the battle ends. Leave a unit behind to protect Kelvin, preferably Philippe III. Because Kelvin's unit consists of Archers, it is perhaps the weakest unit on the field. There are no Steel Soldier units on either side, so the battle is quite even.

Gustave's Tale

Fake Gustave Arrives—Peace Conference



1 The Egg is passed on the battlefield.



2 The fake Gustave appears in Westia.



3 The peace conference in Gruegel.



4 Lord Charles in Hahn Nova.

The Impending Evil

As world leaders quarrel over trifling matters, a supernatural Gustave imposter manifests in Westia. This strange incarnation of the former hero gathers restless leaders to his side, amasses an army, and starts to conquer the world.

Battle of Hahn Nova



1 Command the armies of Fake Gustave.

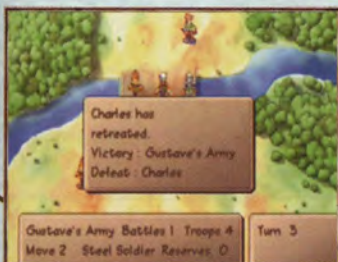


2 Wipe out Charles.

The forces of Charles outnumber those of Fake Gustave, eight to six. Things don't look good for the invader until you realize that Fake Gustave has two units of Steel Soliders. With two Steel Soldier units, you can blaze a path to the bridge and assault the line of infantry protecting Charles. Use your infantry units, including Sargon's, to protect your flanks as your Steel Soldiers storm up the field. If your lesser units get demolished, don't worry. Amazingly, Charles himself leaps into the fray once your units have wiped out the infantry on the bridge. His unit is unusually resilient, though. If you don't defeat him in one turn, chase him up to the top of the screen where he can't retreat. Unable to retreat, Charles's unit will be wiped out.



The news of Fake Gustave's victory at Hahn Nova unites the world leaders.



Walkthrough

Battle of South Moundtop



Don't let Fake Gustave destroy Count David or the fort.

A Losing Battle

This is like fighting the Battle of Hahn Nova from the opposite perspective. As the battle commences, it looks like there are an even number of units on each side. All you must do is hold off Fake Gustave's army for eight turns or destroy Fake Gustave's unit. Remember that in a turn, you get to move, and then the enemy moves. The enemy doesn't go after David's unit as much as it goes after your fort. If one unit gets to the area where your fort appeared (at the beginning of the game), it's all over!



First, take the battle upfield to hold the line as far from the fort as possible. Move David's unit up as well, but keep him near the back to keep him out of extreme danger. The army is arranged in a nice pattern, so move them up the field in that exact pattern as far as possible. Avoid moving Archer units to the front line. The key to movement is to gang up on the enemy units with at least two of your infantry units along with archer support. This is your first step to survival.

Now Fake Gustave's army engages yours. Gustave now has three Steel Soldier units, including his own. The rest of his army has beefed up as well. Most of the units consist of Rangers, who know more powerful Arts than your average infantrymen, such as **Smash** and **Flame Naga**. When it's your turn again, move your troops forward and engage in battle with the other units.



There are a few things you should know about Fake Gustave's army. The imposter himself and his two flanking Steel Soldier units move forward during round four. If you get within attacking range of Fake Gustave and the Steel Soldiers, they'll begin attacking you immediately, so be sure to keep a distance equivalent to two spaces so that they stay in their place until round four. They decimate anything in their path, especially if your units are attacking and not defending themselves. Most likely, you will not last through turn number seven.

If you want to survive this battle, the following fight plan must be put into place. First, make sure you use ALL the units, including David. Wipe out all the other units, but beware of Sargon's unit; it's the most powerful unit next to the Steel Soldiers. You need to successfully use your Archer units to survive the battle. Make sure the Archers are behind your Foot Soldiers so even if the enemies are attacking, you can gain the advantage of the arrow damage. At the start of your first turn, move all of your units upfield; even while fighting, you'll want three of your units to be close enough to Fake Gustave's unit, but without engaging in battle.

Fake Gustave and his Steel Soldiers will move at the beginning of turn 4. Therefore you need to wipe out all the other units and ensure that you have three units blocking the Steel units. At the start of the fourth turn, you'll want to move your infantry face-to-face with Gustave and the two Steel Soldiers. The only way to keep your units from disappearing all at once is to select the **Defend** command for each soldier. Damage sustained when Defend has been selected is much less than if you had commanded your troops to attack. This causes your units to retreat each turn, but that's better than losing your whole army. You cannot defeat them; the only thing you can do is select Defend and last through the battle.

To survive this battle, you must enact the above strategy perfectly, which can take several tries and a whole lotta luck. For those of you without the patience, it is also possible to win this battle using a certain missing ingredient. To find out what that is, skip this chapter and finish the Knights Family scenarios until you reach this exact same chapter.



Knights' Family Tale



While Gustave's adventures have limited gameplay, the Knights Family's parallel journey provides the player with all the challenges an RPG can offer. You command a party of four characters and gain experience and wealth. Your party finds more weapons and learns Arts for a wider variety of weapons much more quickly than Gustave and his friends.

Walkthrough

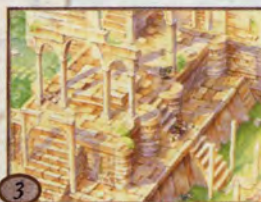
Wil's Departure



1 Venture to the nearby town of Westia.



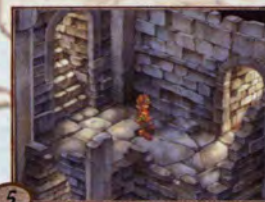
2 Shop for items and tools.



3 Form a party and explore the Ruins of Hahn.



4 Collect rare items from the area.



5 Descend into the dungeon.



6 Fight dangerous Boss monsters.



7 Find two Quells and the Kris Knife.



8 Return safely to Westia.

Westia

Westia is where adventurers get together and form Quell-digging expeditions. The main gathering place is the Bar to the northwest of the town entrance. You may talk to people wandering the street, but none of them have anything interesting to say yet.



The Historian's House

The house directly across from the town entrance is the residence of the local authority on the Ruins of Hahn and other places. If you talk to him after speaking with some of the other locals, he tells you a little about the Ruins and the history of the destroyed city.



Party Item Exchange

If you go into the Equip Items menu, any items that weren't equipped on Gustave's party are available to equip on Wil's party. To get items equipped on members of Gustave's group, like the **Ark Stone** or other useful Tools, talk to the woman standing between the Item Shop and the Bar. Select the character from which you want to take items, and then select the equipment you want Wil to have. After doing so, highlight the Accept command to receive the goods. After taking an item from Gustave's party, there's no way to give it back right now. However, there is a tricky way to give Gustave his stuff back, which is discussed later.



Westia Item Shop

The place to gear up your party is to the west of the town's entrance. Talk to the clerk to buy items, or go behind the counter to talk to the clerk about repairing your weaker Tools. The man in the corner has a list of Ring Tools to sell you. You can get everything you need to cast any kind of Spell Art.



The Bar

Before you buy any items, you may want to figure out who you're going to be traveling with and what items they already have. The place to recruit a party is the Bar northwest of the town entrance. Walk in and try to talk to either of the guys at the counter.

Then talk to Cordelia, and have her join your party. The person at the bar is Narcisse. Ask him to go even though he's rude, because his high stats and Spell casting abilities are a plus. When you leave the Bar, the people you chose are in your party. Now it's time to leave town.



Westia Shop Item List

Item	Price	Wpn Ability	Tool Type
Wood Dagger	70	04	Tree Tool
Stone Knife	100	05	Stone Tool
Stone Axe	110	07	Stone Tool
Flint Axe	130	09	Flame Tool
Sapling Staff	30	03	Tree Tool
Wood Spear	80	06	Tree Tool
Hunter Bow	12	07	Flame Tool

Westia Shop Ring Tool List

Item	Price	Armor Def	SP+	Tool Type
Cross Branch	100	01	01	Tree Tool
Rock Heart	100	01	01	Stone Tool
Fire Charm	100	01	01	Flame Tool
Blue Water	100	01	01	Water Tool
Wind Shell	100	01	01	Tone Tool
Beast Amulet	100	01	01	Beast Tool
Steel Amulet	100	01	01	Steel is said to resist Anima

Resting Up

At any point in your adventures among the Ruins of Hahn you may leave the area and return to the Bar in Westia. Talk to the bartender and you can rest up for free. Your party's vital points will all be fully restored.



The Ruins of Hahn

Your first outing with Wil isn't terribly difficult, but the Ruins are still challenging and you should save your game often. Behind the main gates of the city is a crossroads leading to recognizable structures in each direction. To the east is the Amphitheater, north is the Cathedral, and west is the Town Center.



Rounding Out Your Party

While your first instinct is probably to collect the items in the Ruins before descending underground, I suggest going to the dungeon entrance in the graveyard first. There you will recruit a fourth member for your party, making your encounters on the surface much easier. You can either do this or concentrate on raising Wil's and Cordelia's stats; both are valid options.

Walkthrough

Cathedral



The Northern path leads to the ruins of a building that resembles an old Cathedral. There are enemies roving about, so your character's skills start improving immediately. Search in the first archway for a **Bone Breastplate**, and search the wall to the southwest for a partially hidden **Flame Rod**. The pathway to the north is blocked by rubble, and you can only head back or west to the Town Center. To get to the area to the north, return to the crossroads and go east to the Amphitheater.



Where to Search

Any time you see a stone chest, you should examine it. As you continue through the game, search anything that's discolored, stands out, or catches your attention.

Temple Ruins



Run up the steps on either side of the Temple base to reach the second level. The archway under the stairs leads to an area with narrow walkways, where dodging enemies is difficult.

On the first platform is a **Silver Staff**. This is a powerful Tone Tool, and its user easily acquires powerful Spell Arts like **Sonic Burner**. Equip it on a character immediately. Make your way to the back of the area via the higher walkway. Defeat the enemy at the top of the stairs, and then pick up the **Caster Armor** and the **Bone Gloves** from the two stone chests on the platform.

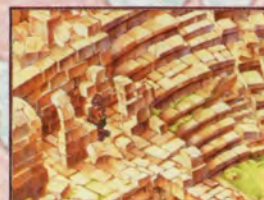


Amphitheater

Although this place is empty and uninhabited, you can only reach the Temple Ruins by going through here. Run up the center steps, then along the top to the west. Go down the stairs to the mid-level, and continue west through the arches and the tunnel.



Continue on the path north, weaving your way around the fallen columns and debris.



Be Careful With Antiques

Make sure you check the durability of the items and weapons you find. Most of these treasures are ancient artifacts, and they need to be repaired at an Item Shop to be useful as weapons. If you use a weapon with a low durability, it quickly breaks. However, if you want to use the Anima properties of a Tool, such as the Flame Rod, equip it but don't use it in physical combat. You can cast Spells that require the weak Tool's Anima without breaking the instrument.

Town Center

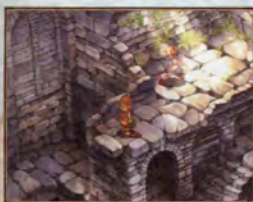
Whether you enter from the city gates or the Cathedral, there's a stone chest in the area between the two entrances containing a **Steel Amulet**. The small building in the back half of the area is the entrance to the old sewers beneath the city.



The Sewers of Hahn

All the enemies you encounter in the Sewers will fight your characters one-on-one. Don't use one character too much—you want your party as a whole to develop by the time you reach the Boss monsters. Don't underestimate your enemies; during group combat, use the Arts you've already learned as much as possible. However, during one-on-one battles, you should always try to learn new Arts. The monsters in the Sewers are the most dangerous you've encountered thus far, so heal up as much as you can and save your game often.

Exploring the Underworld



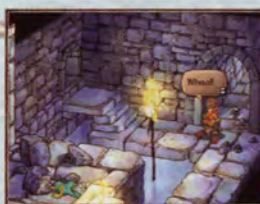
You'll meet plenty of Ghouls and Ghouls in the Sewers, so avoid getting poisoned. Search behind the wall in the third area for a **Bone Tool**, and then descend the stairs to re-enter the second area from the lower part.



The next room has a kind of crossroads. Search the second dead-end for **100 CR**, and then return to the crossroads and continue to the southeast.



Descend the ramp covered with Frogs. The archway in the back wall leads to some indescribable monster, and Wil won't have anything to do with it. The exit to the east leads to a small but important chamber. Save before you enter!



Tyler

Inside the entrance is another adventurer named Tyler. Tyler automatically joins your party, and already has experience and a useful Axe Art called **Heel Crush**. If you haven't recruited Cordelia or Narcisse yet, they automatically join your party here.



Wil's First Quell

At the top of the stairs lies the **Amber Maleate**, which officially makes Wil a successful Quell digger. Be careful—the enemy roaming nearby may give you some problems when you try to take its treasure.



Catacombs

Don't let the rows of sarcophagi scare you—the wide areas in this creature-filled room provide ample space for you to evade encounters. A **Rock Axe** rests in the nook beside the entrance. Take the stairs to the upper level and exit.



The next area has a ramp heading up out of the Sewers. If you've had enough, run for daylight and return to town. There are doorways on either side of the bottom of the room, both leading to fantastic treasures and great danger.

Skeletons

I STRONGLY SUGGEST you only fight the Skeletons as a team, because losing a one-on-one duel ends the game.

This enemy is the same as the Wide Ghost in Gustave's adventures, but its attacks are stronger and it uses Arts like Hard Slash and Stun Swing more often. Use Arts that are especially effective against Skeletons. Attempt **Skull Crush** (Focus-Charge-Slash) with an Axe, or **Bone Crush** (Focus-Charge-Beat) with a Staff. When you defeat this enemy and get the Quell, head back across the Frog-covered platform and exit to the southwest.



The Xenotype and the Kris Knife

What looks like a Slime on the floor in the east chamber is in reality a Xenotype. At the back of this room is a stone chest containing the **Kris Knife**. If you can avoid the enemy and get the

Knife, equip it as fast as you can and use it. The Kris Knife is a Tool of the Unknown Anima (????), and its user can perform the **Comet Fall** attack, which easily wipes out the Xenotype.



Walkthrough

The Land Urchin and the Pocket Dragon

The enemy in the western chamber is a Land Urchin. The Kris Knife's Comet Fall can't kill this thing on the first shot, but it does on the second. Other party members not equipped with the Kris Knife should use attacks that are best against Plants, like the Spear Art **Lawnmower** (Backslash-Backslash) and the Axe Art **Tree Cutter** (Charge-Charge-Backslash). One-on-one isn't an easy way to attack this monster either, but it is joined by deadly brethren in team combat. Before or after the battle, take the Stone Quell called the **Pocket Dragon**. You eventually learn some of your most powerful spells with this item.



Sharing the Spoils

You might want to return items borrowed from Gustave's team, or you may just want to share the loot from Wil's adventure. Unequip any items that you want Gustave to use *before you enter the Bar*. Just as when you started Wil's adventure, Gustave's team can equip any items not equipped on Wil's party. Because your ability to equip items on Gustave and his friends ends after the Conquest of Wide, you shouldn't worry about it if you're already past that point in Gustave's game.



Returning to Westia

After plundering the Ruins, run up the ramp and exit from what is called the South Entrance. Return to Westia and go to the Bar, where your party disbands. If you want to repair some of your tools first, go to the Item Shop and get those done *before* you enter the Bar.

Desert Megalith



1

Return home to Aunt Nina.



2

Find your buddies in Westia.



3

Run through the Canyons.



4

Visit Vogelang.

After making Aunt Nina proud, she joins your party on your next quest to find the truth about Wil's father. Nina is an experienced adventurer with good stats and powerful Spell Arts. Keep her in the back of your party so she can heal and revive characters.

Take a minute to look at Wil's stats—he's achieved a substantial boost since the end of his previous adventure. Before returning to Westia to gather your friends, Nina takes you shopping in Thermes, if you so choose.



Thermes

Thermes has a thriving marketplace, and the merchants do their selling on the streets. The first clerk is the Ring Tool Salesperson. Oddly, this person also sells shoes. The next door down the street leads to



the Thermes Bar, and the patrons there tell you what they *don't* know about the Desert Megalith. The next merchant is an Item Salesperson. Keep going to the Thermes Castle gates if you're up for some ribbing from the townsfolk.



Thermes Ring Tool Salesperson's List

Item	Price	Armor Def	SP+	Tool Type
Cross Branch	100	01	01	Tree Tool
Rock Heart	100	01	01	Stone Tool
Fire Charm	100	01	01	Flame Tool
Blue Water	100	01	01	Water Tool
Wind Shell	100	01	01	Tone Tool
Beast Amulet	100	01	01	Beast Tool
Rubber Soles	280	06	02	N/A

Thermes Item Salesperson's List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Stone Knife	100	05	00	00	Stone Tool
Sapling Staff	30	03	00	00	Tree Tool
Light Spear	130	09	00	00	Flame Tool
Hunter Bow	120	07	00	00	Flame Tool
Caster Cloth	180	00	04	02	N/A
Leather Armor	160	00	06	01	N/A
Caster Armor	550	00	12	02	N/A

Westia

The town is much the same, although the citizens have new things to say about your next expedition. In the Bar are your friends Cordelia, Tyler, and Narcisse. They all rejoin your party, although one must be in your sub-party. You can rearrange your team via the Battle Style menu. After you've rejoined your group, the Historian has a few words about the legend of the Desert Megalith. You remember where the Historian's house is, right?



Gruegel

Continent Interior

To get to the Continent Interior, where the Desert Megalith lies, you must stop off in Gruegel. Once there you can explore the town or continue onward. The Tool Shop is the place of most interest, a place where you can trade in your Tools for Chips and then order custom Tools with those Chips. You may want to wait, however. At this early stage, you probably don't have enough items to trade for enough Chips to order the kind of custom Tools that would make it all worth it.

Getting through the sparse areas leading to the town of Vogelang is confusing and difficult. You must make landmarks out of small cactuses, and get familiar with the bends and twists of the terrain. The enemies roaming these ranges are more numerous than any area you've previously crossed. The general idea is to make your way northwest, avoiding as many enemies as possible, without backtracking. The most direct route is highlighted on the maps (see Area maps). There's nothing of interest in the southern areas, except plenty of enemies. Your goal is to reach a small grassy area with a pond. The entrance to Vogelang is the western exit of this area.



Hostile Territory

Notice how the enemies are tougher? Even the Claw Crabs, which were once the weakest enemies, are now causing 25-35 HP of damage! Use the Staff Art **Lobster Slayer** (Swing-Feint-Swing) to kill these improved monsters. Also note how the enemies on the maps charge at you.



Walkthrough

Vogelang

The citizens of this small mountain community are more than happy to supply you with stories and rumors about what happened to Wil's father. Your real answers lie in Vogelang Bar, the second door from the left. The first door lets you into the Vogelang Chip Exchange Shop, so visit there first.



Chip Exchange Shop

The person to the right of the entrance exchanges your Chips for Crowns. Behind the counter, the person on the right repairs and custom orders Tools. The other person sells you items.



Vogelang Chip Exchange List

10	Chips for 50CR
100	Chips for 550CR
500	Chips for 3000CR

Vogelang Tool Shop List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Fang Dagger	150	07	00	00	Beast Tool
Rock Axe	300	15	00	00	Stone Tool
Silk Toga	350	00	08	03	N/A
Coral Ring	500	00	04	02	Water Tool
Rock Heart	100	00	01	01	Stone Tool
Blue Water	200	00	01	01	Water Tool
Wind Shell	100	00	01	01	Tone Tool

Vogelang Bar

The local story of Wil's father can be understood better in the right order—talk to the patrons at the counter first, then the customers at the table. The bartender lets you rest and recuperate for free. If you go behind the counter to talk to the barkeep, he shows you the guestbook from when Wil's father stayed in Vogelang, and



you can ask questions about each of the persons signed in. Ask about Wil's father first, and you'll get to read a letter he left behind. When you return the guestbook to the barkeep, your party immediately goes to the Desert Megalith.



Infiltrate! Alexei Gang



1 Head to Westia with a party member.



2 Join Alexei's Gang.



3 Search for Kisk.



4 Talk to the people at the Tavern.



5 Go knock on Kisk's door.



6 Confront the young punks behind the Tavern.



7 Speak to the old woman about Kyle, and then talk to the kid hiding behind the wall to the right of the entrance to the bar.



8 Search for Kyle in the tower east of the plaza.



9 Go to the reservoir and drop down the hole.



10 Tell Kyle to hide.



11 Face Alexei's henchmen.

Thermes Bar

Once the group decides how to find the answers to the mystery, ask a party member to join Wil. You can choose either Cordelia, Tyler, or Narcisse.

Westia Bar

Go to the Westia Bar to find Alexei's Gang. The party member you chose will pretend he/she doesn't know you, so don't blow his/her cover. The man at the bar won't talk to you directly. You must talk to the man sitting at the table by himself. After the Gang teases you, Alexei introduces himself.



Walkthrough

The City of Night

Alexei disperses his crew to look for an old man who has a **Quell Talisman** that Alexei wants. You control the chosen party member throughout this chapter, and the search for the old man is up to you. The search begins in the southern part of the City of Night.



Talk to the boy wandering the first area—he tells you the old man's name is Kisk and he used to hang out at the Tavern. Climb the ladder to the roof and search at the puff of air by the edge to find a **Sacred Spear**. If you talk to the Ruffian leaning against



the corner, he attacks you. It's either now or later, so you might as well show him who's boss. Head north and take the left set of steps up.

The Tavern

Continue up the steps and talk to the person at the top. They saw the Gang go behind the Tavern, so you should try to check back there. The next person won't help you, but you've finally found the Tavern. Inside, talk to the patron on the right side of the counter. He gets the bartender to tell you where Kisk's house is.



Questioning Townsfolk

Search the ramshackle house nearby and a cat climbs out. Take the path to the right to the end, and search it to find a **Fire Charm**. Go back and follow the cat up the steps. The young apprentice here trades you a **Cat's Eye** for a **3 piece ore set** from the Mines or a **Mushroom Tear**.

You haven't been to the Mines yet, but you might have the second item from Gustave's adventures (Fungmen sometimes drop them). The house across from the apprentice is the home of an old man, but not the one you're looking for. Try talking to this man again later, though.



Finding Kisk



Continue down to the bottom and knock on the door on the right side of the steps. Another citizen approaches and address

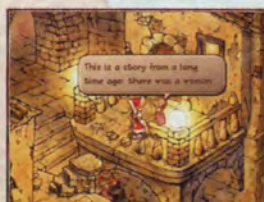
your character. The old man you're looking for is dead. To report back to Alexei, head up the other staircase to the northeast. Alexei is still in the square by the fire, and he won't be happy to hear the news. You can ask him one other question, either about the Egg or about Wil. Return to the Tavern and go through the back door.



Now What to Do?

Behind the Tavern is a courtyard with a **Blue Water**. As you go up the small steps, a group of intimidating youngsters surrounds you. If they ask if you know Kisk, nod. (You must have defeated the Ruffian near the beginning for this encounter to occur.) The youngsters then promise to help you out later.

Instead of following them off, go back through the Tavern and out to the steps. From the top of the steps, head north. Step up onto the balcony and speak to the youngster standing there. While inside, pick up the **Rock Axe**. Go downstairs and speak to the old woman. Kisk had a young relative named Kyle, so that's whom you need to find.



Finding Kyle

At this point, all the townspeople tell you more information, including the old man in the hut southwest of the Tavern. Everyone is quite worried about Kyle. You should report back to Alexei, and you'll get a chance to ask him whatever question you didn't get to ask last time. Also, you'll need to talk to the kid hiding behind the wall to the right of the entrance to the bar.

Where's Kyle?

To physically see the kid hiding behind the wall, some lights need to be turned to green from inside a small room. How do you get to this room? From the beginning where you started off, head west and walk up the rubble to the rooftops. Go up one screen and follow the path straight to a second story room. Enter the door to find two working lights and a third flickering light. You can ignore the flickering light, but you can turn the other two lights either green or red. When green, the lights will reveal the kid hiding behind the wall, but will hide the locations of items. When red, the lights will show small puffs of air in certain areas. The red lights uncover the hiding spots of several items, but will cause the kid to disappear from his hiding spot.

He'll tell you that Kyle is hiding where all the monsters are. Now go directly east of the plaza to the tower. In here, search by the hole in the ground and you learn that Kyle went down there. You can't fit, so you must find another way to get to him.

Outside is a friendly little dog that hops over the wall down to the reservoir. Too bad you can't do the same. You have to run all the way back through the city, through the Tavern, and down the steps past the old man. The dog is standing next to where you can enter. You come out on top of the reservoir. You can see Kyle quite easily. Talk to him to get him out of this Dino Leech-infested hole. Head out to the drainpipe opening. Alexei confronts you, then sends his Assassins to attack you.



Assassins

Because the Assassins work as a group, they'll perform a **Trap Duo Attack** for a whopping amount of damage.



This scene will not trigger if you didn't choose Cordelia.

Walkthrough

Showdown! Alexei



1
Navigate the
Rock Quarry.



2
Blow up the
bridge to drop
the item.



3
Search the excavation.



4
Climb up the rocks
to face Alexei.

The Quarry

The map for this chapter is quite short, but fraught with peril. There are a few items to get on the way to face Alexei. The number of enemies roving and flying around the map make it hard to reach your goal.

Griffin Attacks!

Watch out for the bird enemies which take off and fly after you in each area. If a bird touches you, you'll be faced with a Griffin. At this early stage of the game, you can waste all of your party's energy trying to fight one of these things. If engaged, opt to escape or flee as soon as you get the chance. Better yet, Quick Save often in this area so you can start afresh without returning to the beginning.



Burning Your Bridges

At the start, there are two bridges to cross. Both bridges have a small TNT detonator on the other side. When you blow up the bridge, an item falls into the Quarry below. On the way to go get it, collect a **Silence Bow**. You can only collect the Silence Bow if you manage to get the bird to fly into it and knock it over.



Quarry Bottom



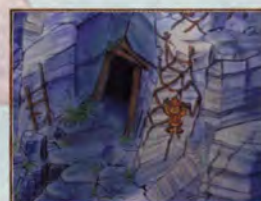
Once you descend to the bottom of the Quarry, the item you dropped from the bridge is sitting on top of a rock, but you can't get it. You must make a Griffin fly at you so it knocks the item off the rocks. You get a pair of **Pop Shoes**, which possess the inherent Art, **Press**. Run directly west from the rock onto a small ledge with a **Flint Axe**. Return and continue down to the bottom of the Quarry, finding **500 CR** and a **Silver Staff** along the way. In addition, you can blow up the bridge on the left to get the **Pop Shoes**; the bridge on the right contains **Credits**.



Two Ways to Alexei

At the bottom of the Quarry you encounter a mine. Beside the mine entrance are some nets hanging from the cliffs. Alexei is at the top of the mine, and you can get up there through the cave or the nets.

In the cave is a **Stone Shield**, but you may want to climb up the outside, where there are fewer enemies. You really should save your Weapon and Spell Points for the actual showdown.



Alexei

HP: 3468

LP: 14

AP: 40

SP: 30

SL: 20

At the top of the Quarry mine it's time for Alexei to pay for his crimes. He's not without his tricks, however. He's been raising dragons, using the Egg. And he sets two Wyverns on you to wipe out your team.

The fight against the Wyverns may seem impossible at first, but don't despair. Basically, just lose to the Wyverns on purpose and Nina will revive the whole party at her expense. You'll have to fight Alexei with only three party members, but Alexei is not difficult.



The Wyverns are gone, and now Alexei himself is riding atop a Baby Dragon with two others in tow. Airborne attacks seem to inflict more damage, such as **Aim Shot** with a Bow, or **Tomahawk** with an Axe. Have Narcisse cast **Firestorm** or another strong Spell Art, or heal up the others if needed. The two accessory Dragons fall easily, and Alexei won't take much longer.

Beyond Grand Valley



1

Travel to Grand Valley.



2

Cross the rope bridge.



3

Recruit Labelle.



4

Return to the East Bank to meet Narcisse.



5

Cross the valley, collect the disappearing items.



6

Extinguish the Volcanoid to clear the mists.



7

Cross to the stone bridge.



8

Make your way to Laubholz.

Westia Bar

Wil has recuperated from his recent mourning, so take him to the Bar in Westia to gather his friends. Get geared up by repairing any weakened Tools, buy new ones, and get any items you might want from Gustave's party by talking to the woman between the Bar and the Shop. Talk to the Historian if you want some more story, then leave for Grand Valley.

Grand Valley Bridge

Labelle

Backtrack to the area where you saw the two characters standing near each other (see screenshot). Talk to the person standing at the edge, and she introduces herself and joins the party. Her name is Labelle, and she's not a real adventurer. She just wants to get across the Valley to meet someone. Go back across the rope bridge to the other side of the Valley and head south.



Cross the rope bridge to the other side. Make your way southward to the end. You see a row of sentries blocking the way to Laubholz. Getting to Laubholz is not an easy task for anyone. The toll is one million CR, or the guards can be bribed with 10,000 CR and a Quell. If you don't have the CR, you won't even be offered the option of doing this. The only way for the disenfranchised to get around the guards is to cross the mysterious and dangerous Valley.



Reluctant Friends

As you descend into the Valley, Narcisse suddenly catches up to your party. Now you're rounded out to a full four. Equip everyone and make sure you give Labelle some Arts and Spells. I recommend giving everyone **Life Water** and **Firestorm**, because WP cannot be restored in the Valley.



Note

If you chose Cordelia during the "Infiltrate! Alexei Gang" event, you will have fewer characters from which to choose to join your party.

The Valley So Wide

The Valley is a tough place to cross. The mists make it hard to see where the entrances and exits to areas are, and the enemies appearing and disappearing in the formless fog don't help. The Valley also has a strange layout, and sometimes the same exit from an area may lead you to an entirely different place. There are only four main areas, plus the Boss area.

The Menacing Mists

When you reach the bottom of the Valley, the mists become the thickest. Run directly to the west, and you see a tree with an item appearing and disappearing under the tangles of its roots. All items in this area are shown to be covered by pirate flags. Go behind the tree, which is the only side from which you can grab the item, a **Coral Ring**. Continue running to the west.

Enemies in the Haze

When you have an encounter, always opt for the one-on-one combat. Labelle needs to catch up to the rest of your party, so use her. Don't try to learn any new Arts, though; your goal is to increase Labelle's stats.



In the next area, run west once again and slightly north. At the far side of this area you pick up an **Ice Staff**. Find the western exit and get out of here. Run directly south in the next area. In a corner of sorts, you locate another **Ark**

Stone. Continue to the west into the next area and curve south. After finding a **Leather Suit**, leave the area and head to the west.

This takes you back to the beginning! Don't panic, because you've been brought here for a reason. Previously, if you had gone north in this area, you would have reached the third area. Now you reach an entirely different area, with a strange glow at the center.



Keep Heading West

Have you noticed a pattern yet? The easy way to get through the Valley is to keep heading west. Explore each area for new items until you find yourself back at the beginning, and then head north.

Volcanoid

HP: 8800
LP: 79
AP: 80
SP: 60
SL: 124

Before you examine the light at the center of the area, make sure your party is organized and equipped, and save your game. If one of your characters has been developing their Water Arts, the **Water Hammer** Spell Art gained from Nina comes in handy. If not, Arts like **Firestorm** and the Spear Art **Wide Swing** are the ways to go.

The Volcanoid can do multiple attacks per turn. It singles out one to two characters and bombards them with its Eruption attack. The creature also performs an attack called Volcano Crush twice on one character, killing him/her instantly. When this happens, you may want to command two other characters to cast **Life Water** to revive the downed character—this is because the Volcanoid singles out a character who is about to revive another character and kills them as well. By reviving a downed character with two others, you will revive that character almost fully. After defeating Volcanoid, it may drop a **Lava Shield**.



The Fog Lifts

It's an Ice Lance.
-Ramp
-Discard

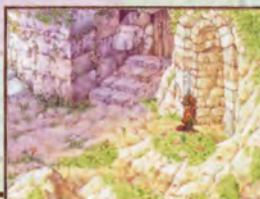
Examine the glowing light once more to find an **Ice Lance**. When you pull this out of the ground, the fog dissipates. Exit and go back through the area, heading west all the way. The enemies are visible all the time and much easier to avoid.

Now when you leave the fourth area (where you discovered the **Leather Suit**), you discover a new area. Follow the z-shaped path up the slope.



When you arrive at the base of the stone bridge, take the stairs up to the top of the wall. You come out behind the toll collectors. Around the corner, you'll find where the stone bridge is still under construction. Search the sacks for a **Blue Chip** and **Snake Staff**. Go back down the steps to the bottom and head down the path. Follow the path across a small wood bridge.

Continue until you reach a crumbling lookout point, where you see another item, another **Blue Chip**. The path to the southwest leads into Laubholz and the end of your trip.



Tycoon Wil



Saddle up in the town of Laubholz.



Proceed to Weissland.



Find Labelle's brother, William.



Cross the snowy plains to the Megalith.



Explore into the heart of the alien structure.



Fight the Megalith Beast.

Laubholz

Now's your chance to explore Laubholz. The townsfolk all seem to be poetic and self-concerned. Most of them have no real information or advice to offer. The first building you can enter is the Restaurant. A ways up the northbound street is a Tool Shop on the left and an Inn on the right. Continue north to exit Laubholz when you're ready.

Walkthrough

Laubholz Bookstore

Ask the person at the counter to see the arsenal inventory. If you missed out on recruiting Labelle in Grand Valley, she's browsing the bookshelves in the back.



Laubholz Restaurant

You may find a knight standing next to the counter. Although he's busy trying to get a table, Wil can still convince him to join the expedition. This is Patrick, and his stats and skills with a Staff make him an excellent choice as a new frontline member.



Laubholz Bookstore List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Blast Sword	650	18	00	00	Tree Tool
Lightning Sword	650	18	00	00	Water Tool
Dew Axe	500	19	00	00	Water Tool
Oak Staff	50	04	00	00	Tree Tool
Sacred Spear	380	15	00	00	Tree Tool
Silk Toga	350	00	08	03	N/A
Stone Shield	400	00	16	00	Evade melee/ranged atk

Laubholz Inn

If you're in need of some rest, there's an Inn conveniently placed across from the Bookstore.



Return for the Tower

Although not available on your first visit to Laubholz, there is a short but tricky Side Quest you may undertake just outside of town. See the section titled "Laubholz" in the "Side Quests" chapter later in the book.



Weissland

A land of perpetual winter, Weissland is a place where keeping warm is everyone's hobby. Fortunately, the citizens discovered Quells long ago that heat all their buildings. With that many Quells around, it's easy to see why Spell Arts were discovered here.



Here is the town layout from the entrance: immediately to the right is the Weissland Tavern & Inn. Talk to the Bartender to stay the night. A little ways further up the street is the Tool Shop, where the owner is friendly but a little desperate for a sale.



Weissland Tool Shop List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Ice Staff	400	16	00	00	Water Tool
Hunter Bow	120	07	00	00	Flame Tool
Fur	120	00	06	05	N/A
Fur Boots	90	00	05	01	N/A
Leather Suit	440	00	18	02	N/A
Hyper Water	800	00	01	03	Water Tool: resists water
Hot Stone	10,000	00	01	03	Flame Quell

Labelle's Crazy Brother

After meeting the Tool Shop owner, return to the Tavern to find a new person in the back at a table. This is Labelle's brother William, the man she's been searching for. William is obsessed with visiting the local Megalith, and he just won't let it go. If Patrick is in your group, then William makes your party five in number. This means someone must go into your sub-party, and since William has the lowest stats (despite his age) he should be your choice.



Winter Wonderland



When you're ready, leave Weissland the way you came and head left on the area map. You'll immediately enter a series of snowy valleys leading to the Megalith. Despite this section's title, this area isn't that hospitable. If you aren't running and dodging enemies from the



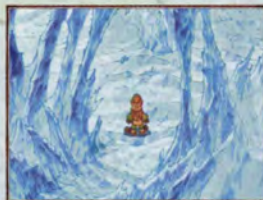
outset, you're going to be out of WP before you reach William's camp. You may need to fight your way to the camp, then return to Weissland and rest up at the Inn. Navigating the white plains is easier once you know the layout.

The Glacier

When William returns to the camp from his scouting expedition, run north through the cave to the base of the weirdest looking glacier you ever saw. Yeah, a Megalith is in there, *for sure*. After the path forms, run up into a chamber that splits in two.

The right-hand path leads to two caves (don't miss the first one). There is also a small ice block; search it to find an **Ice Staff**. Items are really hard to spot in the ice caves, so keep a sharp eye out.

The first cave leads to a three-way intersection. The area is tight, but right next to the entrance is a **Pit Spider** (a Bow). The bottom exit opens on a small ledge with the **Glacier Shield**. This is the only place in the game you can get this advanced protective item. However, you must fight the same three



Fairy Hopper enemy groups again as you re-cross the intersection. The top left cave only takes you back to the entrance, so go back out the top right exit.



Head north, which spirals you back south to another cave. This leads you up a ramp to a **Green Glass**, a very handy Tool. The ramp runs up to an exit. Below the cave you exit are two things: a



Berserker Axe and **1000 CR**. Run back past the cave you emerged from to the top cave. Inside is a path that leads under the previous ramp to a large, open area.

At the very bottom of the open area are two more treasures, a **Silence Bow** and another **1000 CR**. The trip is tough but profitable. Head straight north from these two items to a very nondescript cave.

Walkthrough

Glacial Megalith

Twice as awesome as the Desert Megalith, you may feel that you've just entered an alien realm. In front of you are two teleporters. Each puts you on top of the opposite block, facing two more teleporters. The door you go through determines which platform you end up on in the next area.

The Shortest Path

For the shortest path, take the left teleporter first. When you end up on a platform, take the right teleporter and then go left twice to end up on a platform with a big green circle symbol. Walk into it to appear in a new room.

The bottom teleporter takes you to a new room with two open doors inside two small towers to the right and left, and a grand stairway leading up to a third door. To get a **Hyper Water** and a **Beast Lance**, go through either the right or left doors in the small towers. This leads to two similar puzzles. If you go in the left door, go clockwise around the square using the teleporters. And when you go through the right-hand door, go counter-clockwise around the square with the teleporters. When you've retrieved the item, either teleporter you choose in the area will take you back to the main room. Head up the central stairs.



You'll then run into a room with a large Quell. The entire group passes out, and regains consciousness in the main room. Go back into the Quell room and you pass out once again. William has gone into the Quell room alone, and the party joins you as you try to enter again. You find William with the large Quell, and his Anima is consumed.



Megalith Beast

HP: 30,000

LP: 100

AP: 80—100

SP: 80—100

SL: 20—28

This is the Boss you won't defeat—you just need to survive until you can get away. In fact, the more of a fight you put up, the longer it takes to get the Retreat or Escape option on the main battle menu.

Retreat every chance you get, and run like crazy the whole time. The first retreat leaves you at the very beginning of the Megalith, at which point you should run out. In the wide open cavern, the Megalith Beast charges after you again. The next encounter occurs in front of the Glacier. Retreat as soon as possible, because you cannot see this fight to its conclusion.



Physical attacks inflict more damage than any Spell Art, so hope that your party has enough WP to go the distance. When the fight is over, the Megalith Beast (poor William) is trapped forever with his precious Megalith. It's possible to receive a **Beast Rune** for defeating this Boss.



Anima Faith Fiasco



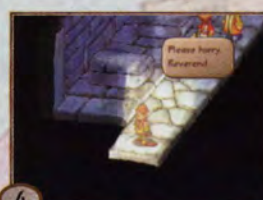
1 Head out to the Ruins of Hahn.



2 Investigate areas inhabited by Anima Faith Followers.



3 Avoid Lord Gustave's men.



4 Follow the Leader to his grizzly fate.



5 Fight off the Merman trio.

Back in Westia

Go to the Bar to collect your party; Tyler, Patrick, and a new guy named Raymond who's really good with a bow. You won't see Labelle or William again, so you may want to grab their equipment from the person standing between the Bar and the Shop. Make sure everyone is equipped, and head back to the Ruins of Hahn.

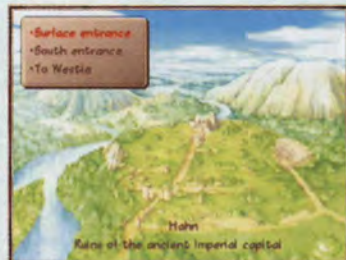


Walkthrough

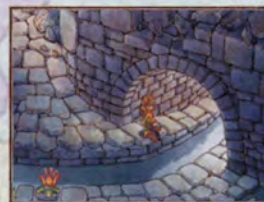
The Inner Ruins

If you've played the chapter "Wil's Departure," you could skip all the rest of the chapters by playing through Gustave's. However, Gustave's story halts after "The Firebrand Ceremony," and you have to pick up here. The benefit of playing the first Wil chapter is that you have the option of entering the Ruins from the South Entrance. The benefits of playing all the Wil chapters thus far is that your party will be in better shape to fight the creatures inhabiting the Ruins now.

Either way you choose to enter the Ruins, get to the room with three Hopper enemies and an archway. Now when you enter, you are in a new area of the Ruins. To the right of the steps is **500 CR**. For now, there are Anima Faith Followers protecting much of the loot. You have to wait for the right opportunity to grab them, so head through the right-hand passage. Head down the path through the aqueduct, where you have to fight some enemies to get to some **Alligator Shoes**.



Exit the aqueduct, avoid the enemy to the right, take the ramp up to the top of the screen, and continue out. In the next area, descend the ramp to a ledge with a guarded **Ark Stone**. Go all the way out the bottom of the screen and follow the path out the other side of the aqueduct to another guarded **Ark Stone**. Return to the previous chamber and enter the arch.



Proceed up through the next couple of areas until you reach some Anima Followers. They tell you their High Priest is in the next room. Now's your chance to grab a bunch of loot. The only problem is that the panicked Followers constantly get in your way. If at any time you try to go back toward the High Priest's location, you'll be chased out by Lord Gustave's men.



At the first area of the Inner Ruins, head to the left for **1429 CR**, and then run up the stairs and go straight ahead into the passage. Follow the High Priest down the long corridor. Three mermen leap from the depths of the nearby pool and attack.



Mermen

HP: 6919

LP: 4

AP: 90

SP: 108

SL: 24

The three Mermen Boss team have regular stats, but they make up for it with sheer numbers. If you've been playing all of Wil's chapters up to this point, you should have no problem. Just cast **Firestorm** on these fishy mutants a few times to quickly finish the task.



Wil vs. Egg



1

Clear the monsters out of the city.



2

Defeat the Captain's Wyvern.



3

Sink the Pirate Ship.



4

Fight the Pirate holding the Egg.

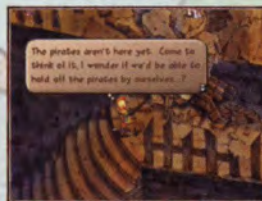
Westia

Rejoin Tyler, Patrick, and Raymond at the Westia Bar, and pay close attention to the plan. Wil goes off to infiltrate the Pirate Ship while you must navigate Tyler through the City of Night. In both cases you're looking for a Pirate who holds the Egg.



City of Night

Run Tyler up the rubble at the top of the stairs. Head across the rooftops and the battlement until you reach a small building. Lord Gustave himself is here, and he wants to destroy the Pirates. He joins your party, and you must encounter and extinguish every enemy team you see roving about town.



Don't Forget the Apprentice!

If you want the **Cat's Eye Tool** (offered to you earlier by the Young Apprentice on the stairway to the Tavern), head there before going across the rooftops. If you've been to the Mines and have a 3 Ore set (Green, Blue, Red) or a Mushroom Tear, you can trade it for the Tool he's offering.



Walkthrough

Monster Hunting



What makes this arduous task much quicker is Gustave's high stats and Sword ability level, not to mention his new and deadlier Gustave Sword. You can eliminate most enemies by using a single attack from Gustave. Just make sure you equip Gustave with some good Sword Arts and put him at the front of your team.

Search every area of town for enemies, and make sure you let the bird enemy just outside the hut attack you. After clearing the town, return to the square with the burning bonfire and you'll meet the Pirate Captain. He sends his Wyvern at your group.



Wyvern

HP: 13,414

LP: 10

AP: 124

SP: 60

SL: 26

Before heading to the square, make sure Gustave is in front armed with the best shield available. Check through the list of Combos you've acquired in the Player's Notes Menu. You've probably used up a lot of Gustave's WP through continuous battles. Now it's up to your other characters to douse this dragon with your toughest Spell Arts.

Combos play an important part because you have to kill this beast as fast as possible. The Wyvern performs an attack called Oscillation that does 200-250

HP damage, and you get hit with it a lot. Try to program Combos as much as possible. Your only hope is to cause 1000-1300 HP of damage per combat round.



Pirate Ship

Wil has stowed aboard the Pirate's Ship. From the hold, go into the storeroom to find a Pirate getting sick. This one's no threat, so climb up the ladder and talk to the Pirate blocking the path to the Captain's Quarters. Simply choose "Yeah, nice to meet you!" to go straight into battle.

The other answer leads to another question. There are three answers you can give in response, and only one random answer lets you avoid a battle. If the Pirate accepts your answer, he drops a Bandana and flees. Otherwise, you must fight the Pirate and two Dread Knights, which are beefed-up Skeletons.



Pirate Team

Doing a Spear Art (such as **Wide Swing**) should kill off the Dread Knights. The Pirate dances around casting Box Thunder. When you defeat this enemy, you receive a **Dead Stone**.



Sinking the Ship

After the Captain runs off, exit and run over to the ladder behind the bunks, and descend into the hold. Examine the item sack in the corner to flood the ship. Run back up the ladder and out to the deck. There you encounter the Pirate who was getting sick. Turns out this is the one with the **Egg**.



Egg Pirate

HP: 880

LP: 12

AP: 61

SP: 40

SL: 18

Under the influence of the Egg, this Pirate is far stronger than any others you'll encounter and takes lots more damage. Yet his attacks don't do much harm to you. Avoid healing until you absolutely need it, or the Egg attacks and drains you dry in two hits. Only one-on-one experience and your highest attack power Arts can defeat this drone of the Egg.



Into the Forest



1 Charter the labyrinthine forests.



2 Defeat the Wood Guard.



3 Sneak up to the top of the tower.



4 Confront the Treefolk Boss.



5 Survey the surrounding countryside.

Rich Knights

The Knights Family Saga continues with Rich Knights, an adventurer just like his father. But Rich yearns for action and a steady paycheck instead of a glorious crusade. His first outing teams him up with Patrick and Raymond, plus a new character leading the group, Eleanor. While the mission's goal is unclear at first, you're looking for a Tower hidden in a magical Forest.



Forest Maze

The entire Forest is one big puzzle. When you try to back-track, you find yourself in a completely different area from the one you just left. Some areas are crowded, but you should be able to avoid encounters if you skim along the edges of the paths.

Using the Forest Map

There's a new item in your inventory called **Forest Map**. You see the map briefly when the scenario starts, and then you can look at it again by accessing Items from the Main Menu. Select Use, then scroll down to the bottom and select the map (it should be the only usable item for now). You can view the Forest Map as often as you like. Make note of the landmarks on the map and the route to the Forest Tower.



Walkthrough

Recognizing the Path

Use the Forest Map to guide yourself through the woods. The most direct route to the Tower should be just across from the starting point. Go north across the stones and the fountain, then head under a natural bridge, and north when you reach the lookout post.

Unfortunately, this puts you right back at the start. Two enemies are circling the fountain, so head to the right. Leave the big, circular area and then return to it. A gigantic form leaps out of the ruins...



Wood Guard

HP: 7676

LP: 8

AP: 65

SP: 60

SL: 24

This lumbering hulk is more intimidating than it is dangerous. Its worst attack is **Bombard**, which causes 250-300 HP of damage to all characters, and will probably knock out Rich Knights.

It's best to have Patrick and Eleanor perform multiple **Firestorm/Painful Beat Combos**, resulting in lots of damage each round. Have

the **Kris Knife** equipped on Rich if possible, and do **Comet Fall** for additional damage.



Forest Tower



After defeating the Wood Guard, you can proceed to the Tower. The map turns out to be inaccurate, but it leads you to a precious Tool. You must head through the north exit from the stone circle, cross the tree bridge and go down (there's yet another **Ark Stone** nearby), and head up in the next screen.

Descend the steps past the Land Krakens' lookout point. You find an area with a short flight of steps leading down to a **Stardust**. This item lets you cast **Megabolt**, the most powerful Unknown Art. You can only use it once, so don't waste it. Now take the southern exit from this area, head north of the next structure, then continue south in the next area through a large archway. The next screen is the area surrounding the Forest Tower. The entrance is on the opposite side.

The first level has a couple of Slime enemies protecting a **Blast Sword**. The second level is badly decayed, and the only way to continue your ascension is by climbing out the hole in the bottom of the screen and running up the thick tree trunk.

The third level's stairs are broken and obviously inhabited, so go through the hole at the far left and climb up the trunk. On the last level, dodge your way up the stairs—the tree comes suddenly to life!



Treefolk

HP: 12,000

LP: 100

AP: 70

SP: 80

SL: 27

These intertwined Dryads are capable of casting most Tree Arts, including Bushfire and Sleep. Their favorite attack is Charm, which makes your characters attack each other. The most powerful Treefolk attack is Divine Forest, which causes trees to spring up around your characters and cause lots of damage. Treefolk are immune to most Tree and Water attacks, so concentrate on using **Flame Arts**.



Have Eleanor and Patrick do several **Incinerator/Painful Beat** Combos. The **Stardust** you found could be your one-shot trick to kill this tough creature quickly, but it will most likely break afterward. The Treefolk drop a **Dryad Grail** when defeated. Also, don't miss the **Anthurim** on the narrow walkway below the Boss's location. Climb up the last set of stairs to the top of the Forest Tower to end the adventure.

To the Monster Nest



1

Run the treetops gamut to reach the Svendorf Mines.



2

Return to Jade with the news.



3

The Gargoyle jumps into your path.

Treetops Gamut



I see. So we can get into the mine from here?

After Eleanor answers four questions about the mission, run across the tree bridges to the ladder on the opposite trunk. Climb up and run around the tree, taking the lower bridge first. You arrive at a platform where mushrooms dance merrily about an item. This is the **Lake Robe**, and you just might be able to sneak in and sneak out before you get caught.



Return to the previous trunk and continue to the right. The next hollow trunk spirals down inside until you emerge. Behind you is a **Blue Chip** (if it's worth the possible encounter). Run up until you reach an area where Gremlins are dancing around a **Coral Ring**.

Next is an area fraught with countless minor encounters. Take as many as you can in one-on-one combat, and let Patrick and Rich take care of most of the enemies. Run across the top of

this lattice, collecting **1000 CR** twice over, and a **Ranger Bow**. Duck off-screen from the top branch to get a **Scale Visor**. Return to the lattice, dodge your way to the bottom branch, and run out to the right. You can catch the last item on the way back, a **Wind Shell**; however, it's not worth the extra encounters.



You have 100000



It's a Blue Chip. Keep it!



Walkthrough

Svendorf Mines

Descend the fallen tree bridge to the ground, and take the ramp through the back of the Svendorf Mines. Head south to an intersection with a well and a ladder. If you played the Side Quest "At the Mines, Part II" previously and failed to get the **Gem Band** from this small pond, it's still here for you to take.

Go back up the ladder and take the right-hand branch out of the intersection. Go to the large blue crystal, and then backtrack through the mines and across the Treetop Gamut.



Gargoyle

HP: 18,621

LP: 30

AP: 110

SP: 80

SL: 25

This Boss is extremely tough. Prepare your party by giving more than one member Life Water and Recovery Breath, and balance the Weapon Arts and Spell Arts on characters who have a balance of points. Give Patrick all the Staff Arts you have, and give Eleanor every Spell you can equip on her.

When you reach the stump where the Gremlins are dancing, they all hide as the fearsome Gargoyle falls out of the sky. It stands and endures a lot of punishment. Each character should use the weapon he/she has the most skill in. Put Eleanor at the back of the party so she takes the least damage while casting Spell Arts. Try to go for **Triple Onslaughts** and **All Out Attacks**.

You need to cause about 2000-3000 HP of damage per round. When the Gargoyle finally strikes, the damage is heavy. It can do most Stone Spell Arts, including Magmaexplosion and Delta Petra. Its unique attacks include Scissors Break, a deathblow which will most likely kill one of your characters. Cast Regenerate and Reviva on your frontline to keep them lively, and be ready with Life Water Arts on characters. This is really a battle of attrition. When you win, you receive Blackstone Armor.



Life Tree Island



1 Borrow the boat to go to the island.



2 Search the beach and explore the caves.



3 Find the Life Tree and collect fallen seeds.



4 Return to the shipwreck.



5 Fend off Mother Grendel.

Rich in Westia

Narcisse has moved into the Historian's former residence in Westia. He's gotten older, and needs several Life Seeds from a tree that grows only on a certain island. Despite the differences between Wil and Narcisse, Rich is happy to help out his father's old friend. Leave the house and go to the youngster standing on the docks at the north side of town. Borrow his boat.



Westia Shop List Changes

The items available at the Westia Shop are different for Rich's adventures.

Westia Tool Shop List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Wood Sword	160	08	00	00	Tree Tool
Fossil Sword	1300	24	00	00	Beast Tool
Dew Axe	500	19	00	00	Water Tool
Ice Staff	400	16	00	00	Water Tool
Antler Spear	420	17	00	00	Beast Tool
Elder Bow	1000	26	00	00	Beast Tool
House Guard	300	00	12	00	Shell Fragment/can evade melee attacks

Island Caves

The enemies in this cave aren't hard to dodge, but this is an excellent opportunity to increase Rich's stats with a few fights. All enemies are faced one-on-one, so try to learn a few new Arts as well. Take the first exit to the far left.

Climb onto the shipwreck, run to the other side and down to the exit. Curve around the jut and leave immediately through the next cave. Do the same in the next chamber to get back to the treasure in the first cave, another lovely **Ark Stone**. Slide back down and return to the northern chamber. Continue up until you reach the Life Tree. Pick up all five **Life Seeds** around the base of the tree. Life Seeds fully restore HP, WP, and SP, but you should resist the temptation to use one now. Head back out to the main entrance to leave the island.



The Beach and the Slide

To reach the boat, you must go through caverns populated with monsters and treasure. The first treasure is on the far side of the beach from the boat. Run up the embankment and slide down the slope to reach the **Ark Stone**. Go up the rise again to the cave entrance.



Walkthrough

Mother Grendel

HP: 4524

LP: 60

AP: 70

SP: 50

SL: 26

When you get back on board the shipwreck, the boat drifts over to the next area. Here, a gigantic crab monster emerges from the dark and wraps its talons around the boat. This battle is fought one-on-one style, restricting the use of Spell Arts. Your target is the nerve bundle, so use your strongest Weapon Arts. If Rich has developed any skill with Flame-Beast Arts, try to cast **Flame Naga** on Mother Grendel. This creepy Boss attacks in two ways—with a poisonous gas cloud and its claw, called the Big Hammer.



Heal up with life points or by casting **Life Water** (Tree-Water) each round, and use **Recovery Breath** (Flame-Tree) so the poison doesn't take you under. If you've been dodging monsters, your strongest attacks should unnervify this beast in 6-8 rounds. But if the sport of the caverns has depleted your stats, try using a **Life Seed** before reboarding the shipwreck.



Narcisse's Delivery

Take the boat back to Westia and return to Narcisse's home. When Rich leaves, he'll sense the presence of the Egg. Rich then goes back to Wide to tell his father Wil about spotting the Egg, then returns to Westia. Go and speak to Narcisse about the Egg.



To the Fossil Caves



1 Explore North Gate, recruit Diana.



2 Head east through the Fossil Caves.



3 Find the hidden items.



4 Defeat the Fossil Beast.



5 Enter the new cave for big treasure.

North Gate

Rich arrives at the docks bright and early. The first building on the right is the Inn. Standing above it is a person who will let you have items from people formerly in your party. To the very north is the Item Shop, and the exit to the far right leads inland.



North Gate Inn

Talk to the blond woman and she joins Rich. Her name is Diana, and her stats are extremely low. Give her the best armor and shield you've got and a variety of Arts. If you need to stay at the Inn, talk to the person behind the counter.



North Gate Shop

The elder inside exchanges your Chips for CR at the same rates as in Vogelang. The other person is, of course, your merchant, but the pickings are slim.



North Gate Tool Shop List

Item	Price	Wpn	Armor Def	SP+	Tool Type
Wood Dagger	70	04	00	00	Tree Tool
Steel Dagger	250	15	00	00	Steel Weapon
Wood Spear	80	06	00	00	Tree Tool
Leather Armor	160	00	06	01	N/A
Coral Ring	250	00	04	02	Water Tool
Blue Water	100	00	01	01	Water Tool
Steel Amulet	100	00	01	00	Steel is said to resist Anima

The Fossil Caves

These dark and ominous caverns house the skeletal remains of giant prehistoric creatures. But there are other skeletons too, and they're more lively. Most of the creatures assault your party in one-on-one fashion.

You can pick up two more party members in this area. Go to the Fossil Cavern and then immediately head back to the pub. You will find Eleanor and Raymond there. Talk to Eleanor to get them to join your party. Having four members in your party will make the fight in the Fossil Cavern much easier.

Make sure you return to North Gate to recuperate. Take the first path off to the right and you find what looks like a treasure covered with a pirate blanket. There are eight of these throughout the caves, and only two of them are a **Bone Breastplate** and a **Lava Shield**. The rest turn out to be skeletal creatures that attack.



Don't Bite Off More Than You Can Swallow

If you want to pursue the two items, do so and then leave the caves and rest up in North Gate. Your party of two will be in no shape to finish the caves after sorting through all these monsters. Don't cross the bone bridge—the eighth item is only accessible after the Boss fight. This last item is more than likely a **Bone Breastplate**.

Walkthrough

Fossil Beast

HP: 6064

LP: 4

AP: 88

SP: 82

SL: 24

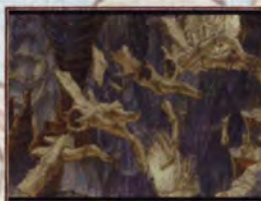
Across the bone bridge is a room with a giant skeletal Boss. The Fossil Beast summons a Skeleton and a Dread Knight to assist it. This fight is a toughie. After you wipe out the two sidekicks, you must quickly kill the Boss. Otherwise the Beast heals itself for 999 HP and summons more assistants!



The key to winning is Combos. Rich's Combo rate should be pretty decent, and Diana's best skill is probably still with a Sword. Equip her with a **Tree Quell** and the **Tornado Blade** Hybrid Art (see the "Side Quests" chapter, specifically the section on Johan the Assassin, to get Tornado Blade). Hopefully you've developed Rich's Sword ability so that he can do **Head Wind** in Combination with Diana's **Tornado Blade**. Focus all your attacks on the Beast—area attacks wipe out the assistants in turn. It's important to destroy the Beast before it catches that second wind, or you're history.

Paydirt

After the Boss fight take the right-hand passage out. The bone bridge collapses, and the last item and skeleton are on this pathway. The bones have formed a path to a new cave lower in the rock wall. Inside is a big bluish crystal. Search the crystal and check out the response.



To Cast a Rainbow



1 Explore the ruins of ancient water towers.



2 Fill the silo with water to get the Spring Orb.



3 Activate age-old machinery all the way up the tower.

Julia's Dream

Rich is all about making Julia happy. This raises some eyebrows when you run into Eleanor in the Westia Bar, but she has a guy with her too, another new character named Sargon.



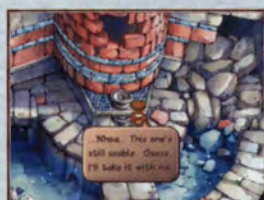
The Water Tower

After organizing your new party, head back to the ruins. The stairwell on the right side of the screen leads to a few items and makes for short travel. Weave your way to the bottom to uncover a **Coral Spear** and a **Coral Ring**. Return to the surface and take the other stairs. When you reach the very bottom, there's a **Bone Breastplate** ripe for the picking. Return to the middle level and take the small steps down.



Basement Machines

There's a practically unavoidable enemy as you descend these steps. In a large foyer, take the entrance under the ledge to reach a room with a device that needs replacement parts. Return to the foyer and head for the leftmost archway. A similar mechanism is in here, with a part that is usable in the previous device. When you return to the first device and check it again, water starts pumping through the ducts in the walls.



Waterflow Activation

Run through the archway in the back wall and up the stairs to find a silo that has filled with water. Floating in the silo is the **Spring Orb**. You need this item to finish this chapter of the game.

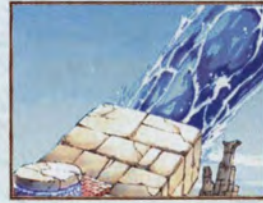
Move to the right and down the steps to find a new **Flame Rod**, then continue up the steps beside the silo. Descend the opposite steps to a large chamber with a central silo. Check the mechanism in the center, and you'll see that it doesn't work. Keep going to the right and descend the stairs. Exit back into the large chamber, lower level. Check the machinery on this level and you'll use the Spring Orb to activate the water flow. Now return to the mechanism on the upper level and you'll figure out that it's a panel to control the water flow. Go back to the right-hand room and go across to a blocked staircase with a **Blue Water**. Examine the blockage, and Rich hops right over it.



Walkthrough

Julia's Dream Realized

Climb up the Water Tower, activating the mechanisms as you go. On the third level, there's a sack behind the mechanism with a **Gem Band**. Climb to the very top and release the water. Julia finally gets her rainbow!



Return of the Egg



1 Confront the girl with the Egg.



2 Make sure Diana gets away safely.

North Gate

Rich finally hears some good news when the girl with the Egg walks past. Follow her into the Inn and go into the guestroom. After the conversation, leave the Inn and go down to the docks. Talk to Diana, who leaves for the safety of Wide.

Misty's Plot



1 Learn where Misty went.



2 Pursue her into the Fossil Caves.



3 Destroy her Anima creation.

North Gate

As you return to the Inn's guestroom, you learn that the little girl is gone. If you talk to the Innkeeper, you learn the girl's name is Misty, and that she headed into the Fossil Caves.

The Fossil Caves

The layout is slightly different than it was during your last foray here. When you reach the second chamber, a cave-in forces you to head down through the first opening. It takes you directly to the area where the bone bridge collapsed.

Take an immediate left and continue up until Rich sees Misty standing on a cliff top. Enter the cave underneath and keep following the path back to the chamber with the cave-in. When you get to where Misty was, you notice that she left behind a large **Quell** that reanimates the bones of a large fossil.



Anima Beast

HP: 8064

LP: 4

AP: 50

SP: 50

SL: 33

This is a one-on-one battle with a reanimated dinosaur head. It's not fierce in combat, so use as many LP as you need to stay healthy, and try to use a Water command occasionally.



Deadly Battle with the Egg



1 Receive a message from Misty at the Inn.



2 Travel to the Inland Settlement.



3 Speak with the person offering water.



4 Investigate the Insect Megalith.



5 Confront Misty and defeat her.

North Gate

Return to the Inn to see if Misty's still around. The Innkeeper tells you she went to the Inland Settlement. Exit the left side of town and Rich goes to the Inland Settlement.



Walkthrough

Inland Settlement Item Shop and Inn

Talk to the person at the counter to stay the night. Go to the person in the upper-right corner to purchase items.



Inland Settlement

You enter the town right beside the Item Shop and Inn. The woman by the barrels has some very valuable information about Misty. When you're through soaking up the comforts of country life, exit the Settlement to the far west.



Inland Settlement Item Shop List

Item	Price	Wpn	Armor	Def	SP+	Tool Type
Dew Axe	500	19	00	00	00	Water Tool
Sacred Spear	380	15	00	00	00	Tree Tool
Ranger Bow	240	11	00	00	00	Tree Tool
Alligator Armor	380	00	15	01	01	N/A
Alligator Shoes	200	00	07	01	01	N/A
Fire Charm	100	00	01	01	01	Flame Tool
Wind Shell	100	00	01	01	01	Tone Tool

Insect Megalith

Climb into the hole in the wall of the ruins using the tree trunk and the spider webbing to reach a large sphere-like web. Enemies drop before you reach the bottom, but it's possible to wait for an opportune time to descend and run out without any encounters.

Continue down the webbing to the first of two mossy ledges. Exit to the right from the first ledge and make your way down past the large webbed eggs to a closed-off area with a chest. Don't examine it or you'll have to tangle with a monster called a Big Horn.

However, this creature does guard an item called **Silver Gloves**. The second mossy ledge down from the entrance also has a right-hand exit, where you'll find a **Stardust Robe**.



Continue down the webbing into a wide open area. Run along the path between the eggs, along the outside of the area to the base of a large platform. To the right of the platform is an **Eternity Staff**, a ??? Anima weapon that enables you to cast **Megabolt**. Climb the pink stem up to the platform, directly under the large spherical web.



Misty

The red-haired vixen taunts Rich with thoughts of desire, then drops a Land Kraken on him. You're given the option to defeat Misty or chicken out. Choose to defeat her or it's game over.



Ginny's Departure



1
Old Wil is summoned.



2
Ginny leaves home.



3
Captured aboard the Pirate ship.



4
Assisted by Primera.



5
Roberto negotiates.

Old Wil Knights is summoned by Master Ventarbre to Thernes to discuss the Egg. Young Ginny Knights grows worried and stows away aboard a Pirate ship. Captured, she is derailed to North Gate. A young woman, with the help of a passerby named Roberto, helps Ginny escape the Pirate's clutches.

Ginny's Adventure



1
Organize and equip your new party.



2
Enter the Giant Worm Hole.



3
Get the bugs to eat through the giant root.



4
Plunder the wealth, build your party.

Walkthrough

North Gate

This northern town has grown quite a bit in the past few years, and you'll need to reacquaint yourself with it. The Inn is still intact, cozy as ever. The former Tool Shop has new management and a broader list of items. You can now trade your Chips there as well.

Between the Inn and the Shop is a person hanging laundry. Offer to help them, and he'll tell you a secret about the Giant Worm Hole you're about to go to. At the bottom of the town, just before you exit to the docks, is a shed where a person gives you items from other party members. When you're organized and equipped, head east out of town.

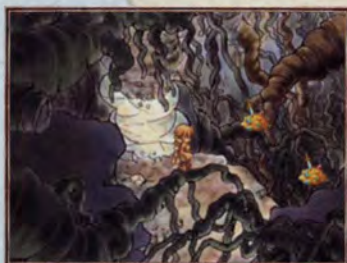


North Gate Item Shop List (Ginny Knights)

Item	Price	Wpn	Armor	Def	SP+	Tool Type
Fossil Dagger	500	15	00	00	00	Beast Tool
Dew Axe	500	19	00	00	00	Water Tool
Coral Spear	360	11	00	00	00	Water Tool
Ranger Bow	240	11	00	00	00	Tree Tool
Alligator Armor	380	00	15	01	01	N/A
Bone Gloves	360	00	06	02	02	Beast Tool
Green Glass	240	00	01	02	02	Tree-Flame Tool

Giant Worm Hole

Slash your way through the Labor Ants and Ant Commanders to a chamber where bugs are chewing on a giant root. Go south of the root chamber and attack the enemies roaming about. After defeating them, they run back out and chew on the giant root to get well again. Keep re-entering the southern area and defeating the enemies. Soon, you have a whole army of bugs chewing through the root. When a passage has been cleared, cross the root and head down.



Note

You can skip this whole section by going into the Cavern and walking right out. This ends the scenario immediately. However, you should consider doing the whole section because of the Crowns and items you'll receive.

Pillaging and Plundering

Now it's time to beef up your third party of beginners. The next area down has another root, almost chewed away.



Climb onto it and drive off the monster to get a **Sea Beast Horn**. Continue down to collect **5000 CR**.

Head back out to the previous chamber and curve around the big dangling root to hit a cave. There are four roots hanging down from the ceiling. Two of them will drop items if you yank on them. Below this location, the path splits in two. The right-hand path leads to an **Ark Stone**, and the other passage can be explored for a **Blood Star**, a **Fossil Sword**, and a **Silver Chain**. Now you can work your way out of the hole. Unfortunately, a large number of Slimes are closing in on you. When you get back outside, Ginny ends the scenario.



Insect Megalith



Travel to the Inland Settlement.



Speak with the water person.



Investigate the Insect Megalith.



Find Rich Knights' personal belongings.



Fight the Wurm.



Talk to the water person in the Settlement once more.

North Gate

Ginny yearns to get out of town and investigate the Insect Megalith, little dreaming that she'll find more than she expects.



Once your group is equipped, exit North Gate to the east and head for the Inland Settlement.

Inland Settlement

Strangely, not much has changed here since Rich Knights' visit to this friendly colony. The Item Shop List is the same, and the same water seller is still in the commons area. Talk to her and she tells you about Misty's journey to the Megalith. Take the western exit out of town to the Insect Megalith.



The Fate of Rich Knights

Enter the Insect Megalith and navigate your way down to the open area. Any items Rich failed to claim are still here for the taking. When you get to the base of the central column, examine the bag where the Eternity Staff used to be. When the friends split up, take Ginny up the central column. At the top, Ginny is attacked by what looks like two Land Krakens. You only have to fight off one, and then the party rejoins Ginny for the Boss fight. Take a moment to ensure you have everyone well protected, then begin the battle.



Walkthrough

Megalith Wurms

HP 1306

LP: 1

AP: 98

SP: 48

SL: 25

You face two Megalith Wurms and their leader, possibly accompanied by an Empusa. This is a regular party fight, and you're given the option to Let Go or Escape several times, depending on how you're doing.

Gustaf and Roberto should be at a high enough level that either of them can kill a Megalith Wurm in one shot with a tough Art. The Wurm Leader is

the real Boss, but it doesn't drop anything if you stick around to kill it. The best advice is to exit this battle when you can. When the Boss is conquered, you go straight back to the Inland Settlement.



Returning from the Megalith

Talk to the water seller yet again, and Ginny learns her father's fate.



Pursuing the Egg

Ginny finally gets to travel to Thermes as she's wished all along, but the trip is quick. You can shop on the streets. When you're finished, go into the Thermes Bar and find Master Ventarbre.



Thermes Item Salesperson List (for Ginny Knights)

Item	Price	Armor Def	SP+	Tool Type
Caster Armor	550	12	02	
Ceramic Mail	3600	30	01	
Obsidian Gloves	550	08	01	Stone Tool
Blue Water	100	01	01	Water Tool
Fire Flake	240	01	02	Flame-Tree Tool
Green Glass	240	01	02	Tree-Flame Tool
Field Suit	2500	34	00	Steel Full-Body Armor

Thermes Weapon Salesperson List (for Ginny Knights)

Item	Price	Wpn	Tool Type
Steel Sword	1500	33	Steel Wpn
Steel Spear	1000	35	Steel Wpn
Steel Bow	2000	36	Steel Wpn
Ice Staff	400	16	Water Tool
Silver Staff	1000	23	Tone Tool
Diamond Spear	1000	32	Stone Tool
Silence Bow	680	19	Tone Tool

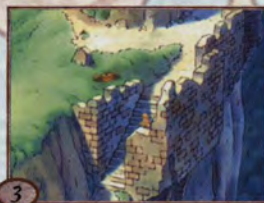
To Gustave's Stronghold



1 Explore the city you've built, Hahn Nova.



2 Go to the Hahn Nova commons.



3 Flee Hahn Nova with monsters on your trail.



4 Fight Sargon and his cronies.

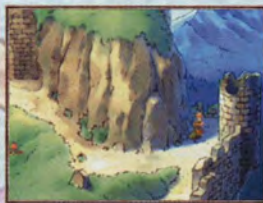
Hahn Nova

Hahn Nova is constructed according to your wishes in the chapter of Gustave's Tale, "Construction of Hahn Nova." When you've explored the city that you designed to your content, move to the Commons area.

When you spot Fake Gustave, monsters chase you from the city.

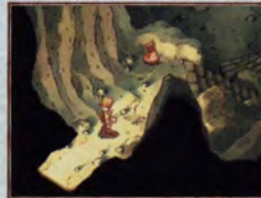


The Old Battleground



Your escape from Hahn Nova is a perilous journey, with many Boss monsters as well as regular enemies. Your basic direction of travel is from the top to the bottom of the screen. If you can manage it, race to the cave beneath the fortress to collect a king's ransom in goods. From the front to the back of

the cave, the items are: a **Wild Rose**, a **Snake Staff**, **8000 CR**, a **Hydra Suit**, and **Heavy Armor**. But your piracy has its price; a Boss monster is waiting for you outside the cave.



Dread Trees (Special Forces)

HP: 4192

LP: 2

AP: 106

SP: 108

SL: 27

The Dread Trees act much like the Treefolk. They cast every Tree Spell Art imaginable. They cast every Tree Spell Art imaginable. Don't waste too many ability points here—use Combos involving lower-level Arts. **Flame** Spells mixed with edged weapons in Combos destroy them before they can cause any real damage.



Walkthrough

Evil Anima Tree

HP: 1500

LP: 3

AP: 75

SP: 81

SL: 21

There's another optional Boss fight on the Old Battlefield, and it's not very tough. As you continue fleeing to the south, you reach the intersection of stone and dirt paths. Take the dirt path to the right, where the Evil Anima Tree waits. Several Crime and Evil enemies will attack your party. Accept no surrender and seek not to escape, and you receive many Chips and **Beowulf**, a very powerful Sword. Continue south.



Sargon's Cronies

As you're just about to escape the Old Battlefield, Sargon catches up to you. Once a hero, Sargon is now completely lost to Evil. He turns his henchman into monsters to attack you. One of these creatures may be a Garm, and these creatures sometimes drop a **Fire-Beast Skin**.



Sargon, the Fire Lord

HP: 24,550

LP: 80

AP: 100

SP: 120

SL: 35

Fake Gustave's evil henchman transforms himself into the Fire Lord. This terrifying creature can cast any Spell Art involving any Flame combination. Physical attacks include Scratch and Kick. The Fire Lord specifically attacks characters trying to heal or revive others. Water Spell Arts seem to have little effect.



Cast Flame-based Spells at Sargon, and follow up with continuous barrages of your toughest Weapon Arts. Equip the **Eternity Staff** on Ginny, unless you've developed her talents in another direction. Cast **Megabolt** every round and link up another character's weapon attack into a Combo. You need to cause about 2500 HP of damage per round to outlast Sargon's incarnation. As Sargon curses and withdraws, it may drop the **Uroborus**, a nasty little Spear Tool.

The Battle of South Moundtop



The True Victors

The easiest way to win the Battle of South Moundtop is if Gustaf is present. The only way to get Gustaf to the Battle is to complete all of the Knights' Family chapters up to this point. Unfortunately, the Fake Gustave is still running around out there somewhere.

Into the Northern Continent



1 Travel from Thermes to the Inland Settlement.



2 Fight off three sets of monsters.



3 Annihilate the Megalith Dragon.

Thermes

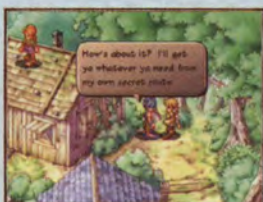
When you leave the Thermes Bar, you have your final party. Note that Wil Knights rejoins the party at half the level he used to be. Still, you should keep him in your main party for reasons explained in the "Monster Brigade" section that follows.

Thermes Shops

The inventory in Thermes hasn't changed since you last shopped for items here. Although steel weapons and armaments have great attack power and protective qualities, they lower your Spell Arts abilities and negate AP recovery. To keep your characters balanced, Tools and various Armors are probably the best way to go. Stock up on Tools, both here and at the Settlement.

Inland Settlement

North of the Item Shop is a person who lets you collect items from all the other characters in your party. This is the last chance you have to collect items from previous members. Through the end of the game, your party will be Ginny, Gustaf, Roberto, Primera, Grandpa Wil, and Ventarbra's apprentice, Meythia. Talk to the other townsfolk to learn the movements of Fake Gustave and the Edelritters. When you're ready, head to the east.



Settlement Shop

The Settlement Shop has geared up to meet your needs for the final confrontations. The inventory remains the same as before, but it now provides every service you can imagine: repairs, chipping old items, Custom Order Tools, Chip conversion to CR, and an Inn.

Monster Brigade

When you leave the Inland Settlement, you fight four consecutive battles. The first three groups consist of mid- to high-level monsters. The fourth battle pits you against the Megalith Dragon, so save your greatest effort for it.

Walkthrough

Party Preparation

Winning each battle takes careful preparations. Check each of your characters closely; make sure their WP and SP restoration rates are as high as possible. Each character should be equipped with Tools and Quells that prevent status changes. Your weaker characters should be in back, with your stronger characters up front. It is especially important that Ginny Knights not run out of LP. If she does, the game is automatically over. Make sure she's armed with the best equipment to suit her abilities.



Calling Reinforcements

Between each battle you're granted an opportunity to reorganize your party and equip your characters. To maximize the potential of your party between melees, go into the first few battles with two of your stronger characters in your sub-party. Before or after the third round, move your sub-party characters into the main party to add some punch to your attacks.



Teamwork

Combo attacks are a must throughout this portion of the game. The only way to truly maximize your WP and SP is with **Duo**, **Triple**, and **All Out** attacks. You should write down all the Combos your party knows.

Variety Is the Spice of Life

Hacking away with your character's strongest attack every round isn't necessarily the best way to go. As time passes, your WP for your favorite Art will be depleted, making your character somewhat useless. Make sure each character has a balance of Spell Arts and Weapon Arts. When WP runs out, the character can cast magic until the other is replenished. Primiera is different, because her SP is so terribly low. When she runs out of WP, have her Defend for a few rounds until she regains some points.



SP Fix

You can fix Primiera's SP problem by giving her different armor. The reason her SP is so low is because of the armor she came equipped with.

Megalith Dragon

HP: 31,122

LP: 250

AP: 92

SP: 86

SL: 32

The fourth battle pits you against the guardian of the Last Megalith. Make sure you pull in your sub-party characters before the battle. The characters should be equipped against Flame attacks and poison. **Flame Arts** still damage the Dragon, however.

The Megalith Dragon has about 30,000 HP, and its attacks become increasingly more deadly. Your characters should cause around 3000-4000 HP of damage per round to make this an even battle.



The Dragon begins with low level attacks that strike all members at once, such as Fire Breath and Plunge. Next come the status changers, like Rotten Breath. As more rounds slip by, the Dragon begins its death-blow, the Draconian Slicer. If you haven't equipped a character with deathblow-defensive items, they will most likely get killed every round from this point forward. Don't waste rounds reviving poorly equipped characters. Send the characters who can outlive deathblows to perform Combo attacks to finish off this creature.



The Last Megalith



1
Defeat the Edelritters,
one by one.



2
Recuperate and
rest up.



3
Move on to face
the Egg.

Megalith Layout

The final area of the game is a simple maze. In the corridors, proceeding left and right takes you to new areas, and going up or down takes you past areas to different corridors.

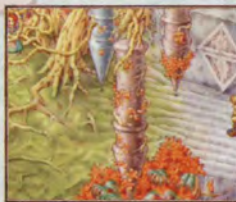
There are no items to find in the Last Megalith, except the ones dropped by vanquished adversaries. The corridors are lined with enemies, indicated by the kind of Anima they attack with. Most of the enemies are contained in little force fields, so it's up to you to decide if you want to fight them.



Megalith Hierarchy

Within the Last Megalith are the six Edelritters and, finally, the Egg. The Edelritters are all optional Bosses. You can backtrack from the Boss's areas and cross different corridors to avoid some (or all) of them. However, avoiding confrontations with the Edelritters lets the Egg become more powerful when you try to fight it.

You know you're about to come across an Edelritter when you reach an area decorated with a certain element. For example, the Water Lord is the first Edelritter you come across, and its lair is covered in ice. If you aren't ready to face the Edelritter, or choose not to, don't continue into the area. Backtrack the direction you came, into the corridor, then head up or down to cross to the next hallway. Continue away from the area to avoid the Boss. But remember, the more Bosses you face and defeat, the better your chances are for destroying the Egg.



Recovering from Battle

Each battle with an Edelritter drains your party's attack points to nil. To recover your characters, there's a complicated trick you can do—seek out weaker enemies before the next Boss fight.

Your characters recover WP and SP after each combat round. If you can last several rounds in combat without doing anything, you gradually recover your WP and SP in full.

Here's how it's done: Quick Save your game, and fight an enemy trapped in a force field. The enemy party must be made up of monsters you encountered in the first portion of the game. Decimate the enemy party down to one fairly harmless monster. Then cast **Regenerate** on your characters. For each round of combat, command all your characters to Defend. If your characters' recovery rates are good enough, they will eventually regain all WP and SP. All damage done by the monster will be erased at the end of each round by the Regenerate Spell.

Walkthrough

Raising Levels

You could be equipped to the max, have every optional item from every Side Quest, and all your characters could be protected from any kind of status change imaginable. Even then you can still lose in a battle against an Edelritter or the Egg. In this case, the only thing you could possibly be missing is experience. Maybe you've been winging your way through the rest of the game, avoiding every enemy possible, and haven't achieved higher levels with your weapons or in your stats. You can power up your party by fighting an endless stream of battles in the Megalith.

The first regular enemy group you encounter should be somewhat easy; however, each area has a certain scale. The more enemies you fight on any one screen of the game, the more each encounter is harder than the last. This happens quite quickly, and you should be seeing old Boss monsters by your third or fourth encounter in one area. If it gets too tough, simply avoid the rest of the enemies and move into a new area. Most times, the scale starts over and the first enemy you face in the new area is the same difficulty level as the first enemy you encountered in the previous area.

Quick Save each time you finish a battle. You never know when you're going to meet another Megalith Dragon, or some other Boss you didn't like. If you don't want to fight a certain monster, do a Soft Reset and Quick Start to pick up at the point before that encounter.

The higher the difficulty of the monsters you fight, the more likely you are to gain levels, HP, WP, and SP. Unfortunately, these battles drain your attacking power.



The Edelritters

The Egg can assume the form and talents of whichever Edelritters you choose not to fight. To keep the Egg's attack abilities to a minimum, you should fight the Water, Stone, Tree, and Flame Lords. This way, the Egg can only assume the forms of Tone and Beast, along with its own form.

Each of the six Bosses leading up to the Egg represents a certain Anima. Clearly, when you go into battle against one of them, you must be prepared against attacks of that type. The Beast Lord uses Beast Arts, the Water lord uses Water Arts, and so on.

For example, if you try to use Flame Arts on the Flame Lord, it won't have any effect. Or worse, it will heal the Boss. To defeat the Flame Lord, you must call upon all the other Animas.

Basic Tactics for All Edelritters

Your battles with the Edelritters will be either team combats or one-on-one duels. In one-on-one duels, the character who fights is the first character of the sub-party. This character is lost forever after the battle. Edelritters who engage in party battle are unavoidable once you enter far enough into their area. If the Edelritter engages in one-on-one duels, you're offered the option to fight it or not.

For party battles, have two characters cast **Regenerate** and **Reviva** on all party members for the first few rounds, while the other two attempt Combo attacks. After casting both spells on the entire party, let loose with all four members. As the Edelritter starts attacking with deathblows, use Arts that cause **Stun** to subdue the monster. At the same time, have another character continually cast **Life Water** or **Reviva** on different members. Avoid using LP for HP recovery at any point.

For one-on-one battles, try to use powerful Arts that only require three commands. For the fourth command, cast **Water** or **Beast** to power up your character. During one-on-one fights, Edelritters have less HP, and only cause less damage on each attack. You should use your LP to recover when needed. Any character used in a one-on-one battle will come from your sub-party, and won't be usable again.

Wil Knights' Last Stand

Wil Knights isn't meant to win a duel against any Edelritter. The Boss monster attacks in the first round with deathblow moves. Because Grandpa's stats are so low, you'll want to use him as a sacrifice character. If you don't defeat the Edelritter in a one-on-one duel, the Egg can assume the Edelritter's form and talents. It might be better to keep Grandpa in the group, and level him up quite a bit.



Surviving the Battle

You don't have to defeat the Edelritter in the one-on-one battle you choose to engage. Just survive the battle for 15 turns. To do so, cast **Regenerate**, **Stone Armor**, and **Guard Beast** on the character fighting and then defend or heal for 15 turns. Upon doing so, the Edelritter will disappear and you'll win the fight and gain the item you would have received from defeating them.

Water Lord

HP: 36,462

LP: 80

AP: 100

SP: 102

SL: 37

Combat Type: Team

Attacks: Scratch

Deadly Loop

Water Gun

Blizzard

Call Thunder

Heaven's Thunder

Item Drop: Deep Blue

Notes: Equip your characters with items that resist Water and null deathblow.



Walkthrough

Beast Lord

HP: 20,000

LP: 80

AP: 90

SP: 80

SL: 38

Combat Type: One-on-one

Attacks: Step In, Rapid Hit, Run Through, Poison Gas

Item Drop: Tao-Tie Motif

Notes: Equip your characters with items that resist attacks and null deathblow.



Tone Lord

HP: 20,000

LP: 80

AP: 100

SP: 100

SL: 30

Combat Type: One-on-one

Attacks: Earth Beat, Sonic Blaster, Air Pressure

Item Drop: Harmonium

Notes: Equip your characters with items that resist attacks and null deathblow.



Stone Lord

HP: 30,000

LP: 80

AP: 100

SP: 100

SL: 30

Combat Type: One-on-one

Attacks: Big Spin, Whirlbeat, Horner's Nest, Stone Memory

Item Drop: Eternal Rock

Notes: Equip your characters with items that resist petrification and null deathblow.



Wood Lord

HP: 25,000

LP: 80

AP: 100

SP: 100

SL: 30

Combat Type: One-on-one

Attacks: Stab, Woodstock, Leaf Dance, Sleep

Item Drop: Last Leaf

Notes: Arts: Best vs. Plants stronger, use Axe or Sword + Beast or Tree. Be prepared to sacrifice your weakest character.



Fire Lord

HP: 24,550

LP: 80

AP: 100

SP: 120

SL: 35

Combat Type: Team

Attacks: Scratch, Sonic Burner, Fireball, Meteor Swarm, Burning Rush

Item Drop: Nova Heart

Notes: Equip your characters with items that resist Flame and null deathblow. Unlike previous encounter at Old Battleground, avoid using Flame Arts.



Walkthrough

The Egg

HP: 23,000

LP: 100

AP: 90

SP: 90

SL: 33

After the Fire Lord's lair you return to the beginning of the Megalith. As you approach the platform with the scintillating circles, you are transported to a special battleground to face the final Boss.

The following are a few hints to follow when fighting the Egg:

- Restore your party's Weapon and Spell Points.
- If you have an Anima Crystal or other item that completely restores one character, use it on Ginny Knights. If she runs out of LP, the game ends.
- Follow the tactics outlined for defeating the Edelritters.
- Equip your party with items that protect them. Look at the descriptions for each of the Edelritters that you didn't face, and prepare as if you were going to fight all of them at once. Deathblow prevention is a must.
- Your characters need to have Arts levels of 30+, with at least one type of weapon and one type of Anima.
- Custom Order Tools are made for fighting the Egg.
- Cast Reviva and Regenerate on everyone, and throw their strongest attacks at the Egg.
- Put anti-Deathblow items on characters with low LP.



Replaying the Game

Your reward for ending the game is unusual for an RPG. Save your game, and then start from the new save. All chapters are available from the very start. You can now play them in any order.

Side Quests



Side Quests

As you're slugging away through the tales of might and valor, don't forget that you have other options. One chapter always leads you to the next in **SaGa Frontier 2**, but you should take a moment before jumping into the next episode. Skip around the World Map and see if any additional chapters have opened up. These chapters occur off the beaten path of the game, involving short but somewhat complicated adventures. Your goal is different depending on the circumstances, but there is usually some reward for your efforts, such as a powerful new Quell or weapon.

Side Quests

Gustave & the Pirates



Find out about the menacing visitors to Wide.



Meet the pirates at
the Ranch.



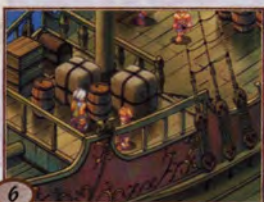
Start a fight at the Wide Bar.



Meet the Pirate Captain.



Consult with the Merchant Sailor Leader.



Set sail with the Silver Fleet.



Talk to all the pirates.



Meet with the Captain.



Fight off the Slimes.



Lower the force field
around Neptune's
Crystal Orb.

Note

This chapter becomes available when Gustave has taken Wide Castle and Wil has defeated Alexei. (Complete "Showdown! Alexei" chapter on p. 54.)



Strangers in Wide



This is a pretty nice town.
It'd be fun to pillage.



Did you guys see a girl in this tavern? She's a real cutie!

You won't be able to reenter the castle until you've seen some action. There's plenty of activity in Wide to check out. Talk to the townsfolk, including the three sailors by the bar. The guard posted by the cottage won't have anything to do with you right now, so go to the Ranch.

Side Quests

The pirates have taken over the Ranch. Talk to a few of them and the hassled Ranch Owner, and then return to the Bar. Pay a visit to the three sailors inside and see what they're up to. After Gustave clears the bar, go back to the sailor guarding the cottage. He tells you to come back later, so check on the pirates at the Ranch.



The Pirate Captain wants Gustave to sail on his vessel because of his skills, however, Gustave isn't interested at the moment, so check back with the guard at the cottage. You can now talk to the Merchant Sailors' Leader. After meeting the Leader, return to the pirates at the Ranch and sign up.

Pirate Ship

After the introductions, go below deck and talk to the Swabbie who's trying to clear the chests out of the way. While you wait for the Swabbie to finish his task, talk to the Captain and then the First Mate. At this point, the mess should be cleaned up, so talk to the Swabbie again and offer to help out. Your charity gets you into the room with **Neptune's Crystal Orb**, the Quell you're looking for.



Go to the door with the boat wheel on it, which is now unlocked. This is the Captain's Quarters, and he's quite distracted, studying the map. If you try to investigate the room, he yells at you to get out so go back up on deck.



Talk to the pirate standing mid-ship, and then approach the two pirates at the bow. It seems that the Merchant Sailor didn't tell you the truth. Now talk to the two pirates at the stern. Obviously there's something of interest for you in the hold.



Go back to the room with the Orb and check the compass. Talk to the Swabbie some more and exit. Bart is standing outside the room, and he's feeling a little more friendly toward you.

After the fight with the Slime, follow Bart up to the stern and engage him in conversation. The bow of the ship has been cleaned up a little, and you can now get to the treasure chest for 1000 CR. (This is only available if you killed the Slime.)

Note

If you refused to kill the Slime yourself, Bart has nothing to say to you.

Side Quests



Visit the Captain in his Quarters, where he has the **Orb** sitting on his desk. Talk to the Captain, but when you get the chance to grab the **Quell** he'll catch you, forcing Gustave to listen to the Captain's story. When the Captain shows you his map, the phrase you use to describe the map determines how the Captain speaks of Gustave later.



When Bart goes to talk to the Captain, talk to the two pirates about Bart, and then go to the ladder and down into the hold. The crates have been neatly stacked, so now you can enter the storeroom. The two pirates who love the Captain's drink are down here having some more. When you talk to them, they get scared and run off. Now you can eavesdrop on the Captain and Bart's conversation.



Slime Chaos

Bart is forced to fight three Slimes at a time. You'll engage a Slime, then get the opportunity to go below deck for the Orb. The Captain's door and the door to the Orb are locked, so go down the ladder into the storeroom. You must climb up the ladder to get into the Orb room.



To figure out the compass mechanism, go into the Captain's Quarters and examine the navigation map. The marked route is the one you should study. Each line indicates a direction of travel, and the notches on each line indicates the number of days to travel. Input the following: first the direction and then the number of days.

Compass Puzzle Solution

Direction	Days
South	Three
Southeast	Two
East	One
Northeast	Two

Somehow, Bart hears what you're doing while fighting up on the deck. He and the Captain confront you at the Orb. This is going to be the hardest Boss battle yet...



Side Quests



You should be able to dispatch even these advanced Slimes easily by now.



Gustave returns to Wide and clears up the rumors.



Talk to the guard to prove you've seen some action.

At the Mines (Part 1)



1 Leave the mines.



2 Collect your party at the Westia Bar.



3 Explore the mines and rescue the survivors.



4 Fight through spontaneously regenerating Gremlins to shut down the monster generator.

Note

This Side Quest for Wil becomes available after Wil has defeated Alexei, but only if Gustave has conquered Wide. (Complete "Showdown! Alexi" chapter on p. 54.)



Life in the Mines

Explore the mines, get to know how the tunnels connect, and talk to the miners about what they're doing. In particular, make note of where the miners are and the locations of the buckets of glowing Ore (which you can't take just yet). Eventually, you'll want to make your way toward the southwest where the exit is located. Wil winds up in Westia, where he can regroup with Tyler and Narcisse. Talk to the usual people, organize your team, and make sure all your characters can cast **Life Water** and, if available, **Firestorm**.



Dodge Most of the Monsters

You must dodge as many enemies as possible in the mines. Tools like Ark Stones won't replace your character's HP and WP. Although HP isn't a problem if you equip healing spells, the last thing you want to happen is to face the Boss of the mines with no WP.

Side Quests

Monster Infestation

Reenter the mines and run up the tunnel to the first real cavern. There are two miners to rescue, one on the first platform and another cowering underneath the second. To rescue a miner, get to them and press Accept. Collect **Blue Ore** from the buckets, however, you can only take one. Down the ladder to the south is **Green Ore**. You need to rescue another miner by the well to the south, but he's safe until you're leaving the mines after the threat is vanquished. Move east and try to dodge the enemies, and get over to a bucket of **Red Ore**.

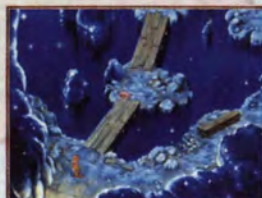
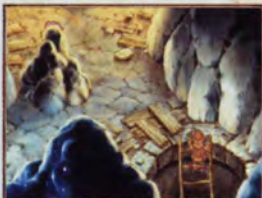


Continue heading north to the water area. There's a miner trapped out on the islets, and the narrow board you need to cross won't let you get around enemies.



The next cavern curves south into a larger area. The Gremlins hop off the Ore when you get close, so run right past them and under the lean-to. There's another miner under here, so press Accept until you get a response. The passage south leads back to the well, so continue east.

The well with the ladder leads down to a small underground pond. There's no way to grab the chest floating in this pond until you visit the mines the next time. The eastern branch from the intersection leads to a large cavern. A miner is on the second level of the central mound. Rescue him, return to the intersection, and take the east passage.



Ore Collection

Although it doesn't look like much, the Ores found in the mines are **Raw Tools**. The next time you're in Westia, have them repaired for a small cost and they'll make good Tools of various types with better than average Armor Defense ratings and SP bonuses. Or, you can wait to see if you return to The City of Night so you can trade them to the young apprentice for a **Cat's Eye**.

Side Quests

Monster Generator

Gremlins continue to pour out of the generator, two groups at a time. When the screen first appears, you must be running at the cluster as fast as possible. Due to the narrowness of the passage leading to this area, you'll probably have a few Gremlin run-ins.



When you reach the cluster by the ladder, Wil commands the group to push through to the generator. The Gremlins keep pouring into the combat area each time you clear them out. It's best to command a character who seems to have a clear path to the generator to run for it. Scroll through your command screens to find a new screen, with the single command "Charge In." There are four enemies in the first group. The second group is made up of three enemies, and the third group has two. After shutting down the generator, the character that successfully gets through must fight one-on-one with the last Gremlin. You must rescue all the miners before the quest is finished.

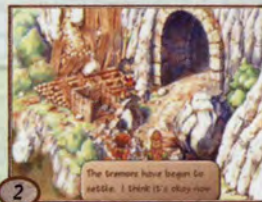


At the Mines (Part II)



1

Run out of the mines.



2

Rescue miners and items along the way.

Note

This quest appears after you have finished your first trip to the mines, and then any other scenario or chapter.

The Sky is Falling

This time, the miners have tunnelled too deeply and compromised the safety of the dig. You only have 10 minutes to get out. Also, make sure you don't save to a memory card during this chapter, only before or after. Use the maps (see the Area Maps) to run directly to the locations of miners and treasures. On some of the treasures, you must choose between one item or another.

The sequence starts in the deep center of the mine. You can stand and watch the mound crumble, or you can head for the exit. At the intersection, if you climb down the ladder into the well, the treasure chest drifts out from under the waterfall. Grab it as it passes to get a **Gem Band**.

A Bird in the Hand...

There's so little time in this scenario that you must make a choice. You can get the Gem Band, rescue a few miners, and get a few other items before you have to get out. Or, you can skip the Gem Band and rescue all the miners and get all the other items. Look at the description of the Gem Band on the Item List later in the book, and determine if you really want to sacrifice miners for it.

Side Quests

There's nothing of interest in the next cavern. Although the closest route to the exit is to the south, head north first to get more items. Cross the islets and descend the ladder. Run to the very south of the next cavern and you'll find it closed off by a cave-in. Grab the **Blue Chip** in the chest.



When you get back over the islets and reenter the cavern with the ore storage, you'll notice that the passage back into the mine has caved in. There's a miner waiting for you, and a **Hot Stone** beside him. Run south to find a geyser shooting out of the well. Catch the miner running around to make him stop panicking, and then run for the exit in the northwest corner. You come across a chest containing a **Silver Staff**. On the top level, under the closest platform, is the last miner. Now dash to the west for the exit.



Gathering Praise

If and when you get back outside, the miners you have saved are extremely grateful and display their gratitude by giving you **1000 CR**.



Johan the Assassin



Avoid enemies in random areas.



Make your way to the well.

Note

After conquering the Megalith Beast, this short chapter becomes available. I think you'll agree that this is the most sinister character in the game. (Complete "Tycoon Wil" chapter on p. 59.)

Side Quests

The Killer

You must run and dodge through areas with heavy enemy infestation, but you should recognize the landscapes from chapters previously played. Unlike other chapters, you won't be able to engage every enemy you see. Because Johan only has 6 LP, you could easily die from multiple encounters.

Equip Johan with some other Sword Arts, Life Water or Recovery Breath, and the Tools required to cast either of these Spell Arts. You need to be able to cure abnormal status effects when facing the other Assassins who are after Johan.

Johan		Inventory	
HP	250/250	1	1
MP	0/0	1	1
SP	0/0	1	1
LP	0/0	1	1
Equipment		Unequip Item	
Blast Sword	36	Harrier Bow	18
Stone Shield	1	Sapling Staff	34
Assassin's	1	Rock Axe	7
Castor Cloth	1	Ice Staff	4
Fur Boots	1	Dew Axe	3
Red Scarf	1	Rock Axe	48
Recovery Tail	1	Stone Axe	100

Why be Johan?

I think you should play as Johan as soon as possible. Finishing this chapter makes Johan's **Blast Sword** and super awesome **Tornado Blade** Art available for use by your other party members. Tornado Blade is a Hybrid Art, meaning it is **only** available after you play as Johan.



Ravine

The first area requires you to run across the fallen tree, down the steps, and exit to the east. Wait until the enemy is off the tree, and then dodge past it and cross the ravine. Watch how the assassin fades in and out of sight, and remember that you will encounter it even if it's invisible.



Rock Quarry

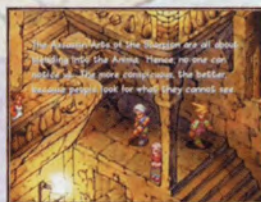
The next playable area is the Rock Quarry, and you're trying to get to the top of the screen. Run from the outset, and you might make it halfway up the ridge before encountering an enemy. Given the choice between encountering an assassin team or a monster enemy, always go for the monster. This battle clears enough room on the map for you to get around the assassins more easily. Exit to the northeast.



Side Quests

Weissland

The town of Weissland is no safe haven. Strange faces wait for you to pass before closing in. After the dialog, run north and jump off the cliff.



Continent Interior

Charge through this area from the outset and you'll skim past the first few monsters by the pond. Make sure you keep running the whole time.



Stone Roads

You start in the northern part of the screen and must get all the way south. Taking the stone steps leads you right into enemies. Head straight south, off the path, and through the narrow gap between the two trees. Get back on the lower path and exit to the left.



The Scorpion Guild catches up with Johan.



Gustave approaches with Ventarbre.



They are somehow able to see him, and they take him in.

Side Quests

The General's Memories



1 Traverse the wastelands to Vogelang.



2 Learn the value of making friends.



3 Go hunting in the desert with your new party.

Note

This Side Quest appears upon completion of "Anima Faith Fiasco" on p.63 and "Johan the Assassin" on p. 104.

A Man Alone

This quick Side quest involves the past of the quiet General Nebelstern. The benefit of undertaking this Side Quest is to get Cielmer into your character list. He bears a unique item called the **Cielmerlion**, which enables only Cielmer to do two unique Arts bare-handed—**Wood Punch** and **Stone Punch**. Nebelstern starts off in Gruegel, and this provides you with an extra opportunity to visit the Gruegel Shop and buy some items. You'll have the same amount of chips as you've amassed in your adventures as Wil and Gustave, but only 1000 CR to start. When you're ready, exit town.



Desert Survival



Alone, Nebelstern isn't much of a match for the creatures of the desert. His stats aren't quite as high as they were during the "Battle of Buckethill," because this chapter takes place before that time. The trip to Vogelang is the same as it was in Wil's chapter, "Desert Megalith." Make your way north as quickly as possible.

Mountain Town

Vogelang now offers another service that wasn't available to Wil Knights. The salesman to the right of the entrance can buy your excess Tools. Although the amount gained from each Tool sale is not displayed, the value is certainly not full sale price. Go into the Item Shop, where you can still buy items and trade Chips for CR. Master Cielmer is here, so talk to him and ask him to join your party. He takes you next door and introduces you to a young Narcisse. Please note that everyone has lower starting stats because these events take place before the present storylines. However, Narcisse is equipped with whatever you left on him after the last Wil chapter you played.



When you're ready, head back into the desert. Having a party makes it much easier to cross the wasteland. Don't equip any weapons on Cielmer; you should use his devastating Martial Arts skills instead. Make sure you fight the enemies one-on-one, because this is the perfect place to pick up any Spell Arts you may have missed. Cielmer is very good with Spells, so he can learn them easily. This is an opportune time to get some of the canyon dwellers to drop their items. Consult the Items section in this book to see what you might get. When you reach the beginning of the desert, the scenario ends.

Side Quests

Edelritter



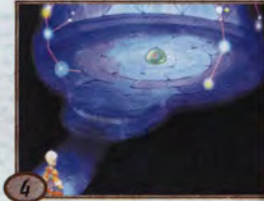
1 Dodge all the monsters of the Rock Quarry.



2 Get to the excavation, find the new passage.



3 Solve the constellation puzzle.



4 Enter the secret room.

Note

This Side Quest becomes available upon completion of the chapter "Fake Gustave Arrives" on p. 39.

The Would-Be Hero

Sargon is about to make a misguided attempt to become a hero. Unfortunately, it will cost him his soul. Greta and Watts are good backups, but they have low stats. Your goal is to navigate the Quarry as you did in "Showdown! Alexei," avoiding as many enemy encounters as possible. You have one or two unavoidable battles, so fight these enemies one-on-one with Sargon.



The Secret Shrine

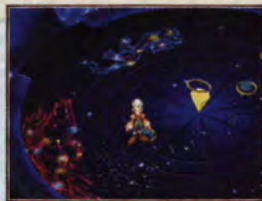
Near the excavation entrance you encounter the Fake Gustave. Go inside and work your way up to the middle platform. A new net hangs down to the right. Climb down it and exit to a new area. The passage is choked off with Slimes, forcing you to hack your way through. The quickest way through with the least encounters seems to be the lower part of the screen, so make your way across the lower cavern wall. When you're finally through, run to the room at the end.



The Constellation Puzzle

This room contains a large puzzle with two floor buttons and a central object. Each is a switch, and you must activate them by pressing the switches in the order indicated depending on the number of lights that are lit. Here's the rundown:

# of Lights On	Press
0	Right, Center, Center, Right, Left
1 (lower middle)	Right, Center, Right
2 connecting lights (two lights on the right)	Left
2 unconnecting lights (lower left, lower right)	Right, Center, Center, Right
3 unconnecting lights (upper left, lower middle, and lower right)	Right
4 (all but upper left)	Right, Center, Left



When the Anima Tree appears, you'll know you've solved the puzzle. When you return to the corridor, you'll notice that all the Slimes are gone and a new passage has opened. In this area, Sargon pledges allegiance to the evil Fake Gustave.

Side Quests

Cities

As you're scrolling around the World Map between chapters, notice that cities you've already visited pop up for no reason. If you venture to these towns early in the game, there's little to do but talk to the citizens. If you wait until you've amassed a lot of items, Chips, and Crowns, take a tour of these towns and make some Custom Tools and repair damaged items. You can visit each city chapter only once during each generation of the Knights Family (once for Wil, once for Rich, and once for Ginny). These cities disappear from the World Map in the year 1305, so keep track of time.

If these chapters disappear from time to time, it's because your characters must continue to follow the main stories for the present time. There is one city that has a small Side Quest, however. Laubholz has a creepy old tower to investigate. (See "Laubholz" at the end of this section.)

Because the inventory of shops change as the game progresses, the tables in this section don't include the stats of the weapons, only what is available and what it costs. For complete stats on any weapon before you buy it, you should cross reference it in the Items List later in the book.

Gruegel

Gruegel Shop Item List (1228~1277)

Services

Item Purchase

Items Chipped

Custom Order Tools

Item	Durability	Price
Stone Knife	60	100
Light Spear	60	130
Pit Spider	30	460
Caster Cloth	N/A	180
Caster Armor	N/A	550
Silk Toga	N/A	350
Steel Amulet	N/A	100

Gruegel Shop Item List (1280~1285, Version I)

Item	Durability	Price
Stone Knife	60	100
Flame Rod	30	300
Ice Staff	30	400
Light Spear	60	130
Sacred Spear	50	380
Silence Bow	60	680
Caster Robe	N/A	450

Gruegel Shop Item List (1305)

Item	Durability	Price
Steel Sword	N/A	1500
Steel Spear	N/A	1000
Ice Staff	30	400
Silver Staff	70	1000
Coral Spear	40	360
Diamond Spear	60	1000
Silence Bow	60	680

Gruegel Shop Item List (1280~1285, Version II)

Item	Durability	Price
Steel Dagger	N/A	250
Steel Sword	N/A	1500
Steel Spear	N/A	1000
Knight Shield	N/A	750
Steel Armor	N/A	940
Gauntlet	N/A	160
Field Suit	N/A	2500

Side Quests

Vogelang

Vogelang Shop Item List (1228~1251)

Services

Item Purchase
Item Repair
Items Chipped
Custom Order Tools
Chips Converted to CR
Inn

Item	Durability	Price
Fang Dagger	40	150
Rock Axe	60	300
Silk Toga	N/A	350
Coral Ring	20	500
Rock Heart	10	100
Blue Water	10	200
Wind Shell	10	100

Vogelang Shop Item List (1256~1260)

Item	Durability	Price
Steel Dagger	N/A	250
Dew Axe	30	1000
Sandwurm Staff	60	2000
Caster Robe	N/A	450
Scale Visor	N/A	100
Blue Water	10	200
Wind Shell	10	100

Vogelang Shop Item List (1276~1305)

Item	Durability	Price
Fossil Sword	40	1300
Berserker Axe	40	700
Sandwurm Staff	60	2000
Diamond Spear	60	1000
Obsidian Gloves	40	550
Fire Flake	20	240
Hyper Water	30	1600

Weissland

Services

Item Purchase
Inn

Weissland Shop Item List (1251~1305)

Item	Durability	Price
Ice Staff	30	400
Pit Spider	50	240
Fur	N/A	120
Fur Boots	N/A	90
Leather Suit	N/A	440
Hyper Water	30	800
Hot Stone	N/A	10,000

Weissland Shop Item List (1247)

Item	Durability	Price
Ice Staff	30	400
Hunter Bow	60	120
Fur	N/A	120
Fur Boots	N/A	90
Leather Suit	N/A	440
Hyper Water	30	800
Hot Stone	N/A	10,000

Laubholz



1 Take the righthand exit out of Laubholz.



2 Run up the Tower to the top, avoiding the Ghouls.



3 Run up the Tower again, fighting the Boss of each level.



4 Go to the basement to confront the final Boss.

Note

This chapter becomes available after completion of Wil's adventure, "Tycoon Wil" on p. 59.

Ages of the Laubholz Item Shop

Laubholz Shop Item List (1285, Version I)

Item	Durability	Price
Blaster Sword	30	650
Lightning Sword	30	650
Dew Axe	30	500
Holly Staff	50	60
Ranger Bow	50	240
Elder Bow	40	1000
Caster Armor	N/A	550

Services

Item Purchase
Inn

Laubholz Shop Item List (1285, Version II)

Item	Durability	Price
Steel Spear	N/A	1000
Knight Shield	N/A	750
Plate Armor	N/A	600
Brigandine	N/A	760
Gauntlet	N/A	160
Steel Amulet	N/A	100
Fur Boots	N/A	90

Laubholz Shop Item List (1305, Version I)

Item	Durability	Price
Blaster Sword	30	650
Lightning Sword	30	650
Sacred Spear	50	380
Sea Beast Horn	60	580
Wild Rose	50	1800
Elder Bow	40	1000
Caster Robe	N/A	450

Laubholz Shop Item List (1305, Version II)

Item	Durability	Price
Steel Spear	N/A	1000
Steel Bow	N/A	2000
Knight Shield	N/A	750
Full Armor	N/A	900
Steel Armor	N/A	940
Gauntlet	N/A	160
Steel Amulet	N/A	100

Side Quests

The New Path Out of Town

From the entrance of town, go to the far right and speak to the old woman. This time she mentions a creepy old tower. Go past her and you'll find a previously unavailable exit from the town to the Tower.



Don't Go Alone!


When you enter any of the cities that appear from time to time on the World Map, your party consists of the members of your party from the previous chapter played. If the previous chapter ended with a lone character, don't try to defeat the Tower. You definitely need a full party to survive.

The Ghoul Tower

Don't try to talk to any of the people in the Tower, because they're all Ghouls and Ghouls. You should be able to avoid all of them, even the ones who are marching about in circles.

Make your way to the top of the Tower. In the room with the skull statue, don't approach the portrait under the stairs. You'll get sucked into an alternate dimension, where you'll be forced to defeat three Grass Dancers to return to the present.



Continue up the Tower until you reach a room with a pipe organ. Go to the center of the organ and press the  button to stop the noise. Continue up to the top level. When you go for the globe on the pedestal, a trap door takes you to the bottom of the Tower. Notice how this room resembles a Megalith?

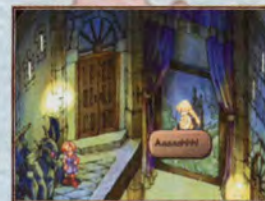
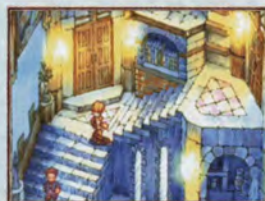


Now you must go to the top again, but there are several stops along the way and several tough Bosses to fight. Equip your characters with items that prevent Deathblow and Petrify. You need the proper Arts, so equip ones that are best versus **Undead** and **Plants**. Go up two interior levels to the iron gates. Squeeze past the man to the glowing blue ball. Examine it and you'll fight two Ghosts.

Don't Get Weapon Happy

We won't reveal the reason just yet, but you should vanquish all the lower Bosses with Spell Arts as much as possible. Save your WP for the final Boss of the Tower.

Go back out the gates and take the steps up to the next door. This room has a spiral staircase, and you must run down it at top speed. Spectres fly out of the portraits as you descend, but if you run smoothly enough there's a good chance you'll only encounter the enemy at the bottom. This leads to the ledge overlooking the entrance to the Tower. As soon as you enter, you get drawn into the portrait nearby.



Side Quests

A Powerful Sword

To find the most powerful sword in the game, the **Cinderforged Sword**, you must travel throughout the Tower and defeat every single "unique ghoul." A "unique ghoul" is any enemy that will disappear from the area once you've defeated it. An example of a "unique ghoul" is the monster that jumps out of the mirror when you've examined it. There are quite a few tough enemies that you must defeat, so having the **Elven Lyre** bow will be very helpful.

From the entrance of the Tower, head for the fourth room up to the area with the iron gate. If you accomplished the task of defeating every "unique ghoul," you'll see a skeleton ghoul floating around the room. This skeleton ghoul should be the last unique ghoul you face. Now confront the skeleton ghoul to encounter three more unique type Skeletons. These enemies are very tough; trial and error will help you determine the best strategy for defeating them. Once defeated, you may earn the Cinderforged Sword.

Demon Grass

HP: 12,226

LP: 16

AP: 86

SP: 120

SL: 27

In the portrait's alternate dimension, you face what looks like a giant three-headed venus flytrap. This creature draws in your foremost character into its jaws, chews on the character, and spits him or her out. The Demon Grass is accompanied by a group of Demon Seeds, which can easily be eliminated by casting Firestorm on the enemy group once. The Demon Grass itself is much more difficult—Arts that are best versus Plants work as well as your strongest Arts.



Gargoyle

HP: 18,621

LP: 30

AP: 110

SP: 80

SL: 25


After defeating the Demon Grass, you find yourself back on the ledge. Note that if you leave the Tower to rest, all the Bosses reset. This Boss is the same as the Boss from Eleanor's adventure, "To the Monster Nest," except that you can't use up all your WP to fight it. Use Spell attacks instead. When the Gargoyle is vanquished, you get either a Redstone Armor, a Silver Chain, or nothing at all.

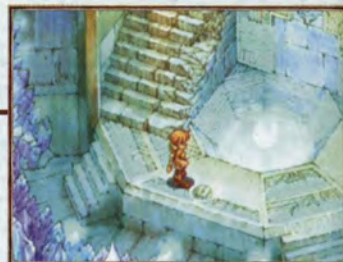


Don't bump into the gentleman on the ledge as you're leaving, and instead run back up the spiral stairs. Back in the room with the iron gate, don't miss the stone rungs on the wall, which lead to a small platform with an Ark Stone. Continue up to the library area, where the central statue is now glowing. When you touch it, you'll have to fight two more Ghosts. Go up to the Orb at the very top and examine it to find the **Elven Lyre**.

Side Quests

Basement Secret

Remember earlier when we said the basement resembles a Megalith? Don't leave the Tower before going down to the basement, because the room is pulsating. Go to the center hexagon and press the  button.



Anima Ghouls

HP: 4173

LP: 42

AP: 76

SP: 80

SL: 22

Although you can fight this Boss one-on-one, don't do it! What was mainly a harmless monster in "Conquest of Wide" is now a dangerously tough Anima Ghouls that can kill any of your party members in a single round.



Defeating it as a team isn't much easier. The Anima Ghouls multiply into four, and your party's Anima vaporizes. Hopefully you've been casting a lot of Spells, and now have plenty of WP to kill these creatures. They only have about 2500 HP a piece, but with four targets, that's quite a task.

Concentrate all your attacks on one target at a time to make the fight go much faster. If any of your characters gets knocked unconscious, sacrifice LP to resurrect them with Life Water. The Anima Ghouls' attacks don't cause a lot of damage, so you should only have to use Life Water once on each of them. After the battle, your rewards are 547 Chips and an Anima Crystal—it's an invaluable weapon against the game's final Boss.



Restocking the Store

The Laubholz Item Shop has a completely different inventory after you conquer the Tower. The Tools are mostly replaced by Steel Weapons. The Shop continues to supply steel weapons hereafter.



Items and Weapons

Items and Weapons

Types of items include Weapons, Shields, Armor, Headgear, Footwear, and Accessories. Any of these items can be Tools. Tools are items that have Anima properties (Tree, Flame, Stone, Tone, Water, and Beast), and you can cast Spell Arts from these items. You can find Tools and Items in dangerous areas, or you can buy them at local shops. Quells are items found in dungeons and adventures—only on a rare occasion can you buy them. These also have Anima properties, but to higher degrees.

Repairing Items

All items have a durability rating. This indicates how much the item can be used before it breaks and disappears from the inventory. An infinite durability rating indicates that the item will never break, a welcome relief.

Those items that have a number for a durability rating gradually wear down the more you use them. Items with lower durability rates begin to lose their punch. Keep a sharp eye on the durability of your weapons as your characters fight. Before it reaches zero, equip your character with a different weapon. Keep the old weapon in your inventory if it has a strong attack rating, special attack, or just a sentimental value. When you get to the next town, check to see if the local Item Shop will repair your favorite monster-masher. Clerks offer only to repair items in your inventory, not items that are equipped on characters at that time.

As you cruise dangerous areas, you'll find items and weapons that can help in your quest. Note the durability rating of any item before you use it. Most items in old ruins aren't in the best shape, and you should repair them before using them.

When weapons break or are disposed of, they're converted into Chips. You can convert Chips into Crowns, or CR, at many Item Shops, and come in very handy when you want to custom order tools at shops.





Item List



Table Legend

Abbreviation	Definition
Name/Location	Name of item, places it is found. See the "Locations" section later in the chapter.
Anima	The type of Anima Tool that the weapon is.
!!!!	Unknown Anima.
ATK	Attack power of the weapon.
DEF	Defense rating of item.
EVA	Evasion rate of Shield.
SP+	SP Enhancement; adds to total SP.
MSP	Maximum SP bonus allowed while item is equipped.
REC	Ability Point Recovery Rate bonus, for WVP and SP.
DUR	Highest level of item durability.
REP	Total repair cost, with cost per gain unit in parentheses.
CHP	Chip value of item.
ARTS	Arts that come with the item.
Def Up	Defense ability raised.

Locations

Short Term	Meaning
Equipped on (character)	One of your characters is equipped with the item when they join your party.
Buy	Check local Item Shops to pay for the item. Refer to chapter walkthroughs for costs.
Find at	Place where item is always found. Refer to walkthrough for more information.
Find randomly	May find the item after a party battle or find it in too many locations to list.
(Enemy) drops	A certain enemy drops this weapon occasionally when defeated.

Swords

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
<i>Wood Dagger</i> Find randomly.	Tree	4	0	+5	0	40	140(3.5)	5	Wood Sword
<i>Kris Knife</i> Find at Hahn Ruins.	???	4	0	0	+1	8	--	--	Comet Fall
<i>Stone Knife</i> Buy. Find randomly.	Stone	5	0	+5	0	60	200(3.3)	5	Stone Sword
<i>Fang Dagger</i> Find randomly.	Beast	7	0	+5	0	40	300(7.5)	10	Beast
<i>Wood Sword</i> Buy. Find at Grand Valley, Forest Maze, Monster Nest.	Tree	8	0	+5	0	40	320(8.0)	20	Wood Sword
<i>Flame Rod</i> Equipped. Buy. Find at Hahn Ruins, Water Tower, Fossil Caves. Minor Assassin drops.	Flame	12	0	+5	0	30	600(20.0)	20	Flame Sword
<i>Fossil Dagger</i> Buy. Find at Fossil Caves, randomly.	Beast	15	0	+5	0	40	1000(25.0)	40	Beast
<i>Blast Sword</i> Equipped on Johan. Buy. Find at Forest Maze. Dread Tree drops.	Tree	18	0	+10	0	30	1300(43.3)	30	Wood Sword
<i>Lightning Sword</i> Buy. Find randomly.	Water	18	0	+10	0	40	1300(43.3)	30	Water
<i>Fossil Sword</i> Buy. Find at Insect Megalith.	Beast	24	0	+5	0	40	2600(65.0)	50	Beast
<i>Screamer</i> Equipped on Primera.	Tone	27	0	+5	0	40	2000(50.0)	50	Tone Sword
<i>Flame Sword</i> Cold Def Up. Equipped on Gustaf.	Flame	30	0	+20	+2	8	--	--	Flame Sword

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Firebrand Same as Flame Sword.	Flame	30	0	+20	+2	8	--	--	Flame Sword
Beowulf Def Up. Find at Old Battleground.	Beast	38	0	+10	+1	8	--	--	Beast
Gallateen Def +10, Magic +5. Equipped on Fake Gustave.	????	39	5	+3	+1	8	--	--	
Carthel Custom Order Tool.	Stone	42	0	+5	0	40	5000 (125.0)	100	Stone Sword
Valleria Heart King Peg drops.	Flame	53	0	+10	+1	30	20000 (666.7)	100	Flame Sword
Seven-Star Blade	????	77	0	+7	0	7	20000 (2857.1)	7	Megabolt
Trial Dagger Equipped on Gustave.	--	12	0	-50	-2	8	--	--	
Steel Dagger Buy.	--	15	0	-20	-3	8	--	--	
Gustave's Sword Equipped on Gustave, "Battle of Buckethill."	--	29	0	-50	-2	8	--	--	
Steel Sword Buy.	--	33	0	-20	-3	8	--	--	
Gustaf's Sword Equipped on Gustaf.	--	43	0	-40	-2	8	--	--	
Paladin Sword Buy.	--	50	0	-30	-3	8	--	--	
Gustave's Sword Equipped on Gustave, "Wil vs. Egg"	--	53	0	-20	-2	8	--	--	
Cinderforge Sword Lich in Ghoul Tower drops.	70	0	-50	-3	8	--	--	--	

Axes

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Stone Axe Buy. Pirate, Burglar drops.	Stone	7	0	+5	0	60	220(3.7)	5	Stone Axe
Flint Axe Buy. Find at Hahn Ruins.	Flame	9	0	+5	0	60	260(4.3)	10	Flame

Axes (Continued)

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Rock Axe Find randomly.	Stone	15	0	+5	0	60	600(10.0)	20	Stone Axe
Dew Axe Equipped on Labelle. Buy.	Water	19	0	+5	0	30	1000(33.3)	30	Water
Berserker Axe Buy. Find at Glacier. Dynasty Hopper drops.	Beast	24	0	+5	0	40	1400(3.5)	40	Beast
Obsidian Axe Find at Giant Worm Cavern.	Stone	31	0	+5	0	60	2000(33.3)	50	Stone Axe
Hawk Wind Custom Order Tool.	Beast	48	0	+5	0	40	4000(100.0)	100	Beast
Golden Axe Dynasty Hopper drops.	Steel	20	0	0	0	8	--	--	--

Staffs

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Sapling Staff Equipped on Wil Knights. Buy.	Tree	3	0	+5	0	50	60(1.2)	5	Wood Staff
Oak Staff Equipped on Nina. Buy.	Tree	4	0	+10	0	60	100(1.7)	10	Wood Staff
Holly Staff Buy.	Tree	4	0	+15	0	50	120(2.4)	10	Wood Staff
Snake Staff Find at Grand Valley, Old Battleground.	Beast	13	0	+10	+1	40	560(14.0)	20	Beast
Ice Staff Buy. Find at Glacier.	Water	16	0	+10	0	30	800(26.7)	30	Water
Silver Staff Buy. Find at Hahn Ruins, Quarry, Fossil Cave.	Tone	23	0	+10	0	70	2000(28.6)	40	Tone
Sandworm Staff Buy. Find at Svendorf Mines.	Stone	27	0	+10	0	60	4000(66.7)	40	Stone Staff
Eternity Staff Find at Insect Megalith.	????	30	0	+30	+1	8	--	--	Megabolt

Staffs (Continued)

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Limstokes Custom Order Tool.	Water	40	0	+10	0	40	4000(100.0)	100	Water
Granite Staff Rock Rhino drops.	Stone	49	0	+5	0	8	--	--	Stone Staff

Spears

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Wood Spear Buy.	Tree	6	0	+5	0	50	160(3.2)	5	Wood Spear
Light Spear Buy. Find at Jade Caverns.	Flame	9	0	+5	0	60	260(4.3)	10	Flame Spear
Coral Spear Buy. Find at Water Tower.	Water	11	0	+5	0	40	720(18.0)	20	Water
Sacred Spear Equipped on Nebelstern. Buy. Find at City of Night, Forest Maze.	Tree	15	0	+5	0	50	760(15.2)	20	Wood Spear
Antler Spear Buy. Find at Quarry. Housekeeper drops.	Beast	17	0	+5	0	60	840(14.0)	30	Beast
Sea Beast Horn Buy. Find at Giant Worm Hole.	Beast	22	0	+5	0	60	1160(19.3)	40	Beast
Ice Lance Find at Grand Valley.	Water	25	0	+20	+1	8	--	--	Water
Diamond Spear Buy. Find at Old Battleground.	Stone	32	0	+5	0	60	2800(46.7)	50	Stone Spear
Beast Lance Find at Glacier.	Beast	36	0	+20	+1	8	--	--	Beast
Babrashka Custom Order Tool.	Tree	43	0	+5	0	40	6000	100	Wood Spear
Uroborus Fire Lord (at Old Battleground) drops. Megalith Dragon drops.	Water	55	0	+10	0	33	20000(606.1)	100	Water

Spears (Continued)

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Steel Spear Buy.	--	35	0	-20	-3	8	--	--	--
Paladin Spear Buy.	--	54	0	-30	-3	8	--	--	--

Bows

Name/Location	Anima	ATK	SP+	MSP	REC	DUR	REP	CHP	ARTS
Hunter Bow Buy.	Flame	7	0	+5	-3	60	240(4.0)	5	Flame Arrow
Ranger Bow Buy.	Tree	11	0	+5	0	50	480(4.6)	10	Wood Arrow
Pit Spider Buy. Find at Glacier, Old Battleground.	Water	14	0	+5	0	30	920(30.7)	20	Water
Silence Bow Buy. Find at Quarry, Glacier.	Tone	19	0	+5	0	60	1360(22.7)	30	Tone
Elder Bow Equipped on Roberto. Buy.	Beast	26	0	+10	0	40	2000(50.0)	40	Beast
Elven Lyre Find at Ghoul Tower (Laubholz).	Tone	28	0	+20	+1	8	--	--	Tone
Wysteria Bow Find at Forest Maze, Old Battleground.	Tone	33	0	+10	0	60	2800(46.7)	50	Wood Arrow
Wild Rose Buy. Find at Old Battleground.	Tree	34	0	+10	0	50	3600(72.0)	50	Wood Arrow
Beast Dancer Custom Order Tool.	Beast	47	0	+5	0	33	6000(181.8)	100	Beast
Steel Bow Buy.	--	36	0	-20	-3	8	--	--	--
Paladin Bow Buy.	--	56	0	-30	-3	8	--	--	--

Shields

Atk = melee attacks, Arw = arrows, He = heat, Co = cold, All = all attacks.

Name/Location	EVA	SP+	MSP	REC	DUR	REP	CHP	Evades
<i>Buckler</i> Equipped on various. Find at Jade Caverns.	8	1	0	0	8	--	1	Atk
<i>House Guard</i> Buy. Housekeeper drops.	12	1	+5	0	8	--	1	Atk
<i>Stone Shield</i> Buy. Find at Hahn Ruins, Quarry.	16	1	+10	0	8	--	1	Atk, Arw
<i>Knight Shield</i> Buy.	20	0	0	0	8	--	1	Atk, Arw
<i>Water Mirror</i> Water Resist Up. Equipped on Ventarbre.	20	3	+10	0	8	--	100	All
<i>Lava Shield</i> Cold Def Up. Find at Fossil Caves. Volcanoid drops.	24	2	+5	0	8	--	100	Atk, Arw, He
<i>Glacier Shield</i> Heat Resist Up. Find at Glacier.	24	2	+5	0	8	--	100	Atk, Arw, Co
<i>Warlord Shield</i> Buy. Find at Fossil Caves.	30	0	0	0	8	--	10	Atk, Arw

Full Body Armor

*All of the following defend against Morale Down, Psyche Down, and Quick Down.

Name/Location	DEF	SP+	MSP	REC	DUR	REP	CHP	Special
<i>Leather Suit</i> Buy. Find at Grand Valley.	18	2	0	0	8	--	10	Heat, Stat Def Up
<i>Hydra Suit</i> Negates poison. Find at Old Battlefield.	24	2	0	0	8	--	90	Heat, Cold, Stat Def Up
<i>Armor Suit</i> Find at Old Battlefield.	30	2	+5	0	8	--	100	Heat, Cold, Stat Def Up

Full Body Armor (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
Plate Armor Buy.	21	0	-40	-5	8	--	--	Heat, Cold, Stat Def Up
Full Armor Buy.	26	0	-40	-5	8	--	--	Heat, Cold, Stat Def Up
Field Suit Buy.	34	0	-40	-5	8	--	--	Heat, Cold, Stat Def Up
Reinforced Suit Buy.	40	0	-40	-5	8	--	--	Heat, Cold, Stat Def Up

Armor

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
Caster Cloth Equipped on various. Buy.	--	4	2	+10	0	8	--	5
Leather Armor Beat Def Up. Equipped on various. Buy. Minor Assassin drops.	--	6	1	+5	0	8	--	5
Fur Cold Def Up. Buy. Peg, Sidhe Bunny, Queen Peg, King Peg, Werebat drop.	--	6	3	0	0	8	--	10
Padded Mail Heat Def Down. Equipped on Taylor.	--	8	2	+5	0	8	--	5
Alligator Skin Ammit, King Gator drop.	--	8	3	0	0	8	--	10
Silk Toga Equipped on various. Buy.	--	8	3	+10	+1	8	--	5
Hard Leather Beat Def Up. Buy. Pirate drops.	--	10	1	+5	0	8	--	10
Caster Robe Equipped on Cielmer. Buy.	--	10	3	+10	+1	8	--	10
Fire- Beast Skin Heat Def Up. Garm drops.	--	11	3	0	0	8	--	80

Armor (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
Caster Armor Buy. Find at Hahn Ruins.	--	12	2	+10	0	8	--	10
Protector Sand Rhino, Horn Buffalo, Armor Beetle, Big Horn, Beetle Cruiser, Labor Ant drops.	--	12	3	0	0	8	--	30
Bone Breastplate Arrow Def Down. Buy. Find at Hahn Ruins, Fossil Cave, Water Tower.	--	13	3	0	0	8	--	20
Alligator Armor Equipped on Raymond. Buy.	--	15	1	+5	0	8	--	20
Lake Robe Heat Def Up. Resist Water. Equipped on Ventarbre. Find at Monster Nest. Twin Ghouls drop.	Water	16	3	+10	+1	60	12000(200.0)	50
Bone Armor Arrow Def Down. Find randomly in Desert.	--	17	1	+5	+1	8	--	30
Stardust Robe Heat, Water, Thunder, Lightning Def Up. Null Sleep and cripple. Find at Insect Megalith.	--	18	5	+20	+2	8	--	100
Enhanced Armor Beat Def Down. Big Horn, Beetle Cruiser, Megalith Wurm drop. Find randomly.	--	20	1	+5	0	8	--	30
Stone Breastplate Beat Def Down, null petrify. Rock Rhino drops.	--	22	2	+5	0	8	--	50
Redstone Armor Heat Def Up. Beat Def Down. Gargoyle at Ghoul Tower drops.	--	24	2	+10	0	8	--	100

Armor (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
<i>Lobster Mail</i> Thunder Def Down, resist Water. Slayer drops.	--	26	2	+10	0	8	--	100
<i>Blackstone Armor</i> Beat Def Down, null petrify. Gargoyle at Monster Nest drops.	--	28	1	+5	0	8	--	100
<i>Ceramic Mail</i> Beat Def Down. Buy.	--	30	1	0	0	8	--	50
<i>Iron Breastplate</i> Equipped on Gustave. Buy.	--	18	0	— 30	— 5	8	--	--
<i>Brigandine</i> Buy.	--	22	0	— 30	— 5	8	--	--
<i>Silver Chain</i> Resist Sonic. Find at Giant Worm Hole. Gargoyle at Ghoul Tower drops.	--	25	0	— 20	— 2	8	--	--
<i>Steel Armor</i> Equipped on Patrick. Buy.	--	26	0	— 30	— 5	8	--	--
<i>Warlord Armor</i> Buy.	M	31	0	— 30	— 5	8	--	2500
<i>Heavy Armor</i> Find at Old Battleground.	M	37	0	— 30	— 5	8	--	--

Headgear

*All of the following defend against Psyche Down.

Name/Location	DEF	SP+	MSP	REC	DUR	REP	CHP
<i>Head Band</i> Equipped on Primiera.	1	3	+5	0	8	--	3
<i>Hat</i> Equipped on various. Find at Ghoul Tower. Ghoul, Ghoul drop.	3	1	0	0	8	--	3

Headgear (Continued)

Name/Location	DEF	SP+	MSP	REC	DUR	REP	CHP
<i>Pirate Bandana</i> Null Sleep. Pirate on Ship drops ("Wil vs. Egg").	3	2	+5	0	8	--	30
<i>Red Hood</i> Cold Def Up. Equipped on Cordelia.	4	2	+2	0	8	--	5
<i>Funny Cap</i> Null Sleep. Evil, Crime, Deity, Grass Dancer drop.	4	2	+5	0	8	--	80
<i>Scale Visor</i> Buy. Find at Monster Nest, Fossil Cave, Svendorf Mines.	5	1	0	0	8	--	5
<i>Feather Cap</i> Heat, Cold, Thunder, Lightening Def Up. Null cripple. Griffon, Polar Dragon, Hell Winger, Wyvern drop.	5	3	+5	0	8	--	50
<i>Gem Band</i> Find at Svendorf Mine waterfall, Water Tower.	8	3	+5	0	8	--	100

Gloves

**All of the following defend against Morale Down.*

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
<i>Work Gloves</i> Equipped on Tyler, Rich, Julia.	--	4	1	0	0	8	--	3
<i>Coral Ring</i> Equipped on Ginny. Buy. Find at Grand Valley, Monster Nest, Water Tower.	Water	4	2	+3	0	20	500(25.0)	20
<i>Birch Ring</i> Heat Def UP, resist Water. Equipped on Kelvin. Cast Life Water.	Wood—Water	4	3	+10	+1	8	--	--

Gloves (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
<i>Bone Gloves</i> Buy. Find at Hahn Ruins. Fossil Caves. Fossil Beast drops. Cast Beast.	Beast	6	2	+3	0	20	700(35.0)	20
<i>Obsidian Gloves</i> Buy. Find at Svendorf Mines. Casts Stone.	Stone	8	1	+3	0	40	1100(27.5)	40
<i>Dominant Gloves</i> Megalith Dragon drops. Strange material.	--	12	0	0	0	8	--	--
<i>Gauntlet</i> Equipped on Primiera. Buy.	--	6	0	-10	-2	8	--	--
<i>Silver Gloves</i> Resist Sonic. Find at Insect Megalith.	--	9	0	-10	-2	8	--	--

Footwear

*All of the following defend against Quick Down.

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
<i>Wood Shoes</i> Equipped on almost all.	--	2	2	+3	0	8	--	3
<i>Fur Boots</i> Cold Def Up. Equipped on various. Buy.	--	5	1	+3	0	8	--	10
<i>Rubber Soles</i> Thunder Def Up. Buy. Find at Fossil Caves. Minor Assassin drops.	--	6	2	+3	0	8	--	10
<i>Alligator Shoes</i> Buy. Find at Hahn Ruins ("Anima Faith Fiasco").	--	7	1	+3	0	8	--	10

Footwear (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP
Pop Shoes Buy. Find at Quarry. Enables Press Art.	--	8	1	0	0	8	--	10
Crystal Wings Resist Sonic, null Stun. Polar Dragon, Hell Winger, Wyvern drop. Find at Water Tower.	--	8	4	+10	0	8	--	80
Titas Greaves Thunder Def Up. Resist ground atk. Titas Beast, Under Cover drop. Cast Stone.	Stone	12	2	+3	0	60	12000(200.0)	80
Steel Greaves Buy.	--	8	0	-10	-2	8	--	--

Accessories

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP	ARTS
Cross Branch Stat Def Up. Equipped on various. Buy. Plant enemies drop.	Tree	1	1	+3	0	10	200(20.0)	10	Wood
Green Ore Stat Def Up. Buy. Find at Svendorf Mines, Monster Nest.	Tree	1	2	+2	0	5	100	5	Wood
Dryad Grail Quell. Null Psyche. Treefolk drops.	Tree	1	4	+10	+2	8	--	--	Wood
Last Leaf Quell. Null poison, deathblow. Tree Lord in Last Megalith drops.	Tree	1	5	+20	+2	8	--	--	Wood
Rock Heart Atk Def Up. Buy. Find at Water Tower, Fossil Cave. Rock monsters drop.	Stone	1	1	+3	0	10	200(20.0)	10	Stone

Accessories (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP	ARTS
<i>Pocket Dragon</i> Quell. Find at Hahn Ruins.	Stone	1	3	+10	+1	8	--	--	Stone
<i>Eternal Rock</i> Quell. Null sleep, petrify. Stone Lord in Last Megalith drops.	Stone	1	5	+20	+2	8	--	--	Stone
<i>Fire Charm</i> Cold Def Up. Equipped on various. Buy. Find at City of Night, Monster Nest. Fire monsters drop.	Flame	1	1	+3	0	10	200(20.0)	10	Flame
<i>Red Ore</i> Cold Def Up. Raw Flame Tool. Buy. Find at Svendorf Mines, Monster Nest.	Flame	1	2	+2	0	5	100(20.0)	5	Flame
<i>Hot Stone</i> Quell. Cold Def Up. Buy.	Flame	1	3	+10	+1	8	--	--	Flame
<i>Anthurim</i> Quell. Cold Def Up. Find near Treefolk Boss.	Flame	1	4	+10	+1	8	--	--	Flame
<i>Nova Heart</i> Quell. Total Heat Resist. Null cripple. Fire Lord in Last Megalith drops.	Flame	1	5	+20	+2	8	--	--	Flame
<i>Blue Water</i> Heat Def Up. Buy. Find at City of Night, Water Tower. Water monsters drop.	Water	1	1	+3	0	10	200(20.0)	10	Water
<i>Blue Chip</i> Thunder Def Up. Find at Grand Valley, Svendorf Mines, Monster Nest.	Water	1	1	+10	0	1	--	10	Water

Accessories (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP	ARTS
Blue Ore Heat Def Up. Raw Water Tool. Buy. Find at Svendorf Mines, Monster Nest.	Water	1	2	+2	0	5	100(20.0)	5	Water
Scorpion Tail Deadly Snake Equipped on Johan. Minor Assassin drops.	Water	1	2	+3	0	13	20000(1538.5)	10	Water
Hyper Water Buy. Find at Glacier, Fossil Caves.	Water	1	3	+10	+1	30	1600(53.3)	20	Water
Spring Orb Quell. Heat Def Up, resist Water. Find at Water Tower. Needed to finish chapter.	Water	1	4	+10	+1	8	--	--	Water
Deep Blue Quell. Resist Water. Water Lord at Last Megalith drops.	Water	1	5	+20	+2	8	--	--	Water
Wind Shell Arrow Def Up. Buy. Find at Monster Nest, Fossil Caves.	Tone	1	1	+3	0	10	200(20.0)	10	Tone
Canary Heart Resist Sonic. Find at Giant Worm Cavern.	Tone	1	2	+5	0	10	2000(200.0)	30	Tone
Harmonium Quell. Resist Sonic. Tone Lord at Last Megalith drops.	Tone	1	5	+20	+2	8	--	--	Tone
Bone Raw Beast Tool. Find at Hahn Ruins.	Beast	1	1	+1	0	1	--	3	Beast
Beast Amulet Atk Def Up. Equipped on various. Buy. Plant enemies drop.	Beast	1	1	+3	0	10	200(20.0)	10	Beast
Amber Ring Find at Ghoul Tower, Giant Worm Cavern	Beast	1	1	+3	0	3	120(40.0)	5	Beast

Accessories (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP	ARTS
<i>Beast Rune</i> Null Sleep. Nuckelven and Megalith Beast drop.	Beast	1	2	+10	0	10	20000(2000.0)	50	Beast
<i>Cat's Eye</i> Resist Stare. Exchange 3 Ore set or Mushroom Tear with apprentice in City of Night.	Beast	1	2	+10	+1	10	2000(50.0)	50	Beast
<i>Night Medallion</i> Quell. Null Sleep. Find at Glacier.	Beast	1	4	+10	+1	8	--	--	Regenerate
<i>Tao-Tie Motif</i> Quell. Null Psyche. Beast Lord at Last Megalith drops.	Beast	1	5	+20	+2	8	--	--	Beast
<i>Demongrass Fang</i> Stone Burst Raw Tool. Buy. Demon Seed drops.	Tree	1	2	+3	0	10	1200(400.0)	--	Needle
<i>Fire Flake</i> Breath Cold Def Up. Buy.	Tree/Fire	1	2	+10	0	20	480(24.0)	20	Recovery
<i>Green Glass</i> Breath Stat Def Up. Buy. Find at Glacier.	Tree/Fire	1	2	+10	0	20	480(24.0)	20	Recovery
<i>Pan Flute</i> Custom Order Tool.	Tree/Sound	1	2	+10	+1	10	2000(200.0)	50	
<i>Cielmerlion</i> Equipped on Cielmer. Unequip weapons to use.	Tree/Stone	1	5	+5	+1	8	--	--	Wood Punch Stone Punch
<i>Rock- Beast Tag</i> Rock Rhino drops.	Stone/Beast	3	2	+3	0	10	20000(2000.0)	20	Stone Beast
<i>Amber Maleate</i> Quell. Find at Hahn Ruins.	Tree/Beast	1	4	+10	+1	8	--	--	Regenerate
<i>Blood Star</i> Poison Quell. Heat Def Up, null poison. Find at Giant Worm Cavern.	Water/Sound	1	4	+10	+1	8	--	--	Sonic

Accessories (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP	ARTS
Stardust Thunder Def Up. Raw Tool. Find in Forest Maze.	????	1	1	+3	0	1	--	20	Megabolt
Hyper Steel Buy.	--	0	0	-30	-1	8	--	--	--
Steel Amulet Buy. Find at Hahn Ruins.	--	1	0	-20	-1	8	--	--	--
Gem Particle Find at Hahn Ruins, Pirate Ship, Glacier, Forest Maze, Monster Nest.	--	1	1	+3	0	8	--	20	--
Red Scarf Equipped on Johan.	--	1	3	+10	0	8	--	10	--
Devil's Tear Heat, Cold, Thunder, Lightning Def Up. Null Poison. Buy. Find at Fossil Caves. Empusa and Fiend Slave drop.	--	2	1	+5	0	8	--	10	--
Dead Stone Heat, Cold, Thunder, Lightning Def Up. Null Deathblow. Buy. Undead, Pirate drop.	--	2	2	0	0	8	--	10	--
Mushroom Tear Buy. Find in Jade Caverns. Fungman drops.	--	2	2	+5	0	8	--	10	--
Peg Heart Heat Def Up. Resist Water. Peg Queen at Old Battleground drops.	--	4	2	+10	+1	8	--	10	--
Ark Stone In Item Inventory. Find everywhere. Restore party HP, WP, SP, LP.	--	0	3	+1	+1	1	--	100	--

Accessories (Continued)

Name/Location	Anima	DEF	SP+	MSP	REC	DUR	REP	CHP	ARTS
<i>Life Seed</i> Find at Life Tree Island. Restore person's HP, WP, SP, LP.	--	I	I	+I	+I	I	--	10	--
<i>Soul Crystal</i> Custom Order Tool.	--	I	I	+10	+I	I	--	100	--
<i>Anima Crystal</i> Anima Ghouls at Ghoul Tower drop. Restore person's HP, WP, SP, LP.	--	I	5	+30	0	I	--	200	--

Other

Item	Description
Forest Map	Map for "Into the Forest" chapter. Use from the Items Menu to view. Disappears at end of chapter.

Custom Order Tools

Special Order	Price	Chips	Conditions that must be met to purchase
<i>Carthel (Sword)</i>	2000CR	1000	Sword, Stone Levels above 25 10,000+ Chips
<i>Hawk Wind (Axe)</i>	1500CR	1000	Axe, Beast Levels above 25 9000+ Chips
<i>Limstokes (Staff)</i>	1000CR	1000	Staff, Water Levels above 25 8000+ Chips
<i>Babrashka (Spear)</i>	1500CR	1000	Spear, Wood Levels above 25 9000+ Chips
<i>Beast Dancer (Bow)</i>	2000CR	1000	Bow, Beast Levels above 25 12,000+ Chips
<i>Pan Flute (Ring)</i>	500CR	100	1000+ Chips
<i>Soul Crystal (Ring)</i>	500CR	200	5000+ Chips



Arts

Arts

There are two types of attacks: Weapon and Spell. At the beginning of the game when your characters lack experience, you'll only have one command for each type of attack, or one Spell to use. The same goes for any time you equip a new weapon. This rudimentary command, whether it's Punch, Slash, Thrust, or something else, is usually a very simple attack that doesn't cause much damage. To really wreak havoc on your enemies, you need to learn new Arts. To obtain new Arts, you must use one type of attack repeatedly in combat. To make your character an expert swordsperson, he or she must use a sword the most often, and likewise with all other forms of attack.

After extensive use of your fist, an item, or a spell (or maybe only a few tries), your character comes up with the idea for a new Art. The new Art is tried automatically, regardless of the attack you selected. You can share Arts among party members equipped with the same type of weapon or tool. So if one character learns a new Art and another character is similarly equipped, go to the Equip Arts menu (press R1), and you can find the new Art under the appropriate heading. You can even select the new Art when you switch parties or switch stories.

One-on-one combat provides the best test ground for learning new Arts. Use this list of Arts and try to learn them in one-on-one combat. If you program the commands and still don't learn the new Art, it means you haven't achieved the necessary level with that type of attack. You will then get a grand kick in the pants from your enemy, since the individual moves don't do very much damage.



Weapon Arts



Learning Weapon Arts in party combat is a sort of a hit-and-miss situation. Your character is more likely to learn new Arts with a weapon after you have gained a level by defeating enemies in combat. You're more likely to gain a level on a weapon when your character uses that weapon to make the killing stroke against an enemy. You can only learn some Arts in one-on-one combat, so make sure you try out these moves in your duels.

Martial Arts

To learn and equip Martial Arts, a character must be familiar with the Martial Arts. Not all characters in *SoGa Frontier 2* are familiar with the Martial Arts. To see which character can perform Martial Arts, look for the "Punch" command when pressing the left and right directional buttons during their turn in a battle. Martial Arts are a good backup in case your equipped weapons break during a battle. (See the table in the "Weapons Arts" section for a complete list of the Martial Arts.)

Martial Arts

Name	Commands	WP	Atk	Note
PUNCH	PUNCH	1	3	
COUNTER	—	—	10	BLOCKS ATTACK, DAMAGES
KARATE PUNCH	READY-PUNCH	2	9	
BACKHAND	FEINT-PUNCH	3	15	
ROTATION KICK	CHARGE-KICK	3	21	
BEAR PAW	CHARGE-GRAB	4	24	
BRAWL	PUNCH-KICK-PUNCH	4	27	
OGRE RUN	(DERIVED FROM ARM HAMMER)*	4	32	AREA ATTACK
CRUSH BEAT	CHARGE-PUNCH-PUNCH	4	35	BEST VS. STONE ENEMIES
HEART BREAKER	FOCUS-GRAB-PUNCH	5	38	CRIPPLE EFFECT
ARM HAMMER	CHARGE-CHARGE-PUNCH	5	45	
KICK RUSH	KICK-KICK-KICK	5	49	
CORKSCREW	CHARGE-FOCUS-PUNCH	6	51	
SOMERSAULT	CHARGE-KICK-KICK	5	54	
TRIANGLE KICK	FEINT-KICK-KICK	6	57	UNAVOIDABLE ATTACK

SUMO THROW	PUNCH-GRAB-KICK	8	60	STUN
KITCHEN SINK	CHARGE-FEINT-KICK	7	62	MORALE DOWN
ROLLING THUNDER	FOCUS-PUNCH-PUNCH-PUNCH	9	64	
SUPER TWIST THROW	FEINT-GRAB-CHARGE-GRAB	9	72	STUN
CASCADE RISING	FOCUS-KICK-KICK-KICK	10	79	
DRAGON REVOLUTION	(DERIVED FROM TRIANGLE KICK, KITCHEN SINK, OR OGRE RUN)**	10	85	
KAMIKAZE	CHARGE-CHARGE-CHARGE-GRAB	10	90	TARGET LOSES 1 LP
ERADICATION	PUNCH-PUNCH-KICK-KICK	10	99	DEATHBLOW

*To get the Art, Ogre Run, you must repeatedly perform the Art, Arm Hammer.

**To get the Art, Dragon Revolution, you must repeatedly perform any one of the following three Arts: Triangle Kick, Kitchen Sink, or Ogre Run.

Sword Arts

Name	Commands	WP	Atk	Note
SLASH	SLASH	1	9	
DEFLECT	—	—	—	BLOCKS ENEMY ATTACK
DOUBLE SLASH	CLEAVE-CLEAVE	2	21	
CROSS SLASH	SLASH-BACKSLASH	3	25	BEST VS. UNDEAD
STRIKE SLASH	FEINT-SLASH	3	27	STUN EFFECT
RUNNING SLASH	FEINT-BACKSLASH	3	33	
SMASH	CHARGE-CLEAVE	4	37	AVOIDABLE
MIST DOUBLE	FEINT-CLEAVE-SLASH	3	34	
FINAL LETTER	BACKSLASH-CLEAVE-BACKSLASH	6	39	DEATHBLOW EFFECT
DEAD END	CLEAVE-BACKSLASH-SLASH	7	42	DEATHBLOW EFFECT
DOUBLE STROKE	READY-BACKSLASH-BACKSLASH	4	44	
CROSS BREAK	CHARGE-CLEAVE-CLEAVE	5	46	
SLICE & DICE	SLASH-BACKSLASH-CLEAVE	5	49	
DRAGON TAIL	FEINT-SLASH-BACKSLASH	5	50	
HEAD CRACKER	READY-CHARGE-SLASH	6	52	BEST VS. BEETLES
HEAVEN & HELL	CHARGE-SLASH-BACKSLASH	6	55	STUN EFFECT
HEAD WIND	FEINT-CLEAVE-SLASH	7	59	
BULL CRUSH	CHARGE-CHARGE-CLEAVE	8	63	AVOIDABLE
AFTERVISION	(DERIVED FROM MIST DOUBLE OR STRIKE SLASH)	7	55	ATTACK ALL
NO MOMENT	READY-READY-READY-SLASH	8	66	UNAVOIDABLE
BLADE SPRAY	READY-CHARGE-CHARGE-BACKSLASH	9	71	AREA ATTACK
BEAR CRUSH	CHARGE-CHARGE-CHARGE-CLEAVE	10	80	AVOIDABLE
MULTI-WAY	SLASH-BACKSLASH-CLEAVE-SLASH	13	88	
TORNADO BLADE	(TREE; LEARNED FROM JOHAN)	SP7	74	TREE HYBRID ARTS
GALE BLADE	TREE-CLEAVE-CLEAVE-SLASH	SP10	94	TREE HYBRID ARTS
THUNDER BLADE	WATER-BACKSLASH-CLEAVE	SP6	50	WATER HYBRID ARTS

Axe Arts

Name	Commands	WP	Atk	Note
SLASH	SLASH	1	12	
TOMAHAWK	CHARGE-THROW	2	17	
HEEL CRUSH	FOCUS-BACKSLASH	2	19	QUICK DOWN
HYPER HAMMER	CHARGE-BACKSLASH	3	24	
TREE CUTTER	CHARGE-CHARGE-BACKSLASH	4	27	BEST VS. PLANTS
FAKE OUT	FEINT-BACKSLASH-SLASH	3	34	UNAVOIDABLE
SKULL CRUSH	FOCUS-CHARGE-SLASH	4	40	PSYCHO DOWN, BEST VS. SKELETONS
AXEL TURN	READY-CHARGE-BACKSLASH	5	44	
OGRE CROSSING	READY-BACKSLASH-BACKSLASH	4	49	
SKY DRIVE	CHARGE-FEINT-THROW	5	53	
MEGAHIT	READY-CHARGE-SLASH	6	60	AVOIDABLE
YO-YO	FOCUS-CHARGE-THROW-THROW	7	55	
WHEEL GRIND	FEINT-SLASH-SLASH-SLASH	5	61	
FLASH TRINITY	READY-SLASH-SLASH-BACKSLASH	8	70	
SKY RENDEZVOUS	THROW-THROW-FOCUS-THROW	9	73	
TORNADO DIVIDE	B.SLASH-B.SLASH-CHARGE-SLASH	12	91	BEST VS. PLANTS, AVOIDABLE
FIRE WHEEL	FLAME-CHARGE-THROW	SP5	45	FLAME HYBRID ARTS

Staff Arts

Name	Commands	WP	Atk	Note
BEAT	BEAT	1	8	
BLOCK	—	—	—	BLOCKS ENEMY ATTACK
ROLL BEAT	SWING-SWING	2	10	UNAVOIDABLE
HEART BEAT	FOCUS-BEAT	3	14	CRIPPLE EFFECT
LOBSTER SLAYER	SWING-FEINT-SWING	4	28	BEST VS. SHELLFISH
BONE CRUSH	FOCUS-CHARGE-BEAT	4	31	MORALE DOWN, BEST VS. SKELETONS
HEAD SPLITTER	FOCUS-FOCUS-BEAT	4	34	PSYCHO DOWN
GONG BEAT	READY-CHARGE-SWING	6	42	
PAINFUL BEAT	READY-CHARGE-BEAT	5	45	
ROCK CRUSH	CHARGE-BEAT-BEAT-BEAT	7	50	BEST VS. STONE ENEMIES
TURTLE KILLER	CHARGE-FOCUS-FOCUS-BEAT	10	61	DEFENSE DOWN, UNBLOCKABLE BY SHIELD
GRAND SLAM	(DERIVED FROM ROCK CRUSH)*	8	74	UNAVOIDABLE, TIME DIFFERENCE
TIME & TIDE	FEINT-FOCUS-BEAT-BEAT	14	77	UNAVOIDABLE DEATHBLOW
GALE STRIKE	TREE-SWING-SWING-SWING	SP7	74	TREE HYBRID ARTS

Spear Arts

Name	Commands	WP	Atk	Note
THRUST	THRUST	1	14	
WINDMILL	—	—	—	BLOCKS ENEMY ATTACK
SWING & STAB	BACKSLASH-THRUST	2	18	
DOUBLE THRUST	THRUST-THRUST	2	22	
LAWNMOWER	BACKSLASH-BACKSLASH	4	27	STUN, BEST VS. PLANTS
RUSH	CHARGE-THRUST	3	32	
SKEWER	CHARGE-CHARGE-THRUST	4	36	
WAVE THRUST	BACKSLASH-THRUST-THRUST	5	43	
WIDE SWING	(LEARN IN TEAM COMBAT ONLY)	5	47	STUN, AREA ATTACK
BRAIN SHAKER	FOCUS-FEINT-THRUST	4	51	PSYCHO DOWN
AIMING	FOCUS-FOCUS-THRUST	5	55	UNAVOIDABLE
SQUASH	FEINT-BACKSLASH-THRUST	6	57	
SHINING ARM	CHARGE-FEINT-THRUST	8	63	UNAVOIDABLE
HEAVENLY STRIKE	CHARGE-B.SLASH-THRUST-THRUST	10	65	
BEAST LIGHTNING	READY-FOCUS-BACKSLASH-THRUST	9	69	MAGIC DOWN
THOUSAND CROSS	THRUST-THRUST-THRUST-THRUST	12	80	BEST VS. UNDEAD
FEARLESS TRIPLE	FEINT-B.SLASH-B.SLASH-THRUST	14	88	
SNAKE BLASTER	WATER-CHARGE-THRUST	SP6	72	WATER HYBRID ARTS, BEST VS. FROGS
TWIN DRAGON	FLAME-WATER-THRUST-THRUST	SP9	90	FLAME-WATER HYBRID ARTS
JEWEL STRIKE	STONE-WATER-B.SLASH-B.SLASH	SP15	99	STONE-WATER HYBRID ARTS

Bow Arts

Name	Commands	WP	Atk	Note
SHOOT	SHOOT	1	3	VERY AVOIDABLE
REACTION SHOT	—	—	10	DODGE ENEMY ATTACK, SHOOTS
AIM SHOT	FOCUS-SHOOT	3	9	
RANDOM SHOT	LEARNED IN PARTY COMBAT ONLY	2	12	ATTACK ALL, AVOIDABLE
SHADOW BIND	FEINT-FOCUS-SHOOT	3	21	CRIPPLE EFFECT
ARROW RAIN	LEARNED IN PARTY COMBAT ONLY	4	24	ATTACK ALL, CREATES TIME DIFFERENCE
MIND BREAK	FOCUS-FEINT-QUICKSHOT	5	27	PSYCHO DOWN, AVOIDABLE
SIDEWINDER	FOCUS-FOCUS-SHOOT	6	32	BEST VS. FROGS
SHADOW SLAYER	SHOOT-FOCUS-QUICKSHOT	6	35	DEATHBLOW
THOUSAND NEEDLE	Q.SHOT-Q.SHOT-SHOOT	6	38	CRIPPLE EFFECT
RAPID FIRE	CHARGE-Q.SHOT-Q.SHOT-Q.SHOT	7	45	
HI-SPEED ARROW	Q.SHOT-FOCUS-FOCUS-Q.SHOT	7	49	UNAVOIDABLE
CRYSTAL PRISM	Q.SHOT-SHOOT-Q.SHOT-SHOOT	9	51	DEATHBLOW
BIRD HUNTER	FLAME-SHOOT	SP2	54	FLAME HYBRID ARTS, BEST VS. FLYING ENEMY
POISON ARROW	WATER-SHOOT	SP4	57	POISON, WATER HYBRID ARTS
DEATH SHOT	TREE-FLAME-SHOOT	SP7	60	DEATHBLOW, TREE FLAME HYBRID ARTS
SPARK SHOT	FLAME-Q.SHOT-Q.SHOT	SP7	62	FLAME HYBRID ARTS
WINDBREAKER	TREE-CHARGE-CHARGE-SHOOT	SP8	64	TREE HYBRID ARTS
GOD ARROW	BEAST-BEAST-BEAST-Q.SHOT	SP9	72	STUN, BEAST HYBRID ARTS
GOD BIRD	FLAME-BEAST-SHOOT	SP9	79	FLAME BEAST HYBRID ARTS, RESTORES USER HP

Tool Arts

Name	Tool	SP	Atk	Note
WOOD	MISC. ITEMS*	02	05	BASIC WOOD SPELL ART
WOOD PUNCH	CIELMERLION	01	20	USER PSYCHE UP
WOOD SWORD	WOOD DAGGER	02	20	USER PSYCHE UP
	WOOD SWORD			
	BLAST SWORD			
WOOD STAFF	SAPLING STAFF	02	20	USER PSYCHE UP
	OAK STAFF			
	HOLLY STAFF			
WOOD SPEAR	WOOD SPEAR	02	20	USER PSYCHE UP
	SACRED SPEAR			
	BABRASHKA			
WOOD ARROW	RANGER BOW	02	20	USER PSYCHE UP
	WILD ROSE			
NEEDLE BURST	DEMONGRASS FANG	10	42	USER PSYCHE UP
STONE	MISC. ITEMS*	02	-	ENEMY DEFENSE DOWN
STONE PUNCH	CIELMERLION	01	20	ENEMY DEFENSE DOWN
STONE SWORD	STONE KNIFE	02	20	ENEMY DEFENSE DOWN
	CARLTHEL			
STONE AXE	STONE AXE	02	20	ENEMY DEFENSE DOWN
	ROCK AXE			
	OBSDIAN AXE			
STONE STAFF	GRANITE STAFF	02	20	ENEMY DEFENSE DOWN
	SANDWURM STAFF			
STONE SPEAR	DIAMOND SPEAR	02	20	ENEMY DEFENSE DOWN
FLAME	MISC. ITEMS*	15	03	BASIC FLAME SPELL ART
FLAME SWORD	FLAME ROD	30	10	
	FLAME SWORD			
	FIREBRAND			
	VALLERIA HEART			
FLAME AXE	FLINT AXE	30	15	
FLAME SPEAR	LIGHT SPEAR	30	15	
FLAME ARROW	HUNTER BOW	30	21	
WATER	VARIOUS ITEMS**	02	10	RESTORES CHARACTER HP
DEADLY SNAKE	SCORPION TAIL	04	13	BEST VS. FROGS
TONE	MISC. ITEMS*	02	05	BASIC TONE SPELL ART
TONE SWORD	SCREAMER	02	20	ENEMY PSYCHE DOWN
TONE STAFF	SILVER STAFF	02	20	ENEMY PSYCHE DOWN
TONE ARROW	SILENCE BOW	02	20	ENEMY PSYCHE DOWN
	ELVEN LYRE			
	WYSTERIA BOW			
BEAST	VARIOUS ITEMS**	01	-	USER MORALE UP
COMET FALL	KRIS KNIFE	8	51	???? ANIMA
MEGABOLT	ETERNITY STAFF	12	77	???? ANIMA, ATTACK ALL
	STARDUST			
	STAR BLADE			
PRESS	POP SHOES	WP04	38	AVOIDABLE

*Miscellaneous Items includes numerous rings, gloves, and artifacts.

**Various Items includes numerous weapon tools, rings, gloves, and artifacts.



Spell Arts



Learning Spell Arts is a different matter from learning Weapon Arts. The character must be equipped with the appropriate type of Tool or Quell. Tools are usually rings that you can buy in most towns and villages to practice and learn Spell Arts. Most weapons are also Tools.

You can only find Quells in dungeons and areas inhabited by monsters. Quells enable the learning and use of more powerful spells. Each Quell or Tool is of a specific Spell Type: either **Tree**, **Stone**, **Flame**, **Water**, **Tone**, or **Beast**. Most weapons that are Tools can only cast one Spell. Characters are more likely to learn new Spell Arts after defeating a major enemy, and even more likely when the character using the Tool makes the killing hit.

Tree Spell Arts

Name	Commands	SP	Atk	Note
NEEDLE SHOT	TREE-STONE	4	36	
BUSHFIRE	(TREE)(FLAME)	6	28	AREA ATTACK
LIFE WATER	TREE-FLAME	5	30	RESTORES HP, CURES STAT
WOODSTOCK	TREE-BEAST	5	32	BEST VS. PLANTS
SLEEP	TREE-TREE-FLAME	5		SLEEP
WIND-TREE SONG	(TREE)(TONE)	8		FEAR, CONFUSION, ATTACK ALL

Stone Spell Arts

Name	Commands	SP	Atk	Note
DELTA PETRA	STONE-TREE	6	50	AREA ATTACK, PETRIFY
MAGMAXPLOSION	STONE-FLAME	5	38	AREA ATTACK
WATER HAMMER	STONE-WATER	5	20	FEAR, CONFUSION
GUARD BEAST	STONE-STONE-BEAST	9		PROTECTS TARGET
STONE ARMOR	STONE-STONE-STONE	4		DEFENSE UP

Flame Spell Arts

Name	Commands	SP	Atk	Note
RECOVERY BREATH	FLAME-TREE	4		CURES STATUS EFFECT
FLAME NAGA	FLAME-BEAST	5	40	AREA ATTACK, BEST VS. FROGS
FIRESTORM	(FLAME)(TREE)	8	66	ATTACK ALL
INCINERATION	FLAME-FLAME-TREE-STONE	10	75	DEATHBLOW
SOUL HYMN	(FLAME)(BEAST)(TONE)	16		REVIVE, MORALE UP

Water Spell Arts

Name	Commands	SP	Atk	Note
SONIC POISON	(WATER)(TONE)	5	44	POISON
AQUA VIPER	WATER-BEAST	4	18	BEST VS. FROGS
CALL THUNDER	WATER-WATER-TONE	7	60	
PERMANENCE	WATER-WATER-STONE-TREE	8		PERMANENCE
HEAVENLY THUNDER	WATER-WATER-TONE-TREE	9	70	

Tone Spell Arts

Name	Commands	SP	Atk	Note
SONIC BURNER	(TONE)(FLAME)	6	21	
SPOIL WAVE	(TONE)(WATER)	3		PSYCHO DOWN
SONIC SANCTUARY	TONE-STONE		4	MAGIC UP
STONE MEMORY	TONE-TONE-STONE	7		PETRIFY
HYMNAL	TONE-TREE-BEAST	11	60	BEST VS. UNDEAD

Beast Spell Arts

Name	Commands	SP	Atk	Note
MINDSCAPE	(BEAST)(TREE)	3		QUICK UP
HOWLING HEAVEN	(BEAST)(TONE)	5	32	MORALE DOWN
REVIVA	BEAST-BEAST-FLAME-FLAME	9		REVIVE
BERSERK	BEAST-BEAST-BEAST	3		BERSERKER, MORALE UP
REGENERATE	BEAST-BEAST	3		REVIVE

*Commands in parentheses indicate that the Spell Art can only be learned in Party Combat, unless a character who joins your party comes "pre-equipped" with the spell.



Sparkling



Learning Arts in one-on-one combat is a risky proposition. If you program a new Art to learn and your character actually learns it, great! Your character performs the attack on the enemy's skull, and you win the battle. If not, you're stuck performing weaker moves like Slash... and then another Slash... and then a Throw. All the while, the enemy is pummeling your character.

Likewise in team combats, at the start of the game your damage is caused by weaker attacks like Slash and Punch. Sometimes the first light bulb goes off during the first battle and you learn new Arts, and sometimes you won't see any new Arts until the end of the chapter!

After learning your first Art, there's a random chance that you can learn other Arts simply by using that particular Art over and over again. This method of using specific Arts repeatedly to learn others is called *sparkling*. The following table indicates which Arts spark the learning of other Arts. Please remember that even with this diagram, sparkling still isn't an exact science. You can only learn some Arts during team combat, while you only learn others during duels.

Sparkling Legend

Arts

On the left are the Arts that can spark learning of the Arts in the center column. An asterisk indicates the chances of sparking the next art are actually low.

Art Sparked

The Art that can be derived from usage of the Art(s) listed to the left.

Further Sparks

After sparking the Art in the center column, the right column lists the Arts you may be able to spark now by using the Art in the center column. An asterisk indicates that the chances of sparking from the previous art are actually low.

Martial Arts

Art	Art Sparked	Further Sparks
PUNCH	KARATE PUNCH →	KARATE PUNCH BEAR PAW CRUSH BEAT
BACKHAND		HEART BREAKER ARM HAMMER CORKSCREW

Art	Art Sparked	Further Sparks
PUNCH	BACKHAND →	KARATE PUNCH BRAWL CRUSH BEAT
KARATE PUNCH		ARM HAMMER SUMO THROW

Art	Art Sparked	Further Sparks
PUNCH	ROTATION KICK →	BRAWL OGRE RUN KICK RUSH SOMERSAULT TRIANGLE KICK SUMO THROW KITCHEN SINK

Art	Art Sparked	Further Sparks
PUNCH	BEAR PAW →	BRAWL OGRE RUN
KARATE PUNCH		CRUSH BEAT HEART BREAKER ARM HAMMER

Art	Art Sparked	Further Sparks
PUNCH	BRAWL →	CRUSH BEAT KICK RUSH
KARATE PUNCH		
BACKHAND		
ROTATION KICK		ROLLING THUNDER
BEAR PAW		*DRAGON REVOLUTION

Art	Art Sparked	Further Sparks
PUNCH	OGRE RUN →	ARM HAMMER TRIANGLE KICK
ROTATION KICK		
BEAR PAW		DRAGON REVOLUTION
ARM HAMMER		KAMIKAZE

Art	Art Sparked	Further Sparks
PUNCH	CRUSH BEAT →	ARM HAMMER KICK RUSH SUMO THROW
KARATE PUNCH		
BACKHAND		
BEAR PAW		ROLLING THUNDER
BEAT		*KAMIKAZE *ERADICATION

Art	Art Sparked	Further Sparks
PUNCH	HEART BREAKER →	ARM HAMMER CORKSCREW
KARATE PUNCH		
BEAR PAW		ROLLING THUNDER *ERADICATION

Art	Art Sparked	Further Sparks
PUNCH	ARM HAMMER →	OGRE RUN
KARATE PUNCH		
BACKHAND		
BEAR PAW		
OGRE RUN		
CRUSH BEAT		CORKSCREW
HEART BREAKER		

Art	Art Sparked	Further Sparks
PUNCH	KICK RUSH →	ROLLING THUNDER
ROTATION KICK		
BEAT		
CRUSH BEAT		
SOMERSAULT		

Art	Art Sparked	Further Sparks
PUNCH	CORKSCREW →	ROLLING THUNDER
KARATE PUNCH		
HEART BREAKER		*ERADICATION
ARM HAMMER		

Art	Art Sparked	Further Sparks
PUNCH	SOMERSAULT →	KICK RUSH
ROTATION KICK		TRIANGLE KICK CASCADE RISING

Art	Art Sparked	Further Sparks
*PUNCH ROTATION KICK	TRIANGLE KICK →	DRAGON REVOLUTION
OGRE RUN SOMERSAULT		*KAMIKAZE

Art	Art Sparked	Further Sparks
PUNCH KARATE PUNCH	SUMO THROW →	SUPER TWIST THROW DRAGON REVOLUTION
ROTATION KICK CRUSH BEAT		*ERADICATION

Art	Art Sparked	Further Sparks
ROTATION KICK	KITCHEN SINK →	DRAGON REVOLUTION

Art	Art Sparked	Further Sparks
PUNCH BEAT CRUSH BEAT	ROLLING THUNDER →	
HEART BREAKER KICK RUSH CORKSCREW		

Art	Art Sparked	Further Sparks
SUMO THROW	SUPER TWIST THROW →	

Art	Art Sparked	Further Sparks
SOMERSAULT	CASCADE RISING →	

Art	Art Sparked	Further Sparks
*BEAT OGRE RUN TRIANGLE KICK SUMO THROW	DRAGON REVOLUTION →	

Art	Art Sparked	Further Sparks
OGRE RUN *CRUSH BEAT *TRIANGLE KICK	KAMIKAZE →	

Art	Art Sparked	Further Sparks
*CRUSH BEAT *HEART BREAKER	ERADICATION →	
*CORKSCREW *SUMO THROW		

Sword Arts

Art	Art Sparked	Further Sparks
SLASH	DOUBLE SLASH →	CROSS SLASH MIST DOUBLE FINAL LETTER CROSS BREAK SLICE & DICE DRAGON TAIL HEAVEN & HELL HEAD WIND

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH	CROSS SLASH →	DEAD END CROSS BREAK SLICE & DICE HEAVEN & HELL MULTI-WAY

Art	Art Sparked	Further Sparks
SLASH	STRIKE SLASH →	RUNNING SLASH MIST DOUBLE DEAD END DRAGON TAIL AFTERVISION NO MOMENT

Art	Art Sparked	Further Sparks
SLASH STRIKE SLASH	RUNNING SLASH →	MIST DOUBLE DOUBLE STROKE HEAD WIND *NO MOMENT *BLADE SPRAY

Art	Art Sparked	Further Sparks
SLASH		KARATE PUNCH BEAR PAW CRUSH BEAT HEART BREAKER ARM HAMMER CORKSCREW
	SMASH	

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH		FINAL LETTER CROSS BREAK SLICE & DICE DRAGON TAIL
	MIST DOUBLE	
STRIKE SLASH RUNNING SLASH		HEAVEN & HELL HEAD WIND AFTERVISION *BLADE SPRAY

Art	Art Sparked	Further Sparks
*SLASH DOUBLE SLASH MIST DOUBLE	FINAL LETTER	

Art	Art Sparked	Further Sparks
*SLASH CROSS SLASH		
STRIKE SLASH SMASH	DEAD END	

Art	Art Sparked	Further Sparks
SLASH		DRAGON TAIL
RUNNING SLASH	DOUBLE STROKE	HEAD WIND

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH		SLICE & DICE HEAD WIND MULTI-WAY
CROSS SLASH MIST DOUBLE	CROSS BREAK	

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH CROSS SLASH		
SMASH MIST DOUBLE CROSS BREAK	MULTI-SLICER	*MULTI WAY

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH STRIKE SLASH MIST DOUBLE DOUBLE STROKE	DRAGON TAIL	HEAD WIND *BLADE SPRAY

Art	Art Sparked	Further Sparks
SLASH SMASH	HEAD CRACKER	HEAVEN & HELL BULL CRUSH BEAR CRUSH

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH STRIKE SLASH RUNNING SLASH	HEAVEN & HELL	FINAL LETTER CROSS BREAK SLICE & DICE DRAGON TAIL HEAVEN & HELL HEAD WIND AFTERVISION *BLADE SPRAY

Art	Art Sparked	Further Sparks
SLASH DOUBLE SLASH RUNNING SLASH MIST DOUBLE DOUBLE STROKE CROSS BREAK DRAGON TAIL	HEAD WIND	*NO MOMENT

Art	Art Sparked	Further Sparks
SLASH SMASH HEAD SPLITTER HEAVEN & HELL	BULL CRUSH	BEAR CRUSH

Art	Art Sparked	Further Sparks
*SLASH STRIKE SLASH MIST DOUBLE	AFTERVISION →	

Art	Art Sparked	Further Sparks
STRIKE SLASH *RUNNING SLASH *HEAD WIND	NO MOMENT →	

Art	Art Sparked	Further Sparks
*RUNNING SLASH *MIST DOUBLE *DRAGON TAIL	BLADE SPRAY →	

Art	Art Sparked	Further Sparks
*SLASH SMASH HEAD CRACKER HEAVEN & HELL BULL CRUSH	BEAR CRUSH →	

Art	Art Sparked	Further Sparks
*SLASH SMASH HEAD CRACKER HEAVEN & HELL BULL CRUSH	BEAR CRUSH →	

Art	Art Sparked	Further Sparks
CROSS SLASH CROSS BREAK SLICE & DICE	MULTI-WAY →	

Axe Arts

Art	Art Sparked	Further Sparks
SLASH	TOMAHAWK →	SKY DRIVE YO-YO *SKY RENDEZVOUS

Art	Art Sparked	Further Sparks
*SLASH	HEEL CRUSH →	HYPER HAMMER WOOD CUTTER FAKE OUT AXEL TURN OGRE CROSSING

Art	Art Sparked	Further Sparks
*SLASH HEEL CRUSH	HYPER HAMMER →	WOOD CUTTER FAKE OUT SKULL CRUSH AXEL TURN OGRE CROSSING MEGAHIT WHEEL GRIND

Art	Art Sparked	Further Sparks
SLASH HEEL CRUSH HYPER HAMMER	WOOD CUTTER →	FAKE OUT SKULL CRUSH AXEL TURN OGRE CROSSING WHEEL GRIND *TORNADO DIVIDE

Art	Art Sparked	Further Sparks
SLASH HEEL CRUSH HYPER HAMMER WOOD CUTTER	FAKE OUT →	AXEL TURN OGRE CROSSING YO-YO FLASH TRINITY

Art	Art Sparked	Further Sparks
SLASH HYPER HAMMER WOOD CUTTER	SKULL CRUSH →	MEGAHIT WHEEL GRIND FLASH TRINITY

Art	Art Sparked	Further Sparks
SLASH HEEL CRUSH HYPER HAMMER WOOD CUTTER FAKE OUT	AXEL TURN →	OGRE CROSSING WHEEL GRIND FLASH TRINITY

Art	Art Sparked	Further Sparks
SLASH HEEL CRUSH HYPER HAMMER	OGRE CROSSING →	WHEEL GRIND
WOOD CUTTER FAKE OUT AXEL TURN		FLASH TRINITY

Art	Art Sparked	Further Sparks
TOMAHAWK	SKY DRIVE →	SKY RENDEZVOUS TORNADO DIVIDE

Art	Art Sparked	Further Sparks
SLASH HYPER HAMMER SKULL CRUSH	MEGAHIT →	TORNADO DIVIDE

Art	Art Sparked	Further Sparks
TOMAHAWK FAKE OUT	YO-YO →	

Art	Art Sparked	Further Sparks
SLASH HYPER HAMMER WOOD CUTTER	WHEEL GRIND →	FLASH TRINITY
SKULL CRUSH AXEL TURN OGRE CROSSING		

Art	Art Sparked	Further Sparks
SLASH FAKE OUT SKULL CRUSH	FLASH TRINITY →	
AXEL TURN OGRE CROSSING WHEEL GRIND		

Art	Art Sparked	Further Sparks
*TOMAHAWK SKY DRIVE	SKY RENDEZVOUS →	

Art	Art Sparked	Further Sparks
*WOOD CUTTER *SKY DRIVE MEGAHIT	TORNADO DIVIDE →	

Staff Arts

Art	Art Sparked	Further Sparks
BEAT	ROLL BEAT →	HEART BEAT LOBSTER SLAYER BONE CRUSH GONG BEAT PAINFUL BEAT ROCK CRUSH *TIME & TIDE

Art	Art Sparked	Further Sparks
BEAT ROLL BEAT	HEART BEAT →	LOBSTER SLAYER BONE CRUSH HEAD SPLITTER GONG BEAT PAINFUL BEAT ROCK CRUSH *TIME & TIDE

Art	Art Sparked	Further Sparks
BEAT ROLL BEAT HEART BEAT	LOBSTER SLAYER →	BONE CRUSH ROCK CRUSH *TURTLE KILLER

Art	Art Sparked	Further Sparks
BEAT ROLL BEAT HEART BEAT LOBSTER SLAYER	BONE CRUSH →	HEAD SPLITTER GONG BEAT PAINFUL BEAT ROCK CRUSH TURTLE KILLER

Art	Art Sparked	Further Sparks
BEAT	HEAD SPLITTER →	PAINFUL BEAT
HEART BEAT		ROCK CRUSH
BONE CRUSH		GRAND SLAM

Art	Art Sparked	Further Sparks
BEAT	GONG BEAT →	PAINFUL BEAT
ROLL BEAT		
HEART BEAT		ROCK CRUSH
BONE CRUSH		

Art	Art Sparked	Further Sparks
BEAT	PAINFUL BEAT →	TURTLE KILLER
ROLL BEAT		
HEART BEAT		
BONE CRUSH		*TIME & TIDE
HEAD SPLITTER		
GONG BEAT		

Art	Art Sparked	Further Sparks
BEAT	ROCK CRUSH →	GRAND SLAM
ROLL BEAT		
HEART BEAT		
LOBSTER SLAYER		
BONE CRUSH		
HEAD SPLITTER		
GONG BEAT		

Art	Art Sparked	Further Sparks
BEAT	TURTLE KILLER →	
*LOBSTER SLAYER		
BONE CRUSH		
PAINFUL BEAT		

Art	Art Sparked	Further Sparks
BEAT	GRAND SLAM →	
HEAD SPLITTER		
ROCK CRUSH		

Art	Art Sparked	Further Sparks
*ROLL BEAT	TIME & TIDE →	
*HEART BEAT		
*PAINFUL BEAT		

Spear Arts

Art	Art Sparked	Further Sparks
THRUST	SWING & STAB →	DOUBLE THRUST LAWNMOWER WAVE THRUST WIDE SWING BRAIN SHAKER SQUASH SHINING ARM

Art	Art Sparked	Further Sparks
THRUST	DOUBLE THRUST →	RUSH SKEWER WAVE THRUST AIMING
SWING & STAB		SQUASH HEAVENLY STRIKE *FEARLESS TRIPLE

Art	Art Sparked	Further Sparks
THRUST	LAWNMOWER →	WAVE THRUST WIDE SWING
SWING & STAB		SQUASH HEAVENLY STRIKE

Art	Art Sparked	Further Sparks
THRUST	RUSH →	SKEWER -BRAIN SHAKER
DOUBLE THRUST		AIMING BEAST LIGHTNING

Art	Art Sparked	Further Sparks
THRUST	SKEWER →	BRAIN SHAKER
DOUBLE THRUST		AIMING
RUSH		SHINING ARM

Art	Art Sparked	Further Sparks
THRUST	WAVE THRUST →	WIDE SWING AIMING SQUASH HEAVENLY STRIKE *FEARLESS TRIPLE
SWING & STAB		
DOUBLE THRUST		
LAWNMOWER		

Art	Art Sparked	Further Sparks
THRUST SWING & STAB	WIDE SWING →	SQUASH
LAWNMOWER		HEAVENLY STRIKE
WAVE THRUST		

Art	Art Sparked	Further Sparks
THRUST SWING & STAB	BRAIN SHAKER →	AIMING
RUSH		SQUASH
SKEWER		BEAST LIGHTNING

Art	Art Sparked	Further Sparks
THRUST DOUBLE THRUST RUSH	AIMING →	SHINING ARM
SKEWER		BEAST LIGHTNING
WAVE THRUST BRAIN SHAKER		*THOUSAND CROSS

Art	Art Sparked	Further Sparks
THRUST SWING & STAB DOUBLE THRUST LAWNMOWER	SQUASH →	HEAVENLY STRIKE
WAVE THRUST		*FEARLESS TRIPLE
WIDE SWING BRAIN SHAKER		

Art	Art Sparked	Further Sparks
SWING & STAB SKEWER	SHINING ARM →	BEAST LIGHTNING
AIMING		*THOUSAND CROSS

Art	Art Sparked	Further Sparks
THRUST DOUBLE THRUST LAWNMOWER	HEAVENLY STRIKE →	FEARLESS TRIPLE
WAVE THRUST		
WIDE SWING SQUASH		

Art	Art Sparked	Further Sparks
THRUST RUSH BRAIN SHAKER	BEAST LIGHTNING →	
AIMING		
SHINING ARM		

Art	Art Sparked	Further Sparks
*AIMING	THOUSAND CROSS →	
*SHINING ARM		

Art	Art Sparked	Further Sparks
*DOUBLE THRUST *WAVE THRUST	FEARLESS TRIPLE →	
*SQUASH HEAVENLY STRIKE		

Bow Arts

Art	Art Sparked	Further Sparks
SHOOT	AIM SHOT →	SHADOW BIND MIND BREAK SIDEWINDER
		SHADOW SLAYER THOUSAND NEEDLE HI-SPEED ARROW

Art	Art Sparked	Further Sparks
SHOOT	RANDOM SHOT →	ARROW RAIN

Art	Art Sparked	Further Sparks
SHOOT	SHADOW BIND →	SHADOW SLAYER
AIM SHOT		HI-SPEED ARROW

Art	Art Sparked	Further Sparks
SHOOT	ARROW RAIN →	
RANDOM SHOT		

Art	Art Sparked	Further Sparks
SHOOT	MIND BREAK →	SIDEWINDER
AIM SHOT		THOUSAND NEEDLE

Art	Art Sparked	Further Sparks
SHOOT	SIDEWINDER →	HI-SPEED ARROW
AIM SHOT		CRYSTAL PRISM
MIND BREAK		

Art	Art Sparked	Further Sparks
SHOOT	SHADOW SLAYER →	HI-SPEED ARROW
AIM SHOT		CRYSTAL PRISM
SHADOW BIND		

Art	Art Sparked	Further Sparks
SHOOT	THOUSAND NEEDLE →	RAPID FIRE
AIM SHOT		
MIND BREAK		

Art	Art Sparked	Further Sparks
THOUSAND NEEDLE	RAPID FIRE →	

Art	Art Sparked	Further Sparks
SHOOT	HI-SPEED ARROW →	
AIM SHOT		
SHADOW BIND		
SIDEWINDER		
SHADOW SLAYER		

Art	Art Sparked	Further Sparks
SIDEWINDER	CRYSTAL PRISM →	
SHADOW SLAYER		

Combos

As you learn Arts, you see your characters team up and attack a single enemy at the same time, inflicting a lot more damage than an individual attack would have caused alone. This is called a Combo, and can involve two, three, or all four characters in your party. To learn a Combo, you must command different Arts for different characters wielding different weapons. After learning the Combo, there are a certain number of times this specific Combo can be used in a battle. The number of times you can make your characters learn or perform a Combo is dependent upon their skill levels with the weapons they are currently equipped with, and the roles you have assigned the characters in your party. If you have organized your party well, you should be performing **Duo Attacks**, **Triple Onslaughts**, and **All Out Attack!(s)** right from the start of the game.

The thing that makes Combos hard to follow is that there are Combos available for every single Art. The Combo is named after a primary Art, such as Lobster Slayer Duo Attack. However, there are a number of Arts that could end up being the secondary Arts in the Combo. Once these are learned, the Combo appears in the Player Notes menu. The secondary Art that enabled you to learn the Combo from that point on is the only secondary Art that triggers the Combo.

Combos are essential to mastering *SaGa Frontier 2*, because WP is constantly depleted throughout your adventures. Combos inflict nearly twice the damage for the same amount of WP. In effect, you're not getting your WP's worth if you're not using Combos as much as you can.

Custom Arts

SaGa Frontier 2 allows for player creativity. Sometimes during a one-on-one battle, a certain order of commands triggers an entirely new Art, or **Custom Art**. Many Custom Arts are only higher-level improvements on Arts already in use by the player. Once these are learned, the player's Custom Arts are only available in one-on-one combat. Custom Arts discovered by the player can be viewed in the Player Notes menu.



Bestiary

Bestiary

The information in this Bestiary is very detailed, so we've included a legend to help break down everything.

Legend

Species	The species to which the enemy belongs. The nine options are: Beast, Plant, Insect, Winged, Unknown, Aquatic, Undead, Human, and Dragon.
Description	Info relating to the enemy's special characteristics and info useful in battle.
Battle Methods	The methods of attack the enemy uses. The meanings of the various segments within this section are as follows:
Attack Name	The name displayed on-screen when the attack is used.
Type	The attack type: A(bility), S(pell), B(reath), or R(atio) (Damage Ratio). Also, ones used only in Party Battle have a P next to them, while ones used only in Duel have a D.
A(ttack) P(ower)	The power of the attack.
LPB	Indicates whether or not the attack will generate an LP Break with O (definitely will generate) o (has a chance of generating) or X (will not generate).
E(ffect) R(ange)	The effect(s) the attack has over a particular range.
Prop(erties)	The properties held by the attack.
S(pecial) E(ffects)	Power level or status changes generated by the attack.
G(rowth) R(ate)	The attack's growth rate.
Dodge	Methods for dodging the attack. (GB = Guardian Beast state.)
P&D	Indicates whether you encounter the enemy in Party Battle (P) or Duel (D).
Type	The type assigned to the enemy. The eight options are: Stone, Plant, Flying, Beetle, Crab, Frog, Undead and Bone. Some of the enemies are not assigned a type.
Main Location(s)	Indicates where the enemy appears.
Power Levels	The enemy's power levels. From left to right, these are: Max HP, Max LP, Max AP, Max SP and S(kill) L(evel).
Special Natures vs. Elemental Attacks	Elements to which the enemy is resistant. If an enemy has total defense against a reduced-effect element, that element is listed in parentheses.
Negates (Status Changes)	Status changes the enemy can nullify.
Treasures	Items that the enemy may drop after battle.

Abbreviations

Stn	Stun
Slp	Sleep
Par	Paralyze/Cripple
Psy	Psychic Attack
Pos	Poison
DB	Deathblow

Alexei

Species	P&D	Type
Human	P	Flying

Main Location(s)
Quarry Site

HP	LP	AP	SP	SL
3468	14	40	30	20

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	All	Nothing

Eldest of the three Zelgen brothers. If you defeat the Knight Servants first and then concentrate on attacking Alexei, you can defeat him fairly easily.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Needle Shot	PS	36	o	1 Enemy	Slash	—	Sm	GB
Call Thunder	PS	60	X	1 Enemy	Thunder	—	Md	GB
Beast	PS	—	—	All Allies	—	Morale Up	Sm	—
Kiss of Death	PR	20	X	1 Enemy	Light	Deathblow	Sm	Undodgeable
Wide Shot	PR	30	O	Band-Lg	Shot	—	Sm	Shield, GB

Ammit

Species	P&D	Type
Aquatic	PD	—

Main Location(s)
Quarry Site, Life Tree Island, Insect Megalith

HP	LP	AP	SP	SL
919	3	98	77	21

Resistant	Reduced	Weakness	Negates	Treasures
Water	—	Heat	Nothing	Alligator Skin

A type of alligator with atrophied limbs. It uses Poison Liquid instead of Solvent only when it appears on Life Tree Island.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Chew	A	18	o	1 Enemy	Slash	—	Sm	All but Windmill
Poison Liquid	A	—	X	1 Enemy	Water	Poison	Md	Shield, GB
Solvent	DA	16	o	1 Enemy	Light, Water	Defense Down	Sm	Shield, GB
Run Through	A	13	o	1 Enemy	Blow	—	Sm	All
Soul Crunch	PA	—	X	1 Enemy	—	Deathblow	Md	Shield, GB
Bite	DA	10	X	1 Enemy	Slash	—	Sm	All

Anchor Head

Species	P&D	Type
Aquatic	P	Stone

Main Location(s)
Hahn Ruins, Glacier, City of Night, Insect Megalith

HP	LP	AP	SP	SL
556	2	40	60	17

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Petrify	Nothing

A species of water snake with a hardened head. It attacks after using Tackle to stun your party member(s).

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Fang	PA	16	o	1 Enemy	Slash	—	Sm	All but Windmill
Tackle	PA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill

Anima Beast

Species	P&D	Type
Undead	P	Ud/Bone

Main Location(s)
Fossil Cave

HP	LP	AP	SP	SL
8064	4	50	50	33

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	Nothing

A beast granted temporary life at Misty's hands. It uses Scream, which has high attack power, so don't forget to restore HP.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Tusk	PA	12	X	1 Enemy	Slash	—	Sm	All
Run Through	PA	13	o	1 Enemy	Blow	—	Sm	All
Scream	PR	36	X	All Enemies	Light, Sound	—	Md	Shield, GB

Anima Ghoul

Species	P&D	Type
Undead	PD	Undead

Main Location(s)
Ghoul Tower

HP	LP	AP	SP	SL
4173	42	76	80	22

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Slp, Par, Psy, Pos, DB	Anima Crystal

An enemy that devours the Anima people possess. During battle, your SP will be reduced to zero and you will become unable to cast spells.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bite	A	10	X	1 Enemy	Slash	—	Sm	All
Snort	B	10	o	1 Enemy	Light	Paralysis	Sm	Shield, GB
Dust	A	18	X	1 Enemy	Light	Quick Down	Sm	Windmill, GB

Animal Ghoul

Species	P&D	Type
Undead	PD	Undead

Main Location(s)
Lord Wide's Mansion, Hahn Ruins, Water Tower

HP	LP	AP	SP	SL
343	1	36	30	9

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Slp, Par, Psy, Pos, DB	Dead Stone

A type of ghoul that specializes in attacks that use its own rotten stench, such as Dust and Snort.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Chew	A	18	o	1 Enemy	Slash	—	Sm	All but Windmill
Dust	DA	18	X	1 Enemy	Light	Quick Down	Sm	Windmill, GB
Bite	DA	10	X	1 Enemy	Slash	—	Sm	All
Snort	DB	10	o	1 Enemy	Light	Paralysis	Sm	Shield, GB, Morale Down
Regenerate	DS	—	—	1 Ally	—	Revive	—	—
Berserk	DS	—	—	1 Ally	—	Berserker	Lg	Morale Up

Armor Beetle

Species	P&D	Type
Insect	PD	Beetle

Main Location(s)
Insect Megalith

HP	LP	AP	SP	SL
2442	3	91	56	25

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Protector

A large, carnivorous beetle covered with a strong, solid shell. It often attacks after using Store to raise its Morale.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Tackle	PA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill
Breakdown	A	32	o	1 Enemy	Blow	—	Md	All but Windmill
Missile Head	PA	20	X	1 Enemy	Slash	Stun	Md	All
Step In	A	25	o	1 Enemy	Slash	—	Md	All but Windmill
Store	PA	—	—	Self	—	Morale Up	Md	—
Beetle Charge	DA	10	o	1 Enemy	Slash	—	Sm	All

Beast Lord

Species	P&D	Type
Undead	P	D

Main Location(s)
Last Megalith

HP	LP	AP	SP	SL
20,000	80	90	80	38

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Dao-Tie Motif

One of the Edelritter, this is Towa's altered form. It uses Multibeat, which has a chance of generating an LP Break so you should refrain from restoring LP.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Tusk	DA	12	X	1 Enemy	Slash	—	Sm	All
Run Through	DA	13	o	1 Enemy	Blow	—	Sm	All
Step In	DA	25	o	1 Enemy	Slash	—	Md	All but Windmill
Multibeat	DA	16	O	1 Enemy	Blow	—	Md	All but Windmill
Store	DA	—	—	Self	—	Morale Up	Md	—
Poison Gas	DA	22	o	Fan-Lg	Light	Poison	Sm	Windmill, Shield, GB

Beetle Cruiser

Species: Insect P&D: P Type: Beetle



Main Location(s)

City of Night

HP

4442

LP

3

AP

111

SP

66

SL

27

Resistant

Reduced

Weakness

Negates

Treasures

Nothing

Enhanced Armor, Protector

A military enemy raised by the pirates. The attacks it uses are the same used by the Armor Beetle, but its attack power is much higher.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Tackle	PA	12	o	I Enemy	Blow	Stun	Sm	All but Windmill
Breakdown	PA	32	o	I Enemy	Blow	—	Md	All but Windmill
Missile Head	PA	20	X	I Enemy	Slash	Stun	Md	All
Step In	PA	25	o	I Enemy	Slash	—	Md	All but Windmill

Burglar Chief

Species: Human P&D: P Type: —



Main Location(s)

Jade Cavern

HP

600

LP

16

AP

20

SP

26

SL

5

Resistant

Reduced

Weakness

Negates

Treasures

Nothing

Nothing

Leader of the Burglars. She supports the Burglar in the middle using "Boss's Thunder." After defeating that Burglar, she'll shift her target from left to right.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Boss's Thunder	PA	2	X	I Ally	Thunder	Morale Up	Sm	—

Befouler

Species: Unknown P&D: P Type: —



Main Location(s)

City of Night, Giant Worm Cavern, North Continent Interior

HP

1826

LP

13

AP

60

SP

116

SL

25

Resistant

Reduced

Weakness

Negates

Treasures

Blow

Petrify, Poison, Deathblow

Blue Water, Blue Chip

A strange creature with highly acidic bodily fluids. It uses powerful attacks, including the ratio damage-inflicting Melt Kiss.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Melt Kiss	PR	10	o	I Enemy	Light	Fear, Confuse	Md	Undodgeable
Strong Acid	PA	32	o	I Enemy	Light, Water	Weapon Down	Md	Shield, GB
Oil Hell	PR	16	X	All Enemies	Light	Paralysis	Md	Shield, GB, Quick Down

Claw Crab

Species: Aquatic P&D: P Type: Crab



Main Location(s)

Hahn Ruins, Quarry Site, Deep Forest, Monster Nest

HP

153

LP

3

AP

27

SP

26

SL

4

Resistant

Reduced

Weakness

Negates

Treasures

Nothing

Nothing

A type of coconut crab that can live in a variety of places. Its HP level is low, so there's no need to be especially cautious when fighting this enemy.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Stab	PA	10	o	I Enemy	Slash	—	Md	All
Nail Driver	PA	5	o	I Enemy	Slash	—	Md	All

Big Horn

Species: Insect P&D: PD Type: —



Main Location(s)

Insect Megalith

HP

3876

LP

4

AP

120

SP

76

SL

29

Resistant

Reduced

Weakness

Negates

Treasures

Thunder

Poison

Protector, Enhanced Suit

The King of the Insects protects the Silver Gloves within the Insect Megalith. After defeating it, its symbol does not revive again.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Pierce	A	25	o	I Enemy	Slash	—	Md	All
Lightning Strike	A	18	o	I Enemy	Thunder	—	Md	Shield, GB
Horn Sweep	A	33	o	I Enemy	Slash	Stun	Sm	All but Windmill
Gore	DA	14	X	I Enemy	Slash	—	Sm	All
Deflect	A	—	X	—	—	—	—	—

Crime

Species: Undead P&D: P Type: Undead



Main Location(s)

Ancient Battleground, North Continent Interior, Last Megalith

HP

819

LP

4

AP

84

SP

91

SL

21

Resistant

Reduced

Weakness

Negates

Treasures

Heat

Slp, Par, Psy, Pos, DB

Light Spear, Funny Cap

A mid-level demon with a criminal name, Crime specializes in Stone spells such as Delta Petra and Magmaxplosion.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Skewer	PA	25	o	I Enemy	Slash	—	Sm	All
Spitfire	PA	15	X	I Enemy	Heat	—	Sm	Shield, GB
Reverse Drop	PA	35	o	I Enemy	Slash	—	Sm	All
Magmaxplosion	PS	38	o	Ring-Sm	Heat	—	Md	GB
Delta Petra	PS	50	o	Fan-Sm	Slash	Petrify	Sm	GB

Burglar

Species: Human P&D: PD Type: —



Main Location(s)

Jade Cavern

HP

320 (360)*

LP

18

AP

40

SP

40

SL

16

Resistant

Reduced

Weakness

Negates

Treasures

Thunder

Nothing

Stone Axe

The burglars who kidnap Flynn. You can win the battle by defeating all the Burglars (except the Chief), or by defeating the Burglar Chief.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bash	A	8	X	I Enemy	Slash, Beat	—	Sm	All
Sweep	A	4	X	I Enemy	Slash	—	Sm	All
Fire	S	15	X	I Enemy	Heat	—	Sm	GB
Rock	S	—	X	I Enemy	—	Defense Down	Sm	GB
Trap	DA	11	o	I Enemy	Slash, Beat	Stun	Sm	Undodgeable
Rough Up	DA	20	o	I Enemy	Slash, Beat	—	Md	All

*The number in parentheses is the value for Duels.

Deity

Species: Undead P&D: PD Type: Undead



Main Location(s)

Ancient Battleground, North Continent Interior, Last Megalith

HP

2615 (4720)*

LP

2

AP

101

SP

106

SL

28

Resistant

Reduced

Weakness

Negates

Treasures

Heat

Slp, Par, Psy, Pos, DB

Light Spear, Funny Cap

A high-level demon, this powerful enemy uses numerous spells.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Spitfire	A	15	X	I Enemy	Heat	—	Sm	Shield, GB
Reverse Drop	A	35	o	I Enemy	Slash	—	Sm	All
Flame Naga	PS	40	o	Ring-Sm	Heat	—	Md	GB
Sonic Burner	PS	21	X	Fan-Sm	Heat, Light, Sound	—	Md	GB
Howling Heaven	PS	32	X	All Enemies	Light, Sound	Morale Down	Sm	GB
Thrust	DA	14	X	I Enemy	Slash	—	Sm	All
Skewer	DA	25	o	I Enemy	Slash	—	Sm	All
Soul Hymn	PS	—	—	All Allies	Sound	Revive, Morale Up	Lg	—

*The number in parentheses is the value for when the enemy appears on the Ancient Battleground.

Demon Grass

Species	P&D	Type
Plant	P	Plant

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Pet, Pos, DB	None

A monstrous plant that can down a human in one bite. Because it's a plant, it can't negate Stun. Note that its allies, 1 to 3 Demon Seeds, revive after several turns have passed no matter how often you defeat them.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Seed Shoot	PA	32	o	I Enemy	Slash	—	Sm	Undodgeable
Swallow Whole	PA	30	o	I Enemy	Light	HP Absorb	Lg	Undodgeable

Demon Seed

Species	P&D	Type
Plant	PD	Plant/Flying

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Stun	Demongrass Fang

The seed of a man-eating plant known as Demon Grass. When defeated, it drops the Demon Grass Fang, a very important item.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	I Enemy	Slash	—	Sm	All
Thrust	DA	14	X	I Enemy	Slash	—	Sm	All
Run Through	A	13	o	I Enemy	Blow	—	Sm	All
Paralysis Gaze*	A	—	X	I Enemy	Stare	Paralysis	Md	Undodgeable

*In duels, this is <=.

Devil Spider

Species	P&D	Type
Insect	PD	—

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Nothing

A large spider that dwells only in forests. Because blow-attribute damage to it is reduced, you should refrain from using Body or Rod Ability attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bloodsuck	A	15	o	I Enemy	Light	HP Absorb	Md	Undodgeable
Dust	A	18	X	I Enemy	Light	Quick Down	Sm	Windmill, GB
Paralysis Gaze	PA	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Golden Surf	PA	40	o	I Enemy	Blow	—	Md	All
Blow	DA	3	X	I Enemy	Blow	—	Sm	All
Multibeat	DA	16	O	I Enemy	Blow	—	Md	All but Windmill

Dino Leech

Species	P&D	Type
Unknown	PD	—

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Nothing

A huge bloodsucking leech. Its slimy body reduces damage from blow-type attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bloodsuck	A	15	o	I Enemy	Light	HP Absorb	Md	Undodgeable
Run Through	A	13	o	I Enemy	Blow	—	Sm	All
Solvent	A	16	o	I Enemy	Light, Water	Defense Down	Sm	Shield, GB
Dust	A	18	X	I Enemy	Light	Quick Down	Sm	Windmill, GB

Dirt Hopper

Species	P&D	Type
Aquatic	PD	Frog

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Blue Chip

A large frog that makes frequent use of Store. It forms Blue Chips, crystalized Water Anima, within its own body.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Kick	A	15	o	I Enemy	Blow	—	Sm	All but Windmill
Tongue	A	18	o	I Enemy	Blow	—	Sm	All
Store	A	—	—	Self	—	Morale Up	Md	—

Dread Knight

Species	P&D	Type
Undead	D	UD/Bone

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	DS

A skeleton swordsman who appears only in the Southern Fort. In Duels, it makes frequent use of effective attacks like Paralysis Gaze and Mow Down.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Slash	DA	9	X	I Enemy	Slash	—	Sm	All
Sweep	DA	4	X	I Enemy	Slash	—	Sm	All
Paralysis Gaze	DA	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Grasp Beat	DA	6	o	I Enemy	Slash	—	Sm	All
Mow Down	DA	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Deflect	DA	—	X	—	—	—	—	—

Dread Tree

Species	P&D	Type
Plant	P	Plant

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Stun	Cross Branch, Blast Sword

This former dryad was turned into an enemy because of its hatred towards selfish humans. Its Wind-Tree Song poses a serious threat.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Needle Shot	PS	36	o	I Enemy	Slash	—	Sm	GB
Woodstock	PS	32	o	I Enemy	Slash	—	Sm	GB
Tree Sap	PR	10	X	I Enemy	Light, Water	Paralysis	Sm	GB
Forest Rage	PR	16	o	All Enemies	Blow, Earth attack	Stun	Md	Undodgeable
Sleep	PS	—	X	Ring-Sm	—	Sleep	Sm	GB
Earth Song	PS	—	X	All Enemies	Light, Sound	Fear, Confuse	Md	GB

Egg



Species	P&D	Type
Undead	P	—

Main Location(s)				
Last Megalith, Central Core				
HP	LP	AP	SP	SL
23,000	100	90	90	33
HP	LP	AP	SP	SL
11,651	100	120	120	33
HP	LP	AP	SP	SL
16,133	100	110	110	33

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	—
Beast Mode				
Slp, Psy, Pet, Pos, DB				
Tone Mode				
Pet, Pos, DB				
Fire Mode				
Par, Pet, Pos, DB				

Egg, the last boss, changes its combat mode during battle. It has 10 modes in all—3 Normal Modes, 6 Lord Modes, and its Final Mode—but it cannot assume the form of any Lords you defeat in the Last Megalith. The more Lords you defeat, the fewer modes Egg can change into, which makes the battle easier.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge	Mode
Shooting Star	PA	24	o	I Enemy	Slash	—	Md	Shield, GB	All
Starquake	PR	24	o	All Enemies	Blow	—	Md	GB	All but Final
Meditation	PA	—	—	Self	—	Psycho Up	Md	—	Normal, Wood
Reincarnate	PA	16	X	All Enemies	—	HP Restore	Md	GB	Normal, Wood, Water
Aqua Viper	PS	18	X	Band-Sm	Light, Water	—	Md	GB	Water
Water Punch	PA	20	X	I Enemy	Light, Water	—	Sm	Shield, GB	Water
Call Thunder	PS	60	X	I Enemy	Thunder	—	Md	GB	Water
Rotten Breath	PB	18	o	Fan-Lg	Light	Poison	Md	Shield, GB	Beast
Scissor Break	PA	20	o	I Enemy	Slash	Deathblow	Md	All but Windmill	Beast
Ultimate Beat	PA	50	o	I Enemy	Blow	—	Lg	Dodge abilities	Beast, Shield
Psychic Whisper	PA	—	X	I Enemy	—	Forced Target	Md	Undodgeable	Tone
Water Punch	PA	20	X	I Enemy	Light, Water	—	Md	GB	Stone
Delta Petra	PS	50	o	Fan-Sm	Slash	Petrify	Sm	GB	Stone
Ancient Curse	PA	—	X	All Enemies	—	Petrify	Lg	GB	Stone
Dead Man's Moss	PS	—	X	Ring-Sm	—	Berserker, Poison	Md	GB	Wood
Invisible Wave	PS	25	o	All Enemies	Light	—	Md	Undodgeable	Wood
The Word For World	PR	42	o	All Enemies	—	Light	—	Lg	GB
Fire Breath	PB	20	o	Fan-Lg	Heat	—	Md	Shield, GB	Fire
Fireball	PA	28	o	Ring-Lg	Heat	—	Md	GB	Fire
Meteor Swarm	PR	36	o	All Enemies	Heat	Paralysis	Md	GB	Fire

*Sound for Tone Mode only
 **Cold for Beast Mode only
 ***Heat for Fire Mode only (Total Defense)

Empusa



Species	P&D	Type
Winged	PD	Flying

Main Location(s)				
Monster Nest, Insect Megalith				
HP	LP	AP	SP	SL
1058	4	94	40	20

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Stun	Devil's Tear

A species of Imp, Empusa specializes in attacks using its claws. It doesn't use any particularly dangerous attacks, so you can defeat it relatively easily.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Stab	A	10	o	I Enemy	Slash	—	Md	All
Summing	PA	10	o	I Enemy	Slash	Quick Down	Sm	All
Bloodsuck	A	15	o	I Enemy	Light	HP Absorb	Md	Undodgeable
Paralysis Gaze	A	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Wing Clap	A	15	o	I Enemy	Slash	—	Md	All but Windmill
Claw	DA	4	X	I Enemy	Slash	—	Sm	All

Evil



Species	P&D	Type
Undead	PD	Undead

Main Location(s)				
Lord Wide's Mansion, Valley of Mist				
HP	LP	AP	SP	SL
219	2	41	28	10

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Slp, Par, Psy, Pos, DB	Light Spear, Funny Cap

A minor demon that comes and goes between this world and the underworld. It makes frequent use of Reverse Drop.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Skewer	A	25	o	I Enemy	Slash	—	Sm	All
Spitfire	A	15	X	I Enemy	Heat	—	Sm	Shield, GB
Reverse Drop*	A	35	o	I Enemy	Slash	—	Sm	All
Thrust	DA	14	X	I Enemy	Slash	—	Sm	All

Fairy Hopper



Species	P&D	Type
Aquatic	PD	Frog

Main Location(s)				
City of Night, Water Tower, Giant Worm Cavern				
HP	LP	AP	SP	SL
429	2	48	60	14

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Blue Chip

Given the name Fairy because it uses many spells. In Duels, it also uses Regenerate.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Kick	A	15	o	I Enemy	Blow	—	Sm	All but Windmill
Tongue	A	18	o	I Enemy	Blow	—	Sm	All
Tone	S	5	X	I Enemy	Light, Sound	Psycho Down	Sm	GB
Beast	S	—	—	I Ally	—	Morale Up	Sm	—
Water	S	10	—	I Ally	—	HP Restore	Sm	—
Sonic Poison	PS	44	X	All Enemies	Light, Sound	Poison	Sm	GB
Howling Heaven	PS	32	X	All Enemies	Light, Sound, Morale	Up	Sm	GB
Regenerate	DS	—	—	I Ally	—	Revive	—	—

Fiend Slave



Species	P&D	Type
Winged	P	Flying

Main Location(s)				
Ancient Battleground, Ghoulish Tower, Last Megalith				
HP	LP	AP	SP	SL
3136	4	119	94	28

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Devil's Tear

This enemy will unleash powerful attacks in accordance with its study level, so it's best to make free use of combos to quickly defeat it.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Chew	PA	18	o	I Enemy	Slash	—	Sm	All but Windmill
Wing Slash	PA	10	o	I Enemy	Slash, Blow	—	Lg	All but Windmill
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Kiss of Death	PR	20	X	I Enemy	Light	Deathblow	Sm	Undodgeable
Blizzard	PR	25	o	Fan-Lg	Cold	—	Sm	Shield, GB
Sleep	PS	—	X	Ring-Sm	—	Sleep	Sm	GB
Call Thunder	PS	60	X	All Enemies	Thunder	—	Md	GB

Fire Lord



Species	P&D	Type
P&D	P	—

Main Location(s)				
Ancient Battleground, Last Megalith				
HP	LP	AP	SP	SL
24550 (41100)	80	100 (110)	120 (130)	35 (38)

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Uroborus (Nova Heart)

One of the Edelritter, this is Sargon's altered form. It commands colorful attacks, but on the other hand, none result in fatal status changes. The Fire Lord has lots of HP and the battle can easily become extended, so make frequent use of Morale Down-effect attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Sonic Burner	PS	21	X	Fan-Sm	Heat, Light, Sound	—	Md	GB
Scratch	PA	15	o	I Enemy	Slash	—	Md	All
Heavy Kick	PA	18	o	I Enemy	Blow	—	Md	All but Windmill
Fireball	PA	28	o	Ring-Lg	Heat	—	Md	GB
Burning Charge	PA	32	o	Band-Lg	Blow, Heat	—	Lg	GB
Meditation	PA	—	—	Self	—	Psycho Up	Md	—
Meteor Swarm**	PR	36	o	All Enemies	Heat	Paralysis	Md	GB

*The items in parentheses are for when it appears in the Final Megalith

**Used only when it appears in the Final Megalith

Florence

Species	P&D	Type
Plant	P	Plant

Main Location(s)
Insect Megalith, Ancient Battleground

HP	LP	AP	SP	SL
2158	1	88	130	26

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Stun	Green Glass

A subspecies of Land Urchin created by a sudden mutation. Its Charm Stare is powerful, but if you have Charm resistance, you can get by without getting affected.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Roller	PA	20	X	Ring-Sm	Light	Paralysis	Sm	Windmill, Shield, GB
Meditation	PA	—	—	Self	—	Psycho Up	Md	—
Charm Stare	PA	—	X	1 Enemy	Gaze	Charm	Md	Undodgeable

Fossil Beast

Species	P&D	Type
Undead	P	Undead/Bone

Main Location(s)
Fossil Cave

HP	LP	AP	SP	SL
6064	4	88	82	24

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	Bone Gloves, Stone Breastplate

The bones of a dinosaur revived as an undead creature. Its Fossil Yell not only restores its HP, but also has the power to summon allies.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Heavy Kick	PA	18	o	1 Enemy	Blow	—	Md	All but Windmill
Multibeat	PA	16	o	1 Enemy	Blow	—	Md	All but Windmill
Sucker Punch	PA	40	o	Band-Lg	Blow	Stun	Md	Undodgeable
Poison Gas	PA	22	o	Fan-Lg	Light	Poison	Sm	Windmill, Shield, GB
Fossil Yell	PA	4	—	Self	—	HP Restore	Sm	—

Fungman

Species	P&D	Type
Plant	P	—

Main Location(s)
Jade Cavern, Svendorf Mine

HP	LP	AP	SP	SL
99	1	16	27	4

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Mushroom Tear

A giant mushroom that lives in clusters. It takes reduced damage from cold attacks, a rarity among plant enemies.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	1 Enemy	Slash	—	Sm	All
Spore	PA	13	X	1 Enemy	Light	—	Sm	Windmill, Shield, GB
Sleeping Gas	PA	—	X	1 Enemy	—	Sleep	Md	Windmill, GB

Gargoyle

Species	P&D	Type
Winged	P	Stone

Main Location(s)
Monster Nest, Ghou Tower

HP	LP	AP	SP	SL
18,621	30	110	80	25

Resistant	Reduced	Weakness	Negates	Treasures
—	Slash, Shot, Heat	—	All	Backstone Armor, Silver Chain, Redstone Armor

A stone monster, the Gargoyle's special characteristic is multiple use of attacks that cause status changes. Equip at least two of your party with Life Water and Recovery Breath, so you can quickly remove any status changes that occur.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Claw Hammer	PR	20	o	1 Enemy	Slash	Fear, Confuse	Md	All
Magmaexplosion	PS	38	o	Ring-Sm	Heat	—	Md	GB
Meditation	PA	—	—	Self	—	Psycho Up	Md	—
Hard Form	PA	—	—	Self	—	Defense Up	Md	—
Scissor Break	PA	20	o	1 Enemy	Slash	Deathblow	Md	All but Windmill
Stone Lance	PA	10	o	1 Enemy	Slash, Beat	Petrify	Sm	All

Garm

Species	P&D	Type
Beast	P	—

Main Location(s)
Giant Worm Cavern, Ancient Battleground, Last Megalith

HP	LP	AP	SP	SL
2375	4	115	74	27

Resistant	Reduced	Weakness	Negates	Treasures
—	Heat (Tid Defense)	—	Nothing	Fire-Beast Skin

A fire-controlling demon dog of the underworld. It doesn't have many attacks, but they all inflict lots of damage, so these attacks can possibly wipe out your entire party.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bite	PA	20	o	1 Enemy	Slash	—	Md	All but Windmill
Fire Dance	PA	38	o	1 Enemy	Slash, Heat	—	Md	All

Ghost

Species	P&D	Type
Undead	P	Undead

Main Location(s)
Hahn Ruins, Ghou Tower

HP	LP	AP	SP	SL
1227	1	88	50	23

Resistant	Reduced	Weakness	Negates	Treasures
—	Slp, Blw, Shw (Tid Dlv)	—	Slp, Par, Psy, Pos, DB	Dead Stone

A giant spirit. Because it has no physical body, attacks using Body Abilities or weapons are useless.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Soul Crunch	PA	—	X	1 Enemy	—	Deathblow	Md	Shield, GB
Death Gaze	PA	—	X	1 Enemy	Gaze	Deathblow	Sm	Undodgeable
Smile	PA	—	X	All Enemies	Gaze	Paralysis	Md	Undodgeable

Ghoul

Species	P&D	Type
Undead	PD	Undead

Main Location(s)
Hahn Ruins, Ghou Tower

HP	LP	AP	SP	SL
400 (962)	1	30 (40)	32 (62)	11 (18)**

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Slp, Par, Psy, Pos, DB	Hat

A corpse-eating demon that uses spells. In Ghou Tower, it uses Assimilate.

Assimilate**	PA	—	X	1 Enemy	—	Charm, Poison,	Lg	Undodgeable PermanenceDust
DA	18	X	1	Enemy	Light	Quick Down	Sm	Windmill, GB
Tackle	DA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill
Magmaexplosion	DS	38	o	Ring-Sm	Heat	—	Md	GB

*The numbers in parentheses are values for when it appears in the Ghou Tower.
**Used in Duels in Ghou Tower regardless of study level.

Ghoula

Species	P&D	Type
Undead	PD	Undead

Main Location(s)
Hahn Ruins, Ghou Tower

HP	LP	AP	SP	SL
400 (835)	1	30 (50)	32 (62)	10 (16)**

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Slp, Par, Psy, Pos, DB	Hat

A female ghoul. It frequently uses Ghoul's Scratch attack on characters rendered unconscious. Those characters hit by the attack have their LP reduced to 1.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Ghoul's Scratch	A	5	X	1 Enemy	Slash	—	Sm	All
Yell	A	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Poison Liquid	A	—	X	1 Enemy	Water	Poison	Md	Shield, GB
Tone	S	5	X	1 Enemy	Light, Sound	Psycho Down	Sm	GB
Call Thunder***	PS	60	X	1 Enemy	Thunder	—	Lg	GB
Charm Stare	PA	—	X	1 Enemy	Gaze	Charm	Lg	Undodgeable

*The numbers in parentheses are values for when it appears in the Ghou Tower.
**Used in Duels regardless of study level.
***Uses Call Thunder instead of Tone only in Party Battle in Ghou Tower.

Glacier Hopper

Species	P&D	Type
Aquatic	P	Frog



Main Location(s)

Glacier

HP	LP	AP	SP	SL
643	2	48	60	16

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow, Cold	—	Nothing	Blue Chip, Blue Water

A large frog that dwells in cold regions. It drops a Blue Chip, and sometimes drops a Blue Water.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Kick	PA	15	o	1 Enemy	Blow	—	Sm	All but Windmill
Tongue	PA	18	o	1 Enemy	Blow	—	Sm	All
Stone	PA	—	—	Self	—	Morale Up	Md	—

Grass Dancer (Brown)

Species	P&D	Type
Plant	P	Plant



Main Location(s)

Rocky Area, City of Night, Tower in the Forest

HP	LP	AP	SP	SL
544	3	56	75	18

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Sleep	Funny Cap

A parasitic plant provided with the ability to move about, this enemy makes frequent use of its status-changing, dance-related attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Spore	PA	13	X	1 Enemy	Light	—	Sm	Windmill, Shield, GB
Hypnosis	PA	—	X	1 Enemy	Gaze	Sleep	Md	GB
Berry Dance	PA	—	X	1 Enemy	—	Fear, Confuse	Md	Undodgeable
Mystic Dance	PA	—	X	All Allies/ Enemies	—	Morale Change	Sm	Undodgeable
Needle Shot	PS	36	o	1 Enemy	Slash	—	Sm	GB
Woodstock	PS	32	o	1 Enemy	Slash	—	Sm	GB
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB

*Enemies Down, Allies Up

Grass Dancer (Green)

Species	P&D	Type
Plant	P	Plant



Main Location(s)

Ancient Battleground, Ghou Tower, Last Megalith

HP	LP	AP	SP	SL
813	3	76	95	24

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Sleep	Funny Hat

Also known as a Raspberry Dancer, the Green Dancer can use Life Water to restore its HP.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Spore	PA	13	X	1 Enemy	Light	—	Sm	Windmill, Shield, GB
Hypnosis	PA	—	X	1 Enemy	Gaze	Sleep	Md	GB
Berry Dance	PA	—	X	1 Enemy	—	Fear, Confuse	Md	Undodgeable
Raspberry Dance	PA	—	X	All Allies/ Enemies	—	Stun	Sm	Undodgeable
Woodstock	PS	32	o	1 Enemy	Slash	—	Sm	GB
Life Water	PS	30	X	All Allies	—	Restores HP, removes stat modifier	Md	—
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB

Gremlin

Species	P&D	Type
Winged	PD	Stone



Main Location(s)

Svendorf Mine, Monster Nest

HP	LP	AP	SP	SL
480 (680)	2 (4)	40 (60)	27 (47)	12 (15)

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Stone Knife

A minor demon born from rock. In the Monster Nest, its Magic Power increases and it starts using Stone Prayer.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Strong Beat	PA	16	o	1 Enemy	Blow	—	Sm	All but Windmill
Chew	A	18	o	1 Enemy	Slash	—	Sm	All but Windmill
Rock Down	PA	18	o	1 Enemy	Heat	—	Sm	Windmill, GB
Stone Prayer	A	—	X	1 Enemy	—	Petrify	Sm	Undodgeable
Blow	DA	3	X	1 Enemy	Blow	—	Sm	All
Bite	DA	10	X	1 Enemy	Slash	—	Sm	All
Tackle	DA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill
Paralysis Gaze	DA	—	X	1 Enemy	Gaze	Paralysis	Md	Undodgeable

*The numbers in parentheses are the values for when this enemy appears in the Monster Nest.

**Stone Prayer is only used when this enemy appears in the Monster Nest.

Grendel

Species	P&D	Type
Aquatic	PD	Crab



Main Location(s)

Life Tree Island, Insect Megalith

HP	LP	AP	SP	SL
762	4	51	24	18

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Protector

A large crab that can be seen in the range running from Life Tree Island to the Anas River. Grendel will eventually make multiple use of Sleeping Gas.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Grasp Beat	A	6	o	1 Enemy	Slash	—	Sm	All
Tackle	A	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill
Sleeping Gas	PA	—	X	1 Enemy	—	Sleep	Md	Windmill, GB
Body Double	R	20	o	1 Enemy	Blow	Charm, Morale Down	Md	All but Windmill
Deflect	A	—	X	—	—	—	—	—

Hell Winger

Species	P&D	Type
Dragon	P	Flying



Main Location(s)

Quarry Site, Ghou Tower

HP	LP	AP	SP	SL
18,414 (8)	10 (8)	144 (94)	70 (60)	30 (10)

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Feather Cap, Crystal Wing

A winged dragon with overwhelming attack abilities. You absolutely cannot defeat it in the battle in the Quarry Site.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Poison Bite	PA	18	X	1 Enemy	Slash	Poison	Sm	All but Windmill
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Glider Spike	PA	30	o	1 Enemy	Slash	—	Md	Windmill, GB
Hurricane	PR	35	X	All Enemies	Shot	—	Md	Undodgeable
Vibration Wave	PR	20	o	All Enemies	Light, Sound	—	Sm	Shield, GB

*The numbers in parentheses are values for when it appears in the Quarry Site.

**Used only when it appears in the Quarry Site.

***Used only when it appears in Ghou Tower.

Grass Dancer (Red)

Species	P&D	Type
Plant	P	Plant



Main Location(s)

Ancient Battleground, Ghou Tower, Last Megalith

HP	LP	AP	SP	SL
1643	3	96	105	26

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Sleep	Funny Cap

This enemy is the most powerful of the three types of Grass Dancers. Beware of its Strawberry Dance and its Charm effect.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Spore	PA	13	X	1 Enemy	Light	—	Sm	Windmill, Shield, GB
Hypnosis	PA	—	X	1 Enemy	Gaze	Sleep	Md	GB
Strawberry Dance	PA	—	X	1 Enemy	—	Charm	Sm	Undodgeable
Mystic Dance	PA	—	X	All Allies/ Enemies	—	Morale Change	Sm	Undodgeable
Woodstock	PS	32	o	1 Enemy	Slash	—	Sm	GB
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB

*Enemies Down, Allies Up

Henchman



Species	P&D	Type
Human	P	—

Main Location(s)

City of Night

	HP	LP	AP	SP	SL
1	360	20	50	40	21
2	290	16	66	40	18
3	220	12	50	50	14
4	460	20	80	40	23
5	390	16	86	60	20
6	350	12	80	80	16

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Nothing

Vigilantes trained by Alexei. Always appearing in groups of three, they cast powerful combos. Because they continue to reappear as you take them down, it's impossible to win the battle.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge	Henchman #
Grasp Beat	PA	6	o	I Enemy	Slash	—	Sm	All	All
Air Axe	PA	25	o	I Enemy	Slash, Beat	—	Md	All	1, 4
Needle Shot	PS	36	o	I Enemy	Slash	—	Sm	GB	2, 5
Rough Up	PA	20	o	I Enemy	Slash, Beat	—	Md	All	2, 5
Trap	PA	11	o	I Enemy	Slash, Beat	Stun	Sm	Undodgeable	3, 6
Delta Petra	PS	50	o	Fan-Sm	Slash	Petrify	Sm	GB	3, 6
Woodstock	PS	32	o	I Enemy	Slash	—	Sm	GB	3, 6

High Disciple (Blue)



Species	P&D	Type
Undead	P	Undead/Bone

Main Location(s)

Ghoul Tower

HP	LP	AP	SP	SL
11,196	3	142	76	32

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	Nothing

A pupil of the Lich, it makes multiple use of high-level Sword Abilities like Reverse Cross and Multi-Way.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Mow Down	PA	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Grasp Beat	PA	6	o	I Enemy	Slash	—	Sm	All
Reverse Cross	PA	24	o	I Enemy	Slash	—	Md	All but Windmill
Multi-Way	PA	42	o	I Enemy	Slash	—	Md	All but Windmill

High Disciple (Green)



Species	P&D	Type
Undead	P	Undead/Bone

Main Location(s)

Ghoul Tower

HP	LP	AP	SP	SL
14,539	3	120	68	28

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	None

A follower of the Lich. Besides being proficient with powerful attacks, it also has a high chance of forming combos with them.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Mow Down	PA	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Grasp Beat	PA	6	o	I Enemy	Slash	—	Sm	All
Paralysis Gaze	PA	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable

Hopper Dynasty



Species	P&D	Type
Aquatic	P	Frog

Main Location(s)

Ancient Battleground

HP	LP	AP	SP	SL
14,411	4	88	90	24

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Petrify	—

This King of the Frogs appears only in the Ancient Battleground. King's Tongue, its own unique attack method, not only has high attack power but also an HP Absorb effect.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
King's Tongue	PA	20	o	I Enemy	Light	HP Absorb	Lg	Undodgeable
Store	PA	—	—	Self	—	Morale Up	Md	—

Horn Buffalo



Species	P&D	Type
Beast	PD	—

Main Location(s)

Rocky Area, Giant Worm Cavern, Ancient Battleground

HP	LP	AP	SP	SL
2405	6	90	56	20

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Protector

A wild bull with tremendous horns. This powerful enemy has high HP and a variety of attacks, but Petrify or Deathblow attacks cause big damage to it.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Horn	PA	12	o	I Enemy	Slash	—	Sm	All
Double Thrust	PA	30	o	I Enemy	Slash	—	Md	All
Snort	B	10	o	I Enemy	Light	Paralysis	Sm	Shield, GB
High Rise	A	25	o	I Enemy	Beat, Ground Attack	Stun	Md	Undodgeable
Hyper Charge	PA	10	o	I Enemy	Slash, Beat	Stun	Lg	Undodgeable
Store	PA	—	—	Self	—	Morale Up	Md	—
Thrust	DA	14	X	I Enemy	Slash	—	Sm	All
Charge	DA	12	o	I Enemy	Beat	Stun	Sm	All but Windmill
Beat Thrust	DA	10	o	I Enemy	Blow	—	Sm	All

Housekeeper



Species	P&D	Type
Unknown	PD	—

Main Location(s)

Hahn Ruins, Monster Nest, Quarry Site

HP	LP	AP	SP	SL
212	20	24	53	8

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	House Guard, Ander Spear

This giant snail lacks a lot of HP, so it's fairly easy to defeat.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Touch	A	20	X	I Enemy	Light	—	Sm	Shield, GB
Solvent	A	16	o	I Enemy	Light, Water	Defense Down	Sm	Shield, GB
Hypnosis	PA	—	X	I Enemy	Gaze	Sleep	Md	GB

Hunter Ant



Species	P&D	Type
Insect	PD	Flying

Main Location(s)

Hahn Ruins, Rocky Area, Monster Nest

HP	LP	AP	SP	SL
422	1	70	34	16

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Stun	Nothing

A type of winged ant. Its HP level is low, and it doesn't launch any dangerous attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	I Enemy	Slash	—	Sm	All
Thrust	DA	14	X	I Enemy	Slash	—	Sm	All
Dust	A	18	X	I Enemy	Light	Quick Down	Sm	Windmill, GB
Beat Thrust	A	10	o	I Enemy	Blow	—	Sm	All
Acid Spray	B	24	o	I Enemy	Light, Water	Weapon Down	Sm	Shield, GB

King Gator

Species	P&D	Type
Aquatic	PD	—



Main Location(s)

Ancient Battleground, North Continent Interior, Last Megalith

HP	LP	AP	SP	SL
2319	3	140	80	26

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Nothing	Alligator Skin

A large alligator covered in hard scales. This powerful enemy makes frequent use of Soul Crunch, however, it is weak against Fire attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Chew	A	18	o	1 Enemy	Slash	—	Sm	All but Windmill
Solvent	A	16	o	1 Enemy	Light, Water	Defense Down	Sm	Shield, GB
Run Through	A	13	o	1 Enemy	Blow	—	Sm	All
Soul Crunch	A	—	X	1 Enemy	—	Deathblow	Md	Shield, GB
Bite	DA	10	X	1 Enemy	Slash	—	Sm	All

Knight Peg

Species	P&D	Type
Beast	P	—



Main Location(s)

Ancient Battleground

HP	LP	AP	SP	SL
2761	4	72	40	19

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Fur, Valleria Heart

Even among Pegs, this one possesses especially high fighting ability. Pegs always act in concert to protect a Queen Peg.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Knight Beak	PA	20	O	1 Enemy	Slash	—	Md	All
Somersault	PA	7	o	1 Enemy	Blow	—	Md	All but Windmill
Missile Head	PA	20	X	1 Enemy	Slash	Stun	Md	All

Knight Servant

Species	P&D	Type
Winged	P	Flying



Main Location(s)

Quarry Site

HP	LP	AP	SP	SL
986	2	40	30	10

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Nothing

Appears with Alexei. This enemy's attack power is high, but it doesn't use any particularly dangerous attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Poison Bite	PA	18	X	1 Enemy	Slash	Poison	Sm	All but Windmill
Run Through	PA	13	o	1 Enemy	Blow	—	Sm	All
Solvent	PA	16	o	1 Enemy	Light, Water	Defense Down	Sm	Shield, GB
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Tone	PS	5	X	1 Enemy	Light, Sound	Psycho Down	Sm	GB

Labor Ant

Species	P&D	Type
Insect	PD	—



Main Location(s)

Southern Fort, Giant Worm Cavern, Ancient Battleground

HP	LP	AP	SP	SL
1025	1	97	65	23

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Protector

This enemy has a higher level than the Worker Ant, but its offensive ability is roughly the same.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Dig	A	13	o	1 Enemy	Slash	—	Sm	All
Chew	A	18	o	1 Enemy	Slash	—	Sm	All but Windmill
Acid Spray	B	24	o	1 Enemy	Light, Water	Weapon Down	Sm	Shield, GB
Bite	DA	10	X	1 Enemy	Slash	—	Sm	All
Run Through	DA	13	o	1 Enemy	Blow	—	Sm	All

Land Kraken

Species	P&D	Type
Insect	PD	—



Main Location(s)

Valley of the Mist, Deep Forest, Insect Megalith

HP	LP	AP	SP	SL
1462	6	92	66	21

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	Nothing	Nothing

A poisonous spider rendered gigantic by sudden mutation. It has high HP and the ability to reduce damage from blow-type attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bloodsuck	A	15	o	1 Enemy	Light	HP Absorb	Md	Undodgeable
Dust	A	18	X	1 Enemy	Light	Quick Down	Sm	Windmill, GB
Paralysis Gaze	A	—	X	1 Enemy	Gaze	Paralysis	Md	Undodgeable
Multibeat*	A	16	O	1 Enemy	Blow	—	Md	All but Windmill
Spider Surf	PA	40	o	1 Enemy	Blow	—	Md	All
Blow	DA	3	X	1 Enemy	Blow	—	Sm	All

*Used in Duels regardless of study level.

Land Urchin

Species	P&D	Type
Plant	PD	Plant



Main Location(s)

Hahn Ruins, Deep Forest, Giant Worm Cavern, Ancient Battleground

HP	LP	AP	SP	SL
1158	1	66	90	23

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Stun	Green Glass

A giant, upside-down plant. Make sure you're properly equipped when fighting this enemy in the Hahn Ruins, because it's a tough battle.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Head Butt	A	18	o	1 Enemy	Slash	—	Sm	All
Sneaky Beat	A	15	o	1 Enemy	Blow	—	Md	Shield, GB
Meditation	PA	—	—	Self	—	Psycho Up	Md	—
Wood	S	5	X	1 Enemy	Light	User's Psycho Up	Sm	GB
Deadly Loop	DA	15	o	1 Enemy	Beat	—	Lg	All but Windmill

Lich

Species	P&D	Type
Undead	P	Undead



Main Location(s)

Ghoul Tower

HP	LP	AP	SP	SL
22,666	4	125	145	32

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	All	Nothing

The mightiest mage in the world, this creature lives in the Ghoul Tower. Equip everyone in your party with Sonic resistant items, Life Water, and Recovery Breath, and at least two of your party with items that negate Petrify.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Death Looper	PR	20	o	1 Enemy	Light	HP Absorb	Md	Undodgeable
Gentle Touch	PA	—	o	1 Enemy	—	Deathblow	Md	Undodgeable
Sonic Poison	PS	44	X	All Enemies	Light, Sound	Poison	Sm	GB
Delta Petra	PS	50	o	Fan-Sm	Slash	Petrify	Sm	GB
Stone Prayer	PA	—	X	1 Enemy	—	Petrify	Sm	Undodgeable
Firestorm	PS	66	X	All Enemies	Heat	—	Md	GB
Hymn	PS	60	X	All Enemies	Light, Sound	—	Lg	GB
Thunderbolt	PA	18	O	1 Enemy	Thunder	—	Md	Shield, GB

Mandrake

Species	P&D	Type
Plant	P	—



Main Location(s)

Hahn Ruins, Rocky Area, Deep Forest, Water Tower

HP	LP	AP	SP	SL
128	1	36	41	10


Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Stun	Nothing

A magical flower that utters sounds that resembles a woman's screams. It makes frequent use of Yell, which hits your entire party, so it's best to defeat it quickly.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Chew	A	18	o	1 Enemy	Slash	—	Sm	All but Windmill
Spore	A	13	X	1 Enemy	Light	—	Sm	Windmill, Shield, GB
Yell	A	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Bite	DA	10	X	1 Enemy	Slash	—	Sm	All
Scream	DR	36	X	All Enemies	Light, Sound	—	Md	Shield, GB

Megalith Beast

Species	P&D	Type
Beast	P	—

Main Location(s)
Ice Megalith, Glacier (Weissland)

HP	LP	AP	SP	SL
30,000	100	80, 90, 100	80, 90, 100	20, 24, 28

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	All	Beast Rune

The complete transformation of William. In the Tycoon Will scenario, you have a series of three battles with it. Also, this enemy may use Nightmare, an all-enemies attack that will put your entire party to sleep, although it wears off naturally in one turn.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Fang	PA	16	o	I Enemy	Slash	—	Sm	All but Windmill
Steam Cyclone**	PB	38	o	Ring-Sm	Heat, Water	Paralysis	Sm	Shield, GB
Fire Breath***	PB	20	o	Fan-Lg	Heat	—	Md	Shield, GB
Nightmare***	PA	—	X	All Enemies	—	Sleep	Md	Undodgeable


*The first, second, and third battle values, respectively. The numbers in parentheses are the values for the fourth battle onward.

**Uses from the second battle onward.

***Uses from the fourth battle onward.

Megalith Dragon

Species	P&D	Type
Dragon	P	—



Main Location(s)
North Continent Interior, Last Megalith

HP	LP	AP	SP	SL
31,122	250	92	86	32


Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Uroborus

A grotesque dragon produced by the Megalith.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Scratch	PA	15	o	I Enemy	Slash	—	Md	All
Scissor Break	PA	20	o	I Enemy	Slash	Deathblow	Md	All but Windmill
Sucker Punch	PA	40	o	Band-Lg	Blow	Stun	Md	Undodgeable
Fire Breath	PB	20	o	Fan-Lg	Heat	—	Md	Shield, GB
Rotten Breath	PS	18	o	Fan-Lg	Light	Poison	Md	Shield, GB
Draconian Splicer	PA	20	o	I Enemy	Slash	Deathblow	Lg	All but Windmill

Megalith Wurms

Species	P&D	Type
Insect	P	Flying



Main Location(s)
Insect Megalith, North Continent Interior

HP	LP	AP	SP	SL
1306	1	98	48	25


Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Stun	Enhanced Armor

A denizen of the Insect Megalith. It is noted for changing its movement patterns when it appears at the same time as a Wurm Leader.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	I Enemy	Slash	—	Sm	All
Paralysis Gaze	PA	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Glider Spike	PA	30	o	I Enemy	Slash	—	Md	Windmill, GB
Vibration Wave	PR	20	o	All Enemies	Light, Sound	—	Sm	Shield, GB

Merman (Green)

Species	P&D	Type
Aquatic	P	—




Main Location(s)
Glacier (Weissland), Last Megalith

HP	LP	AP	SP	SL
6919 (2919)	4	90 (80)	108 (98)	24 (23)*

Resistant	Reduced	Weakness	Negates	Treasures
Water	—	—	Nothing	Nothing



A high-level enemy with abilities of both fish and humans. It has unusually high intelligence, and is proficient with a number of Water spells.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Ultrasonic	PA	16	X	I Enemy	Light, Sound	Psycho Down	Sm	Shield, GB
Water Punch	PA	20	X	I Enemy	Light, Water	—	Sm	Shield, GB
Solvent	PA	16	o	I Enemy	Light, Water	Defense Down	Sm	Shield, GB
Chew	PA	18	o	I Enemy	Slash	—	Sm	All but Windmill
Call Thunder	PS	60	X	I Enemy	Thunder	—	Md	GB
Sonic Poison	PS	44	X	All Enemies	Light, Sound	Poison	Sm	GB
Aqua Viper	PS	18	X	Band-Sm	Light, Water	—	Md	GB

*The numbers in parentheses are the values for when it appears in the Final Megalith

Merman (Red)

Species	P&D	Type
Aquatic	P	—

Main Location(s)
Hahn Ruins, Last Megalith

HP	LP	AP	SP	SL
919	4	80	998	18


Resistant	Reduced	Weakness	Negates	Treasures
Water	—	—	Nothing	Nothing

A red-scaled merman. Its attack methods are no different from the Merman (Green), but its HP and Skill Level are much lower.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Ultrasonic	PA	16	X	I Enemy	Light, Sound	Psycho Down	Sm	Shield, GB
Water Punch	PA	20	X	I Enemy	Light, Water	—	Sm	Shield, GB
Solvent	PA	16	o	I Enemy	Light, Water	Defense Down	Sm	Shield, GB
Chew	PA	18	o	I Enemy	Slash	—	Sm	All but Windmill
Call Thunder	PS	60	X	I Enemy	Thunder	—	Md	GB
Sonic Poison	PS	44	X	All Enemies	Light, Sound	Poison	Sm	GB
Aqua Viper	PS	18	X	Band-Sm	Light, Water	—	Md	GB

Minor Assassins

Species	P&D	Type
Human	P	—



Main Location(s)
Life Tree Island

HP	LP	AP	SP	SL
400	4	64	40	22


Resistant	Reduced	Weakness	Negates	Treasures
—	Thunder	—	Nothing	Leather Armor, Rubber Spikes, Flame Rod, Scorpion Tail

Assassins belonging to Red Scorpion. They use the Scorpion Tails with which they're equipped to cast Deadly Snake.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bash	PA	8	X	I Enemy	Slash, Beat	—	Sm	All
Sweep	PA	4	X	I Enemy	Slash	—	Sm	All
Deadly Snake	PA	13	X	I Enemy	Light, Water	Poison	Sm	GB

Mother Grendel

Species	P&D	Type
Aquatic	D	Crab



Main Location(s)
Life Tree Island

HP	LP	AP	SP	SL
4524	60	70	50	26


Resistant	Reduced	Weakness	Negates	Treasures
Water	—	—	All	Lobster Mail

Boss of the Grendels. If you make joint use of 3-combos plus Stone Armor and the Water spell, you'll have no problem against this Boss.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Big Hammer	DA	24	o	I Enemy	Slash	—	Md	Dodge abilities, Shield
Bloody Gas	DS	20	X	I Enemy	Light	Poison	Sm	GB

Nuckelavee

Species	P&D	Type
Beast	P	—



Main Location(s)
Last Megalith

HP	LP	AP	SP	SL
6874	90	110	110	27

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Slp, Pet, Pos, DB	Beast Rune

The ruin remaining of a human whose Anima was eaten by the monolith. The staging of Nightmare, its most frequently used attack, is worth seeing.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Fang	PA	16	o	I Enemy	Slash	—	Sm	All but Windmill
Steam Cyclone	PB	38	o	Ring-Sm	Heat	Paralysis	Sm	Shield, GB
Fire Breath	PB	20	o	Fan-Lg	Heat	—	Md	Shield, GB
Nightmare	PA	—	X	All Enemies	—	Sleep	Md	Undodgeable

Peg



Species	P&D	Type
Beast	P	—

Main Location(s)

Quarry Site, City of Night, Fossil Cave, Ancient Battleground

HP	LP	AP	SP	SL
361	4	32	10	15

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Fur

A type of penguin that mainly inhabits cold regions. Depending on its level of study, it may also gain the ability to repeatedly use Missile Head.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Beak	PA	28	o	I Enemy	Slash	—	Sm	All
Somersault	PA	7	o	I Enemy	Blow	—	Md	All but Windmill
Missile Head	PA	20	X	I Enemy	Slash	Stun	Md	All

Pirate



Species	P&D	Type
Human	P	—

Main Location(s)

City of Night

HP	LP	AP	SP	SL
880	12	68	40	18

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Stone Axe, Hard Leather

A pirate that attacks City of Night, being fooled by Wil's information. City of Night's enemy symbol will not revive after being defeated once.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bash	PA	8	X	I Enemy	Slash, Beat	—	Sm	All
Sweep	PA	4	X	I Enemy	Slash	—	Sm	All
Trap	PA	11	o	I Enemy	Slash, Beat	Stun	Sm	Undodgeable
Air Axe	PA	25	o	I Enemy	Slash, Beat	—	Md	All
Rough Up	PA	20	o	I Enemy	Slash, Beat	—	Md	All

Pirate



Species	P&D	Type
Human	P	—

Main Location(s)

Pirate Ship

HP	LP	AP	SP	SL
880	12	61	40	18

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Dead Stone

Female pirates accompanying the Skeleton (Green). If you use area attacks or All Enemies attacks, you can wipe them all out at once.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Box Thunder	PS	25	o	All Enemies	Thunder	—	Sm	Undodgeable

Pirate (Egg Bearer)



Species	P&D	Type
Human	D	—

Main Location(s)

Pirate Ship

HP	LP	AP	SP	SL
4179	12	68	40	18

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Stone Axe, Hard Leather

Pirate who holds Egg.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bash	DA	8	X	I Enemy	Slash, Beat	—	Sm	All
Sweep	DA	4	X	I Enemy	Slash	—	Sm	All
Fire	DS	15	X	I Enemy	Heat	—	Sm	GB
Rock	DS	—	X	I Enemy	—	Defense Down	Sm	GB
Beast	DS	—	—	All Allies	—	Morale Up	Sm	—
Trap	DA	11	o	I Enemy	Slash, Beat	Stun	Sm	Undodgeable
Air Axe	DA	25	o	I Enemy	Slash, Beat	—	Md	All
Rough Up	DA	20	o	I Enemy	Slash, Beat	—	Md	All
Egg	DA	10	X	I Enemy	Light	HP Absorb	Sm	Undodgeable

Poison Worm



Species	P&D	Type
Winged	P	Flying

Main Location(s)

Insect Megalith, North Continent Interior

HP	LP	AP	SP	SL
8000	100	124	70	28

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Nothing

A creature with a highly poisonous body. It has command of not only blow-type attacks, but also of spells such as Call Thunder and Delta Petra.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Beat Thrust	PA	10	o	I Enemy	Blow	—	Sm	All
Glider Spike	PA	30	O	I Enemy	Slash	—	Md	Windmill, GB
Poison Gas	PA	22	o	Fan-Lg	Light	Poison	Sm	Windmill, Shield, GB
Call Thunder	PS	60	X	All Enemies	Thunder	—	Md	GB
Delta Petra	PS	50	o	Fan-Sm	Slash	Petrify	Sm	GB

Polar Drake



Species	P&D	Type
Winged	P	Flying

Main Location(s)

Glacier, City of Night, Ghoul's Tower

HP	LP	AP	SP	SL
2200 (2000)	10 (100)	92 (72)	68 (54)	20 (18)

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	All ^{***}	Crystal Wings ^{***}

A small dragon that lives only in cold regions.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Chew	PA	18	o	I Enemy	Slash	—	Sm	All but Windmill
Glider Spike	PA	30	O	I Enemy	Slash	—	Md	Windmill, GB
Cold Breath	PB	20	o	I Enemy	Cold	—	Md	Shield, GB

*The HP numbers in parentheses are the values for when it appears together with the Megalith Beast.

**Negates Petrify, Poison and Deathblow when it appears together with the Megalith Beast.

***Nothing when it appears together with the Megalith Beast.

Queen Peg



Species	P&D	Type
Beast	P	—

Main Location(s)

City of Night, Ancient Battleground

HP	LP	AP	SP	SL
2561	4	72	60	29

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Fur, Peg Heart

A female, egg-laying Peg. This rare enemy has only a small chance of appearing, and only in City of Night or the Ancient Battleground.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Queen Beak	PA	10	o	I Enemy	Slash	Charm	Md	All
Somersault	PA	7	o	I Enemy	Blow	—	Md	All but Windmill
Missile Head	PA	20	X	I Enemy	Slash	Stun	Md	All

Rock Rhino



Species	P&D	Type
Beast	P	—

Main Location(s)

Deep Forest, Fossil Cave

HP	LP	AP	SP	SL
1429	5	55	66	20

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Stun	Blue Ore, Granite Staff, Rock-Beast Tr

A higher-level enemy than the Sand Rhino. It is noted for upping its own Defense with Hard Form, and then shifting to the attack.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Charge	PA	20	o	I Enemy	Blow	Stun	Md	All but Windmill
Breath	PB	38	o	I Enemy	Blow	—	Sm	All
Hard Form	PA	—	—	Self	—	Defense Up	Md	—

Ruffian



Species	P&D	Type
Human	PD	—

Main Location(s)

City of Night

HP	LP	AP	SP	SL
460	20	61	40	16

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Stone Axe

A punk hood stationed at City of Night. He carries a fair amount of Crowns, but you have at most two opportunities to fight him.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bash	A	8	X	I Enemy	Slash, Beat	—	Sm	All
Sweep	A	4	X	I Enemy	Slash	—	Sm	All
Trap	A	11	o	I Enemy	Slash, Beat	Stun	Sm	Undodgeable
Air Axe	A	25	o	I Enemy	Slash, Beat	—	Md	All
Fire	S	15	X	I Enemy	Heat	—	Sm	GB
Rock	S	—	X	I Enemy	—	Defense Down	Sm	GB
Rough Up	DA	20	o	I Enemy	Slash, Beat	—	Md	All

Sand Crab



Species	P&D	Type
Aquatic	P	Crab

Main Location(s)

Rocky Area

HP	LP	AP	SP	SL
311	3	45	38	8

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Nothing

A type of Claw Crab that has adapted to the desert. Aside from its use of Torpedo Punch, it's not much different from the Claw Crab.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Stab	PA	10	o	I Enemy	Slash	—	Md	All
Nail Driver	PA	5	o	I Enemy	Slash	—	Md	All
Torpedo Punch	PA	20	o	I Enemy	Slash	—	Sm	Undodgeable

Sand Rhino



Species	P&D	Type
Beast	P	—

Main Location(s)

Hahn Ruins, Rocky Area, Quarry, Ruins

HP	LP	AP	SP	SL
549	5	40	26	12

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Stun	Protector

A subspecies of Rock Rhino with a thick, hard skin. It uses Hard Form only when it appears in the Rocky Area.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Charge	PA	20	o	I Enemy	Blow	Stun	Md	All but Windmill
Breath	PB	38	o	I Enemy	Blow	—	Sm	All
Hard Form	PA	—	—	Self	—	Defense Up	Md	—

Shark Wurm



Species	P&D	Type
Insect	P	Flying

Main Location(s)

Hahn Ruins, Rocky Area, Svendorf Mine

HP	LP	AP	SP	SL
106	1	38	18	5

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	Stun	Nothing

A type of Great Wurm. It occasionally uses its LP-breaking Glider Spike.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	I Enemy	Slash	—	Sm	All
Paralysis Gaze	PA	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Glider Spike	PA	30	O	I Enemy	Slash	—	Md	Windmill, GB

Sidhe Bunny



Species	P&D	Type
Beast	P	—

Main Location(s)

Hahn Ruins, Glacier, Deep Forest

HP	LP	AP	SP	SL
146	2	27	16	6

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Fur

A carnivorous rabbit with acutely sharp fangs. Savage of temperament, it often forms groups and attacks humans.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Fang	PA	16	o	I Enemy	Slash	—	Sm	All but Windmill
Kick	PA	15	o	I Enemy	Blow	—	Sm	All but Windmill
Tackle	PA	15	o	I Enemy	Blow	Stun	Sm	All but Windmill

Skeleton (Blue)



Species	P&D	Type
Undead	PD	Undead/Bone

Main Location(s)

Hahn Ruins, Fossil Cave

HP	LP	AP	SP	SL
796	1	107	71	29

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	Dead Stone

A skeleton swordsman wielding twin blades and proficient in swordplay. Its Multi-Way, with its wave attacks of sword and cannonball, has nearly overwhelming destructive power.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Mow Down	A	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Grasp Beat	A	6	o	I Enemy	Slash	—	Sm	All
Reverse Cross	A	24	o	I Enemy	Slash	—	Md	All but Windmill
Multi-Way	PA	42	o	I Enemy	Slash	—	Md	All but Windmill
Slash	DA	9	X	I Enemy	Slash	—	Sm	All
Sweep	DA	4	X	I Enemy	Slash	—	Sm	All
Deflect	A	—	X	—	—	—	—	—

Skeleton (Green)



Species	P&D	Type
Undead	PD	Undead/Bone

Main Location(s)

Hahn Ruins, Fossil Cave

HP	LP	AP	SP	SL
359	1	50	38	18

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	Dead Stone

The skeletal remains of a swordsman, revived with a Dead Stone for a heart. In Duels, it uses Paralysis Gaze without regard to its study level.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Mow Down	A	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Grasp Beat	A	6	o	I Enemy	Slash	—	Sm	All
Paralysis Gaze*	A	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Slash	DA	9	X	I Enemy	Slash	—	Sm	All
Sweep	DA	4	X	I Enemy	Slash	—	Sm	All

*Used in Duels regardless of study level.

Skeleton Left



Species	P&D	Type
Undead	P	Undead/Bone

Main Location(s)

Fossil Cave

HP	LP	AP	SP	SL
796	1	82	46	22

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Blow, Heat	Slp, Par, Psy, Pos, DB	Dead Stone

Appears as an ally of the Fossil Beast. Because it makes multiple use of the Stun-effect attack Mow Down, your combos will be difficult to form.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Mow Down	PA	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Grasp Beat	PA	6	o	I Enemy	Slash	—	Sm	All

**Insert boss icon by skeleton right

Skeleton Right

Species Undead P&D P Type Undead/Bone



Main Location(s)

Fossil Cave

HP 539 LP 1 AP 60 SP 38 SL 20

Resistant Reduced Weakness Negates Treasures
— — Blow, Heat Slp, Par, Psy, Pos, DB Dead Stone

A Fossil Beast ally that uses Paralysis Gaze. It's best if you defeat the Skeletons first, and then concentrate on attacking the Fossil Beast.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Mow Down	PA	10	X	1 Enemy	Slash	Stun	Sm	All but Windmill
Grasp Beat	PA	6	o	1 Enemy	Slash	—	Sm	All
Paralysis Gaze	PA	—	X	1 Enemy	Gaze	Paralysis	Md	Undodgeable

Slaughter

Species Aquatic P&D P Type Crab



Main Location(s)

North Continent Interior, Last Megalith

HP 622 LP 4 AP 61 SP 34 SL 29

Resistant Reduced Weakness Negates Treasures
Water — — Nothing Lobster Mail

A crablike enemy named for it's favorite hobby. After defeating it, Slaughter drops the scarce and expensive Lobster Mail.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Grasp Beat	PA	6	o	1 Enemy	Slash	—	Sm	All
Tackle	PA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill
Sleeping Gas	PA	—	X	1 Enemy	—	Sleep	Md	Windmill, GB
Ice Smash	PA	20	o	1 Enemy	Cold	—	Lg	Shield, GB
Body Double	PR	20	o	1 Enemy	Blow	Charm, Morale Down	Md	All but Windmill
Deflect	PA	—	X	—	—	—	—	—

Slayer

Species Aquatic P&D P Type Crab



Main Location(s)

Insect Megalith, North Continent Interior

HP 1632 LP 4 AP 81 SP 94 SL 27

Resistant Reduced Weakness Negates Treasures
Water — — Nothing Protector

A savage, giant crab. Beware of its frequent use of status changing attacks, such as Sleeping Gas and Tackle.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Grasp Beat	PA	6	o	1 Enemy	Slash	—	Sm	All
Tackle	PA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill
Sleeping Gas	PA	—	X	1 Enemy	—	Sleep	Md	Windmill, GB
Ice Smash	PA	20	o	1 Enemy	Cold	—	Lg	Shield, GB
Body Double	PR	20	o	1 Enemy	Blow	Charm, Morale Down	Md	All but Windmill
Deflect	PA	—	X	—	—	—	—	—

Slime

Species Unknown P&D PD Type Slime



Main Location(s)

1 Jade Cavern

Main Location(s)

2 Jade Cavern

Main Location(s)

3 Quarry Site, Fossil Cave, Water Tower

Main Location(s)

4 Deep Forest

Main Location(s)

5 Giant Worm Cavern

Main Location(s)

6 Ghoul Tower

Main Location(s)

7 Ghoul Tower

	HP	LP	AP	SP	SL
1	283	100	18	34	9
2	689	100	31	52	12
3	835	100	38	64	21
4	1089	100	38	94	18
5	1608	100	48	84	24
6	2848	40	68	76	28
7	10,869	40	128	116	32

Resistant Reduced Weakness Negates Treasures
Water (7 only) Blow (Tl Dfn) — Stn, Slp, Par, Psy (All but 4) Hyper Water (7 only)

An amoeba-like, single-celled organism. Its power levels and attack methods vary greatly depending on where it appears.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge	Slime #
Solvent	A	16	o	1 Enemy	Light, Water	Defense Down	Sm	Shield, GB	1, 2, 3, 4, 5
Tackle	DA	12	o	1 Enemy	Blow	Stun	Sm	All but Windmill	1
Wood	PS	5	X	1 Enemy	Light	User's Psycho Up	Sm	GB	2, 3, 5
Tone	S	5	X	1 Enemy	Light, Sound	Psycho Down	Sm	GB	2, 3, 4, 5
Water	S	10	-	1	Ally	HP Restore	Sm	—	2, 3, 4, 5
Sleep	PS	—	X	Ring-Sm	—	Sleep	Sm	GB	2, 6
Touch	A	20	X	1 Enemy	Light	—	Sm	Shield, GB	3, 4, 7
Water Punch	A	20	X	1 Enemy	Light, Water	—	Sm	Shield, GB	3
Needle Shot	PS	36	o	1 Enemy	Slash	—	Sm	GB	3, 4, 5, 7
Somersault	PA	7	o	1 Enemy	Blow	—	Md	All but Windmill	4, 6, 7
Call Thunder	PS	60	X	1 Enemy	Thunder	—	Md	GB	4, 6, 7
Slime Net	PA	20	X	Ring-Lg	Light	Paralysis	Sm	GB	6, 7
Assimilate	PA	—	X	1 Enemy	—	Charm, Poison, Permanence	Lg	Undodgeable	6
Astral Stare	PA	—	X	1 Enemy	—	Deathblow	Lg	Undodgeable	7

Sniper Ant

Species Insect P&D PD Type Flying



Main Location(s)

Ancient Battleground, Ghoul Tower

HP 1241 LP 1 AP 130 SP 64 SL 23

Resistant Reduced Weakness Negates Treasures
— — — Stun Nothing

This ant has a high max SP (which equals a high attack power), so don't let down your guard.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	1 Enemy	Slash	—	Sm	All
Thrust	DA	14	X	1 Enemy	Slash	—	Sm	All
Dust	A	18	X	1 Enemy	Light	Quick Down	Sm	Windmill, GB
Beat Thrust	A	10	o	1 Enemy	Blow	—	Sm	All
Acid Spray	B	24	o	1 Enemy	Light, Water	Weapon Down	Sm	Shield, GB

Soldier Ant



Species	P&D	Type
Insect	PD	Great

Main Location(s)
Giant Worm Cavern, Ancient Battleground, Last Megalith

HP	LP	AP	SP	SL
5675	1	106	70	28

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Gem Particle

Because this enemy is capable of Duelling in addition to its high Skill Level, it is useful for those times later in the game when you want to master abilities and spells.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Dig	A	13	o	I Enemy	Slash	—	Sm	All
Chew	A	18	o	I Enemy	Slash	—	Sm	All but Windmill
Acid Spray	B	24	o	I Enemy	Light, Water	Weapon Down	Sm	Shield, GB
Bite	DA	10	X	I Enemy	Slash	—	Sm	All
Run Past	DA	13	o	I Enemy	Blow	—	Sm	All

Stone Lord



Species	P&D	Type
Beast	D	—

Main Location(s)
Last Megalith

HP	LP	AP	SP	SL
30,000	80	100	100	30

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Eternal Rock

One of the Edelritter, this is Moi's altered form. It commands powerful attacks such as Big Spin, which has high attack power, and Stone Memory, which causes the Petrify status change.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Hurricane Beat	DA	15	o	I Enemy	Blow	—	Sm	All but Windmill
Gore	DA	14	X	I Enemy	Slash	—	Sm	All
Big Spin	DA	45	X	I Enemy	Light	—	Sm	Undodgeable
Beehive	DA	12	o	I Enemy	Slash	—	Md	All
Magmaexplosion	DS	38	o	Ring-Sm	Heat	—	Md	GB
Stone Memory	DS	—	X	I Enemy	Sound	—	Md	GB

Titas Beast



Species	P&D	Type
Beast	P	—

Main Location(s)
Last Megalith

HP	LP	AP	SP	SL
10,676	8	90	79	28

Resistant	Reduced	Weakness	Negates	Treasures
Earth Attacks	Cold	—	Pet, Pos, DB	Fur, Titas Greaves

The King of Beasts, this enemy freely bends the power of the Earth to its will. It is equipped with the Titas Greaves, which have the special property of resisting earth attacks.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Pulverize	PA	25	o	I Enemy	Beat	—	Md	Undodgeable
Cold Breath	PB	20	o	I Enemy	Cold	—	Md	Shield, GB
Earthbreak	PA	24	X	All Enemies	Beat, Earth attack	Stun	Sm	Undodgeable

Tone Lord



Species	P&D	Type
Beast	D	—

Main Location(s)
Last Megalith

HP	LP	AP	SP	SL
20,000	80	100	100	30

Resistant	Reduced	Weakness	Negates	Treasures
Sound	—	—	All	Harmonium

One of the Edelritter, this is Aesis' altered form.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Soundblaster	DA	18	X	I Enemy	Light	—	Md	GB
Sonic Pressure	DA	16	X	I Enemy	Light	—	Md	GB
Beat of the Land	DA	34	X	I Enemy	Light	—	Sm	Undodgeable

Treefolk



Species	P&D	Type
Plant	P	Plant

Main Location(s)
Tower in the Forest

HP	LP	AP	SP	SL
12,000	100	70	80	27

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	All	Dryad Grail

Fairies who live within a giant tree. Their Yell attack causes only small damage, however, subsequent attacks cause increasing damage to your party.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Bushfire	PS	28	X	Ring-Lg	Heat	—	Sm	GB
Pollen	PA	20	X	Ring-Sm	Light	Paralysis	Sm	Windmill, Shield, GB
Sleep	PS	—	X	Ring-Sm	—	Sleep	Sm	GB
Needle Shot	PS	36	o	I Enemy	Slash	—	Sm	GB
Call Thunder	PS	60	X	All Enemies	Thunder	—	Md	GB
Charm Stare	PA	—	X	I Enemy	Gaze	Charm	Md	Undodgeable
Meditation	PA	—	Self	—	Psycho Up	Md	—	—
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Forest Truth	PR	20	X	All Enemies	Light	—	Md	Undodgeable

Under Cover



Species	P&D	Type
Aquatic	P	Crab

Main Location(s)
Giant Worm Cavern

HP	LP	AP	SP	SL
1242	3	87	57	26

Resistant	Reduced	Weakness	Negates	Treasures
Earth attacks	—	—	Nothing	Titas Greaves

A coconut crab covered by a strong, solid shell. Its high defense level can easily draw out a battle, but its Titas Greaves make it worth it.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Stab	PA	10	o	I Enemy	Slash	—	Md	All
Nail Driver	PA	5	o	I Enemy	Slash	—	Md	All
Torpedo Punch	PA	20	o	I Enemy	Slash	—	Sm	Undodgeable

Volcanoid



Species	P&D	Type
Aquatic	P	Stone

Main Location(s)
Valley of the Mist, Giant Worm Cavern, Last Megalith

HP	LP	AP	SP	SL
8800	79	80	60 (80)	24

Resistant	Reduced	Weakness	Negates	Treasures
Water	Heat, Cold	—	Stn, Pet, Pos, DB	Lava Shield

An enemy with a small-scale active volcano in its body.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Eruption	PA	20	o	I Enemy	Slash, Heat	—	Md	GB
Big Eruption	PA	40	o	All Enemies	Heat	—	Md	Undodgeable
High Rise	PA	25	o	I Enemy	Blow, Earth attack	Stun	Md	Undodgeable
Earthbreak	PA	24	X	All Enemies	Blow, Earth attack	Stun	Sm	Undodgeable
Volcano Crush	PR	30	O	I Enemy	Slash, Blow	—	Md	Undodgeable

*The numbers in parentheses are values for its appearance in the Great Wormhole and afterwards.

Water Lord



Species	P&D	Type
Beast	P	—

Main Location(s)
Last Megalith

HP	LP	AP	SP	SL
36,462	80	100	102	37

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Deep Blue

One of the Edelritter who protect Egg, this is Holz's altered form. It doesn't use very powerful attacks initially, so cause as much damage as possible early in the fight.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Water Punch	PA	20	X	I Enemy	Light, Water	—	Sm	Shield, GB
Cold Breath	PB	20	o	I Enemy	Cold	—	Md	Shield, GB
Blizzard	PR	25	o	Fan-Lg	Cold	—	Sm	Shield, GB
Scratch	PA	15	o	I Enemy	Slash	—	Md	All
Scissor Break	PA	20	o	I Enemy	Slash	Deathblow	Md	All but Windmill
Deadly Loop	PA	15	o	I Enemy	Blow	—	Lg	All but Windmill
Hypnosis	PA	—	X	I Enemy	Gaze	Sleep	Md	GB
Sonic Poison	PS	44	X	All Enemies	Light, Sound	Poison	Sm	GB
Aqua Viper	PS	18	X	Band-Sm	Light, Water	—	Md	GB
Call Thunder	PS	60	X	I Enemy	Thunder	—	Md	GB
Heavenly Thunder	PS	70	o	I Enemy	Thunder	—	Lg	GB
Meditation	PA	—	Self	—	Psycho Up	Md	—	—

Worker Ant

Species	P&D	Type
Insect	PD	—



Main Location(s)

Hahn Ruins, Rocky Area, Monster Nest

HP	LP	AP	SP	SL
374	1	39	19	10

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Nothing	Nothing

Assigned to the working ants in the giant ants' society. This ant is always in a "berserker" state, so you'll have trouble ending a battle by negotiation.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Dig	A	13	o	I Enemy	Slash	—	Sm	All
Chew	A	18	o	I Enemy	Slash	—	Sm	All but Windmill
Acid Spray	B	24	o	I Enemy	Light, Water	Weapon Down	Sm	Shield, GB
Bite	DA	10	X	I Enemy	Slash	—	Sm	All
Run Through	DA	13	o	I Enemy	Blow	—	Sm	All

Were-Bat

Species	P&D	Type
Winged	P	—



Main Location(s)

Jade Cavern, Hahn Ruins, Svendorf Mine

HP	LP	AP	SP	SL
106	4	48	13	3

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Fur

A large bat that always attacks in groups of 2 or 3. You can see them in various places, such as Jade Cavern or the Hahn Ruins.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Poison Bite	PA	16	X	I Enemy	Slash	Poison	Sm	All but Windmill
Ultrasonic	PA	16	X	I Enemy	Light, Sound	Psycho Down	Sm	Shield, GB

Wide Ghost

Species	P&D	Type
Undead	D	Undead/Bone



Main Location(s)

Lord Wide's Mansion (The Conquest of Wide)

HP	LP	AP	SP	SL
1932	1	55	55	21

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat, Blow	Slp, Par, Psy, Pos, DB	Dead Stone

A soulless swordsman who appears in Lord Wide's Mansion. In addition to the Cross Slash attack, which works especially well on Undead, the Stun-effect Strike Slash is also effective.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Slash	DA	9	X	I Enemy	Slash	—	Sm	All
Sweep	DA	4	X	I Enemy	Slash	—	Sm	All
Grasp Beat	DA	6	o	I Enemy	Slash	—	Sm	All
Mow Down	DA	10	X	I Enemy	Slash	Stun	Sm	All but Windmill
Reverse Cross	DA	24	o	I Enemy	Slash	—	Md	All but Windmill

Wood Guard

Species	P&D	Type
Beast	P	—



Main Location(s)

Deep Forest

HP	LP	AP	SP	SL
7676	8	65	60	24

Resistant	Reduced	Weakness	Negates	Treasures
—	Cold	—	Nothing	Fur

A giant living in the Forest Sea, the Wood Guard has high HP.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Pulverize	PA	25	o	I Enemy	Beat	—	Md	Undodgeable
Cold Breath	PB	20	o	I Enemy	Cold	—	Md	Shield, GB
Earthbreak	PA	24	X	All Enemies	Beat, Earth attack	Stun	Sm	Undodgeable
Store	PA	—	—	Self	—	Morale Up	Md	—

Wood Lord

Species	P&D	Type
Beast	D	—



Main Location(s)

Last Megalith

HP	LP	AP	SP	SL
25,000	80	100	100	30

Resistant	Reduced	Weakness	Negates	Treasures
—	—	Heat	All	Last Leaf

One of the Edelritter, this is Mika's altered form. Watch out for its Pollen Gas attack.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Summing	DA	10	o	I Enemy	Slash	Quick Down	Sm	All
Pollen Gas	DS	15	X	I Enemy	Light	Poison	Md	GB
Autumn Leaf Dance	DS	24	X	I Enemy	Light—	—	Md	GB

Wurm Leader

Species	P&D	Type
Insect	P	Flying



Main Location(s)

Insect Megalith, North Continent Interior

HP	LP	AP	SP	SL
2946	1	138	88	30

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	Stun	Enhanced Armor

Leader of the Wurms. Because it uses Glider Spike and Vibration Wave, its attacks in concert with the Megalith Wurms are strengthened.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Thrust	PA	20	o	I Enemy	Slash	—	Sm	All
Paralysis Gaze	PA	—	X	I Enemy	Gaze	Paralysis	Md	Undodgeable
Glider Spike	PA	30	O	I Enemy	Slash	—	Md	Windmill, GB
Vibration Wave	PR	20	o	All Enemies	Light, Sound	—	Sm	Shield, GB

Wyvern

Species	P&D	Type
Dragon	P	Flying



Main Location(s)

City of Night (Will vs. Egg)

HP	LP	AP	SP	SL
13,414	10	124	60	26

Resistant	Reduced	Weakness	Negates	Treasures
—	—	—	All	Feather Cap, Crystal Wing

A giant winged dragon raised by the pirates. If you use combos that include Gustave's Sword Abilities, you can defeat it easily.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Poison Bite	PA	18	X	I Enemy	Slash	Poison	Sm	All but Windmill
Yell	PA	18	X	All Enemies	Light, Sound	—	Sm	Shield, GB
Glider Spike	PA	30	O	I Enemy	Slash	—	Md	Windmill, GB
Vibration Wave	PR	20	o	All Enemies	Light, Sound	—	Sm	Shield, GB

Xenotype

Species	P&D	Type
Unknown	PD	—



Main Location(s)

Hahn Ruins, Ice Megalith

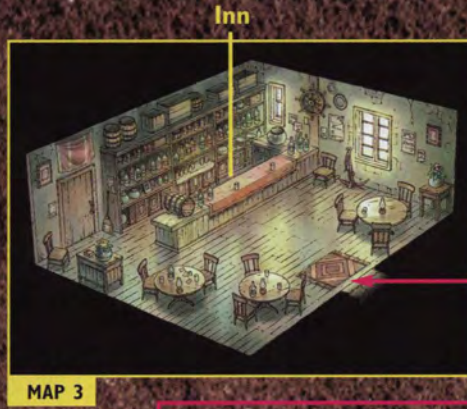
HP	LP	AP	SP	SL
888	80	42	78	16

Resistant	Reduced	Weakness	Negates	Treasures
—	Blow	—	All	Nothing

A mysterious enemy that lives on another world. It's a fairly strong enemy, but it's always sure to appear alone.

Attack Name	Type	AP	LBP	Effect Rng.	Properties	Special Effects	GR	Dodge
Heavy Blow	A	20	o	I Enemy	Blow	—	Md	All but Windmill
Energy Wire	A	16	o	I Enemy	Light	—	Md	Shield, GB
Alien Thunder	A	32	o	I Enemy	Thunder	—	Sm	Shield, GB
Blizzard	R	25	o	Fan-Lg	Cold	—	Sm	Shield, GB

Westia



Town of Thermes



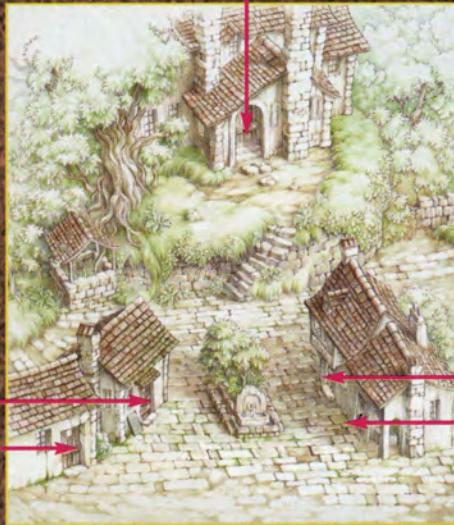
Town of Jade



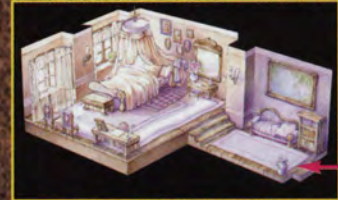
MAP 3



MAP 2



MAP 1



MAP 5



MAP 4



MAP 6

Town of Wide



MAP 3



MAP 4



MAP 5



MAP 2



MAP 1



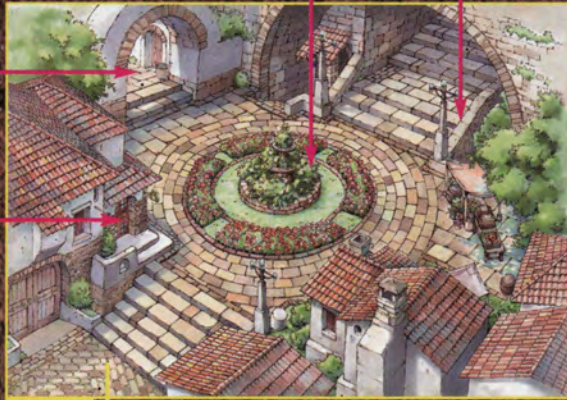
MAP 6

To Wide Castle

Gruegel



MAP 3



MAP 1

Entrance/Exit



MAP 4



MAP 5



MAP 2

Vogelang



MAP 2



MAP 1

Entrance/Exit

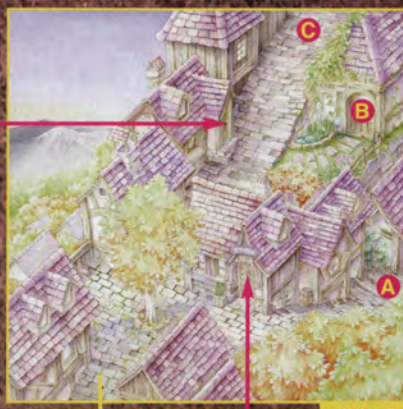
Item Shop



MAP 3



MAP 2



MAP 1

Entrance/Exit

Laubholz

A-Exit to Ghou Tower (only as Ginny)

B-Inn

C-Exit to Weissland

Weissland

A-Entrance to Weissland

B-Exit to Snow Plains



MAP 1

Entrance/Exit

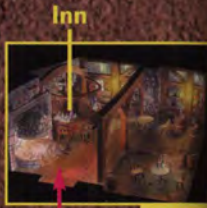


MAP 2

Entrance/Exit



MAP 4



MAP 3

Inn

Hahn Nova

North

Item Shop



Center

Item Shop



South

Item Shop



North

Item Shop



Center

Item Shop



South

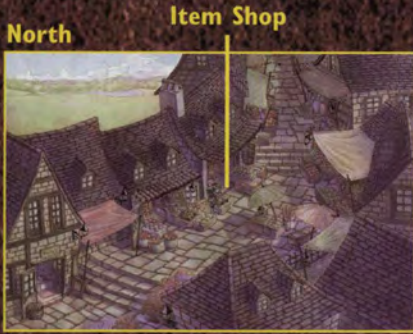
Item Shop



Hahn Nova (continued)



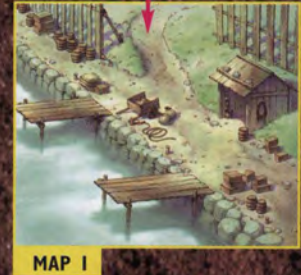
Area Maps



North Gate (Rich Knights)



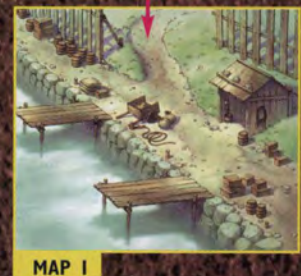
Entrance/Exit



North Gate (Ginny Knights)



Entrance/Exit



Inland Settlement

Entrance/Exit

Item Exchange

Inn



MAP 1



MAP 2

Caverns of Jade (Gustave)

A—Light Spear
B—Buckler
C—Hunter Bow



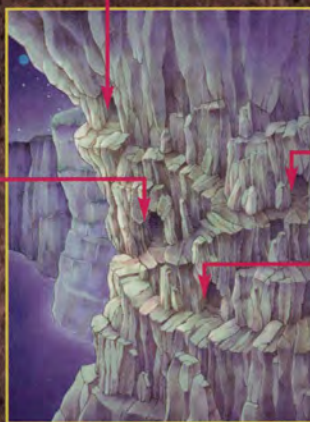
MAP 5



MAP 3



MAP 4



MAP 1



MAP 2



MAP 6



MAP 7

Caverns of Jade (Gustave)

Boss: Slime



MAP 4



MAP 3



MAP 1



MAP 2



Boss: Bandit

MAP 8

Wide Castle



MAP 1

To Wide



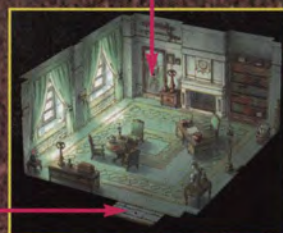
MAP 4



MAP 2



MAP 3



MAP 5



MAP 6



MAP 7

Boss: Wide Ghost



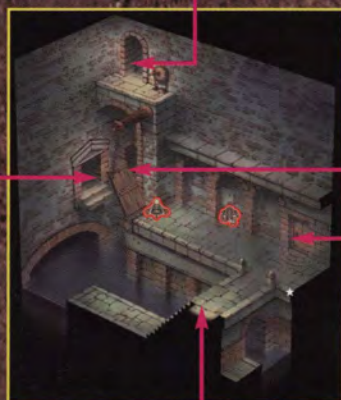
MAP 12



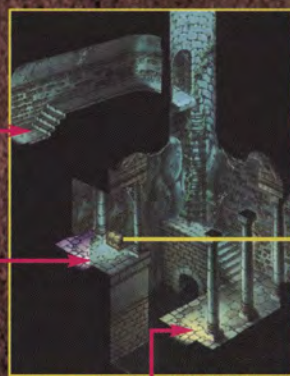
MAP 8



MAP 11



MAP 9



MAP 10

Steel Amulet



MAP 14

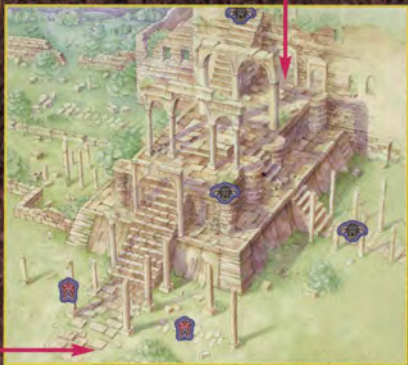


MAP 13

Wil's Departure (Ruins of Hahn)



MAP 4



MAP 5



MAP 6



MAP 7



MAP 3



MAP 2



MAP 8



MAP 1

Entrance



MAP 9



MAP 10

Bone



MAP 11



MAP 12



MAP 14



MAP 13



MAP 16

Boss: Land Urchin



MAP 15

Boss: Xenotype

- A—Only accessible in "Anima Faith Fiasco"
- B—Steel Amulet
- C—Amber Maleate
- D—Rock Axe
- E—Kris Knife
- F—Pocket Dragon
- G—Southern Exit

Desert Megalith (Rocky Area)

To Vogelang



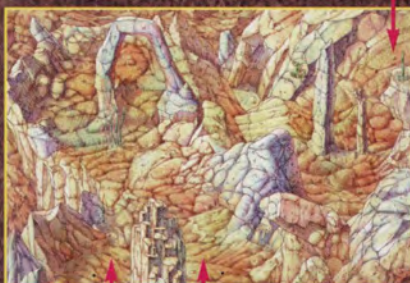
MAP 7



MAP 6



MAP 4



MAP 5



MAP 2



MAP 1



MAP 3

To Gruegel

Infiltrate! Alexei (City of Night)

A-Sacred Spear
B-Fire Charm
C-Apprentice
D-Blue Water
E-Rock Axe

Area Maps



MAP 7



MAP 8



MAP 9



MAP 10



MAP 11



MAP 2



MAP 12



MAP 14



MAP 3



MAP 4



MAP 5



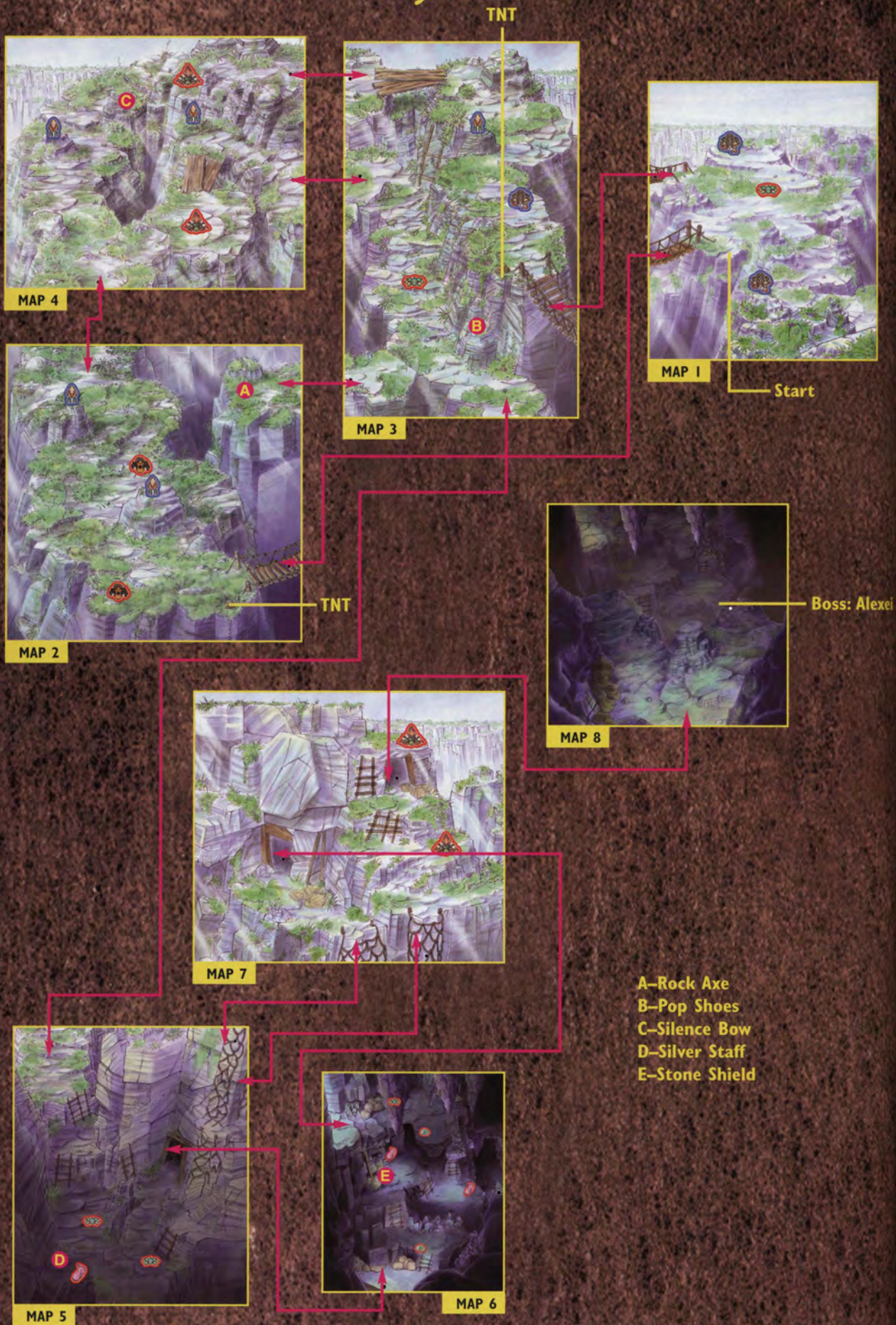
MAP 13



MAP 1

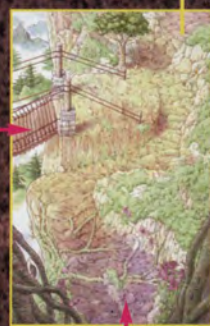
Start

Showdown! Alexei (Quarry Site)



Beyond Grand Valley (Valley of Mist)

Start



MAP 1



MAP 2



MAP 3



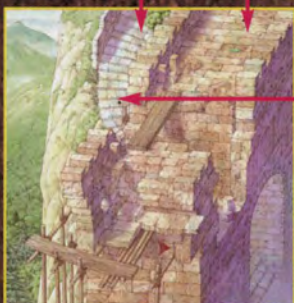
MAP 4

Labelle



MAP 5

Toll Guards



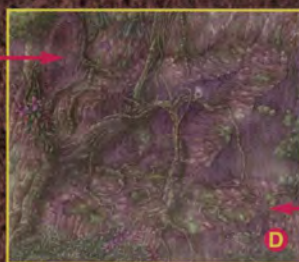
MAP 9



MAP 8



MAP 10



MAP 7

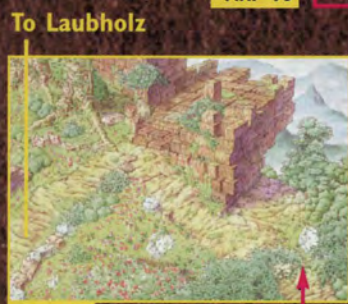


MAP 6

- A-Coral Ring
- B-Ice Staff
- C-Ark Stone
- D-After Volcanoid
- Boss Fight
- E-Ice Lance



MAP 16



MAP 12



MAP 11



MAP 17

Boss: Volcanoid



MAP 15



MAP 14

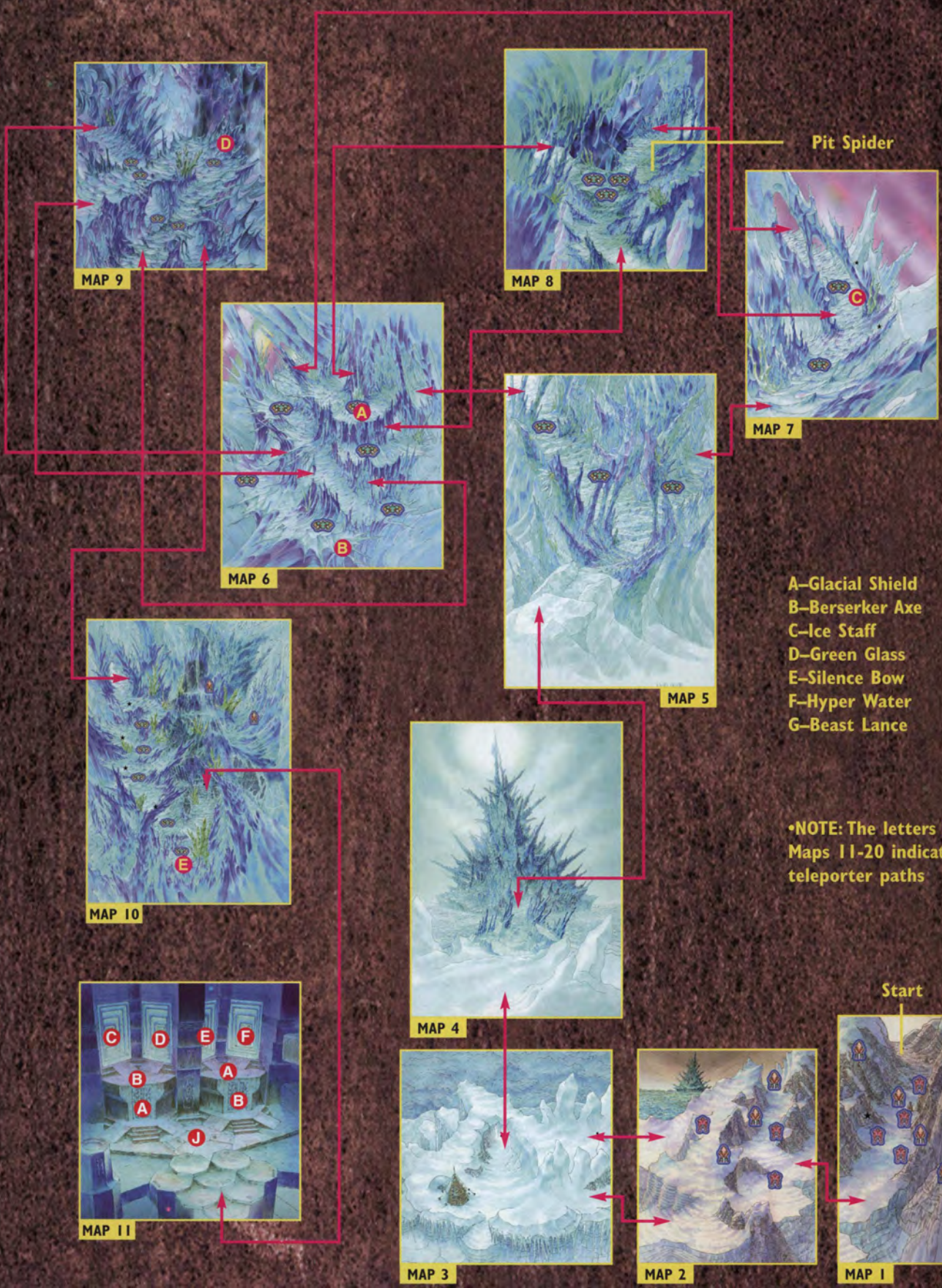


MAP 13

View

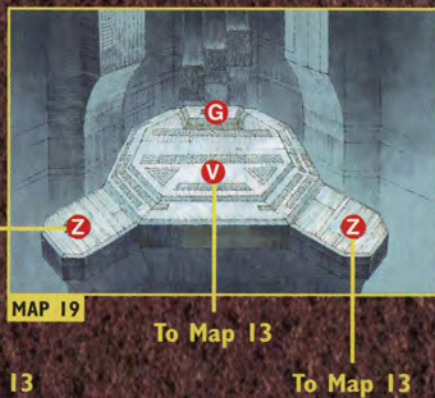
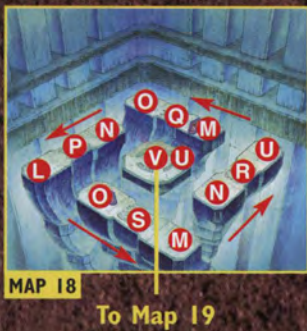
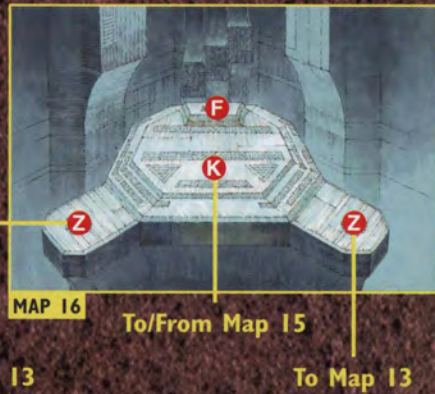
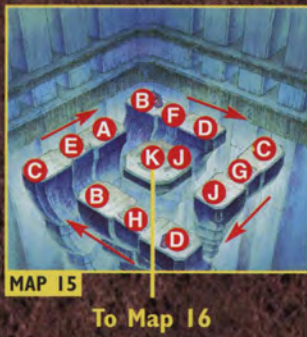
Tycoon Wil (Glacier and Ice Megalith)

Area Maps



Tycoon Wil

(continued)



Anima Faith Fiasco (Ruins of Hahn)



Wil vs. Egg (City of Night and Pirate Ship)



MAP 2



MAP 3



MAP 4



MAP 8



MAP 9



MAP 7



MAP 1

Start



MAP 12



MAP 13

Apprentice



MAP 5



MAP 6



MAP 11

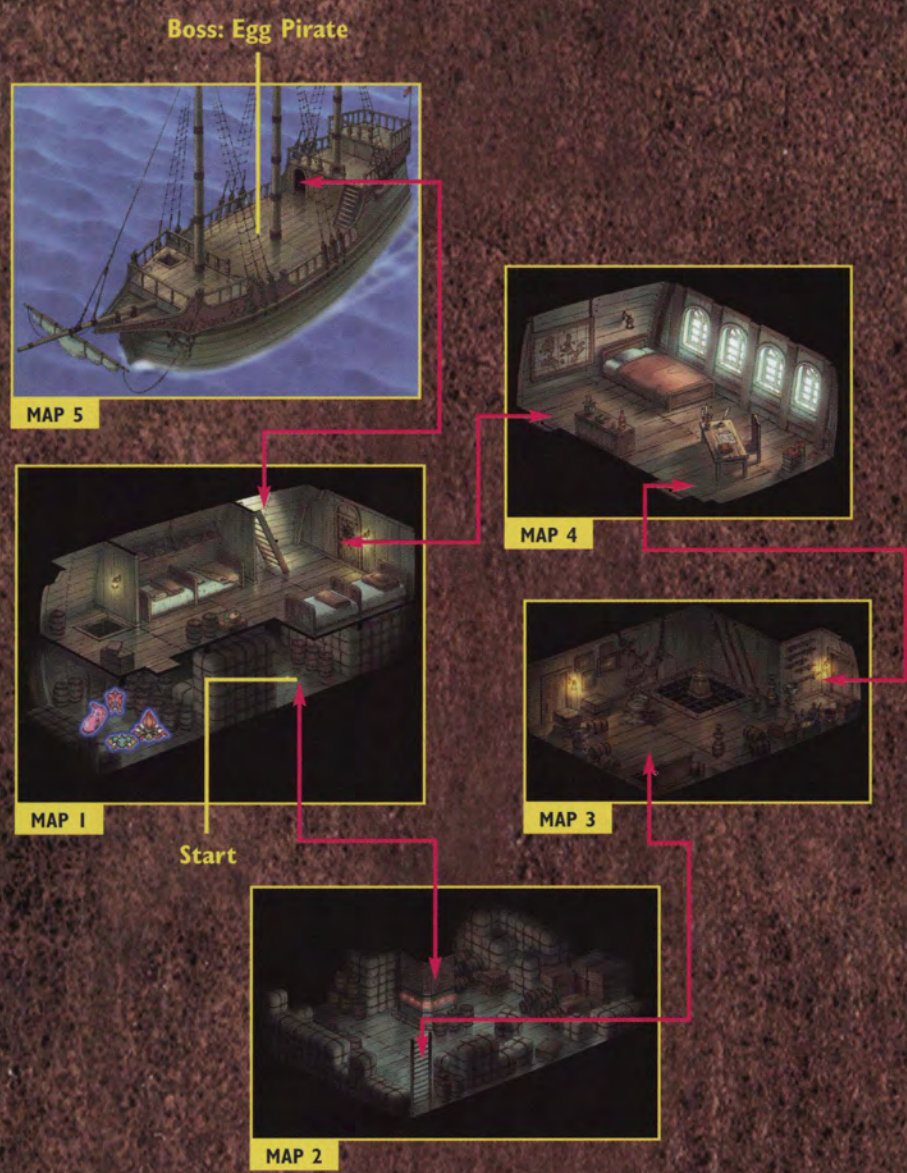
Boss: Wyvern



MAP 10

Wil vs. Egg (continued)

Area Maps

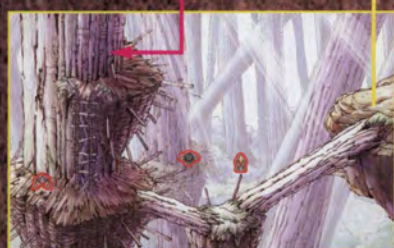


Into the Forest (Deep Forest and Tower in the Forest)



- A—Ark Stone
- B—Stardust
- C—After Wood Guard Boss
- D—Beast Sword
- E—Anthurim

To the Monster Nest (Monster Nest and Svendorf Mines)



MAP 1

Start



MAP 2



MAP 4



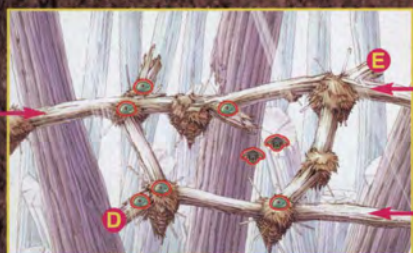
MAP 5



MAP 3



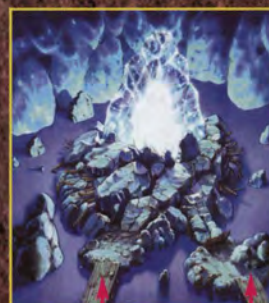
MAP 6



MAP 7

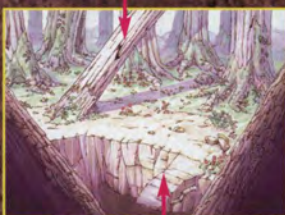


MAP 8

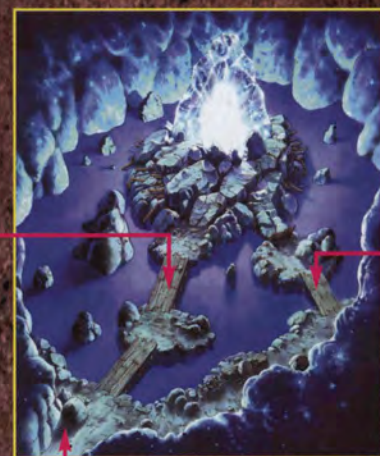


MAP 13

Boss: Gargoyle
(after mines)



MAP 9



MAP 14



MAP 10



MAP 11



MAP 12

- A—Lake Robe
- B—Blue Chip
- C—Coral Ring
- D—Wind Shell
- E—Ranger Bow
- F—Scale Visor
- G—Gem Band

Life Tree Island



To the Fossil Caves

Start



MAP 1



MAP 2



MAP 3



MAP 6



MAP 4



MAP 5



MAP 7



MAP 9



MAP 10



MAP 8*

Boss: Fossil Beast

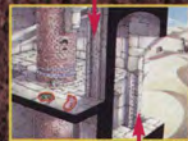
*Map 8 occurs after the Fossil Beast fight

To Cast a Rainbow (Water Tower)

- A-Coral Spear
- B-Coral Ring
- C-Bone Breastplate
- D-Ark Stone
- E-Spring Orb
- F-Rock Heart
- G-Crystal Wings
- H-Blue Water
- I-Gem Band



MAP 19



MAP 18



MAP 17



MAP 16



MAP 15



MAP 12



MAP 13



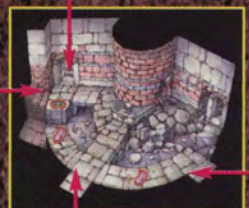
MAP 14



MAP 11



MAP 8



MAP 9

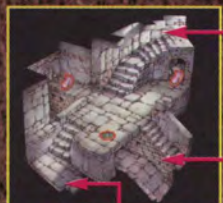


MAP 10

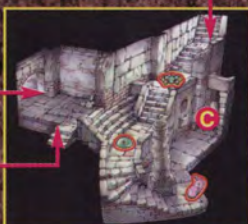


MAP 1

Start



MAP 7



MAP 4



MAP 2



MAP 5



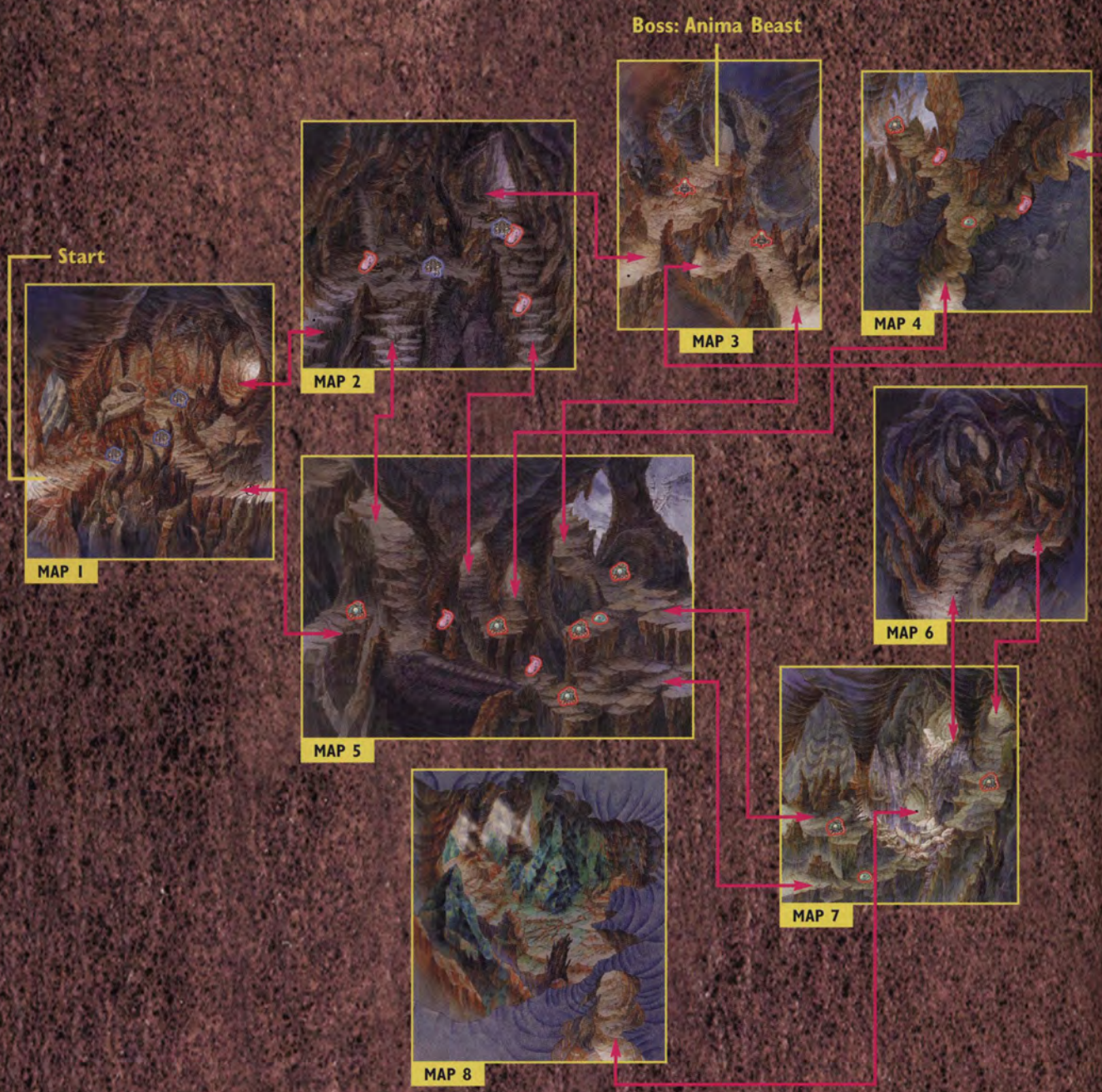
MAP 6



MAP 3

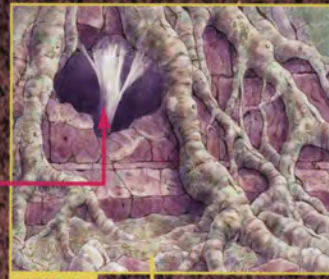
Area Maps

Misty's Plot (Fossil Caves)



Insect Megalith

A-Stardust Ride
B-Silver Gloves
C-Eternity Spear



MAP 1

Start



MAP 2



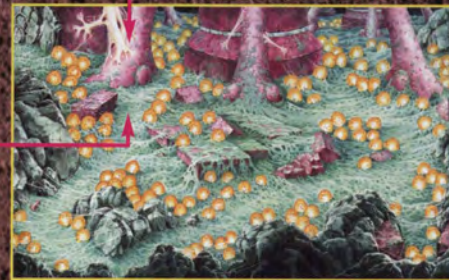
MAP 3



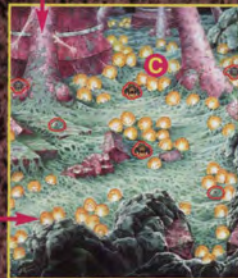
MAP 4



MAP 6



MAP 5



MAP 7

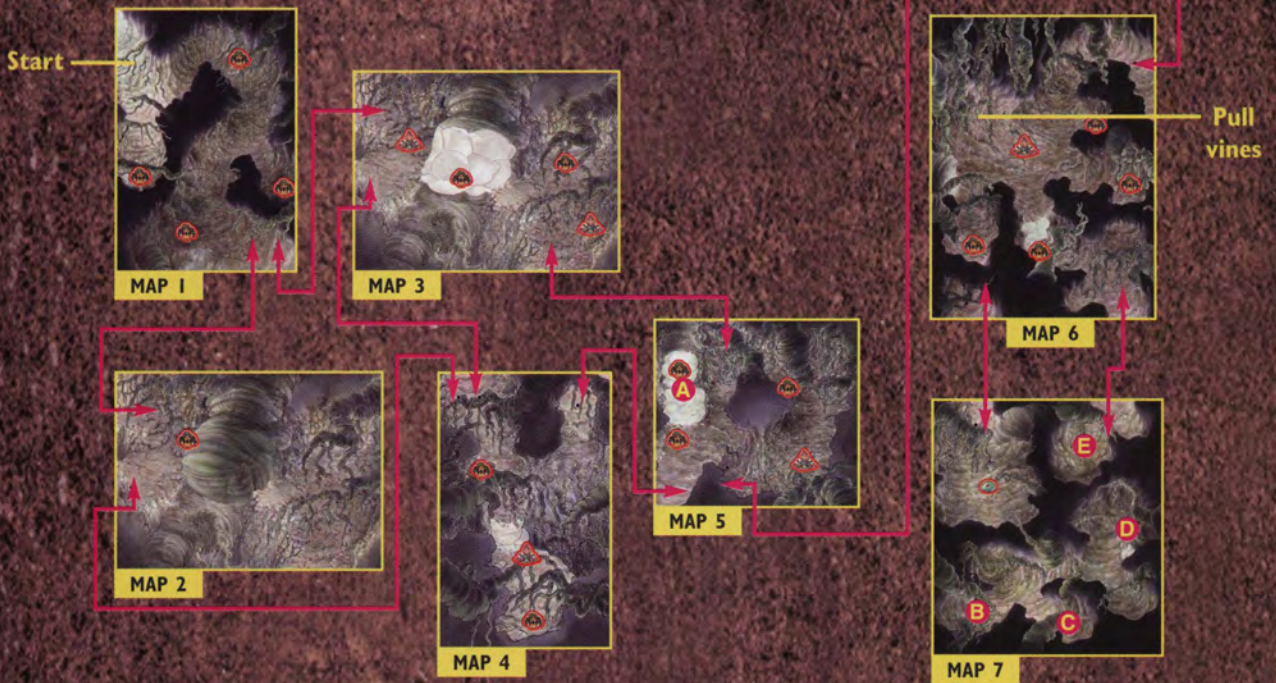


MAP 8

Boss: Misty
("Deadly Battle")
Megalith Wurms
("Insect Megalith")

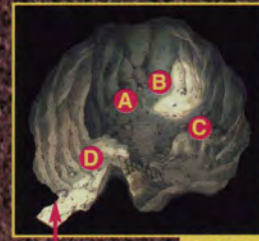
Ginny's Adventure (Giant Worm Cavern)

- A—Sea Beast Horn
- B—Blood Star
- C—Fossil Sword
- D—Silver Chain
- E—Ark Stone



To Gustave's Stronghold (Ancient Battleground)

A—Hydra Suit
B—Heavy Armor
C—Snake Staff
D—Wild Rose



MAP 2



MAP 3



MAP 1

Boss: Dread Trees

Start



MAP 4



MAP 5



MAP 6



MAP 7

Boss: Sargon's Cronies/Sargon, the Fire Lord

The Last Megalith

Boss: Stone Lord

Boss: Tone Lord



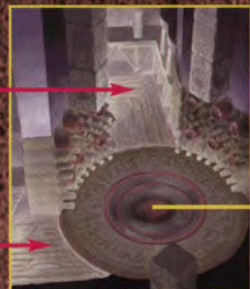
MAP 25



MAP 24



MAP 23



MAP 22



MAP 26



MAP 21



MAP 28



MAP 27

Boss: Tree Lord



MAP 16



MAP 14



MAP 29

Boss: Fire Lord

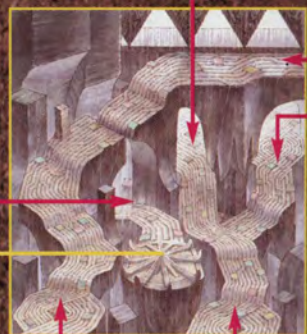


MAP 30



MAP 31

Boss: Egg



MAP 2



MAP 1

Start

The Last Megalith

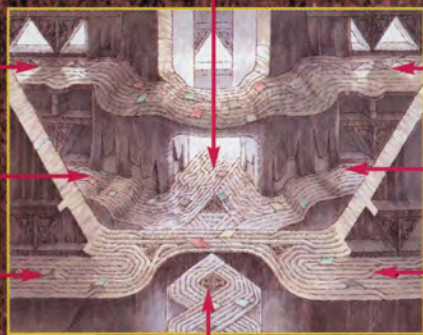
(continued)



MAP 19



MAP 18



MAP 17



Boss: Beast Lord

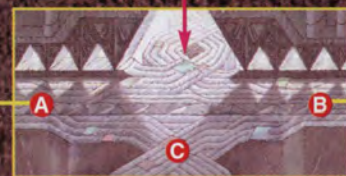
MAP 20



MAP 19



MAP 15



MAP 5



MAP 6



MAP 7



MAP 8



MAP 9



MAP 4



MAP 3



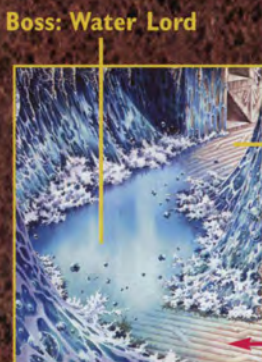
MAP 11



MAP 12



MAP 13



Boss: Water Lord

MAP 10

To Maps 6,7,8

To Map 9

To Map 9

To Map 10

To Map 4

To Map 10

To Map 4

To Map 10

To Map 4

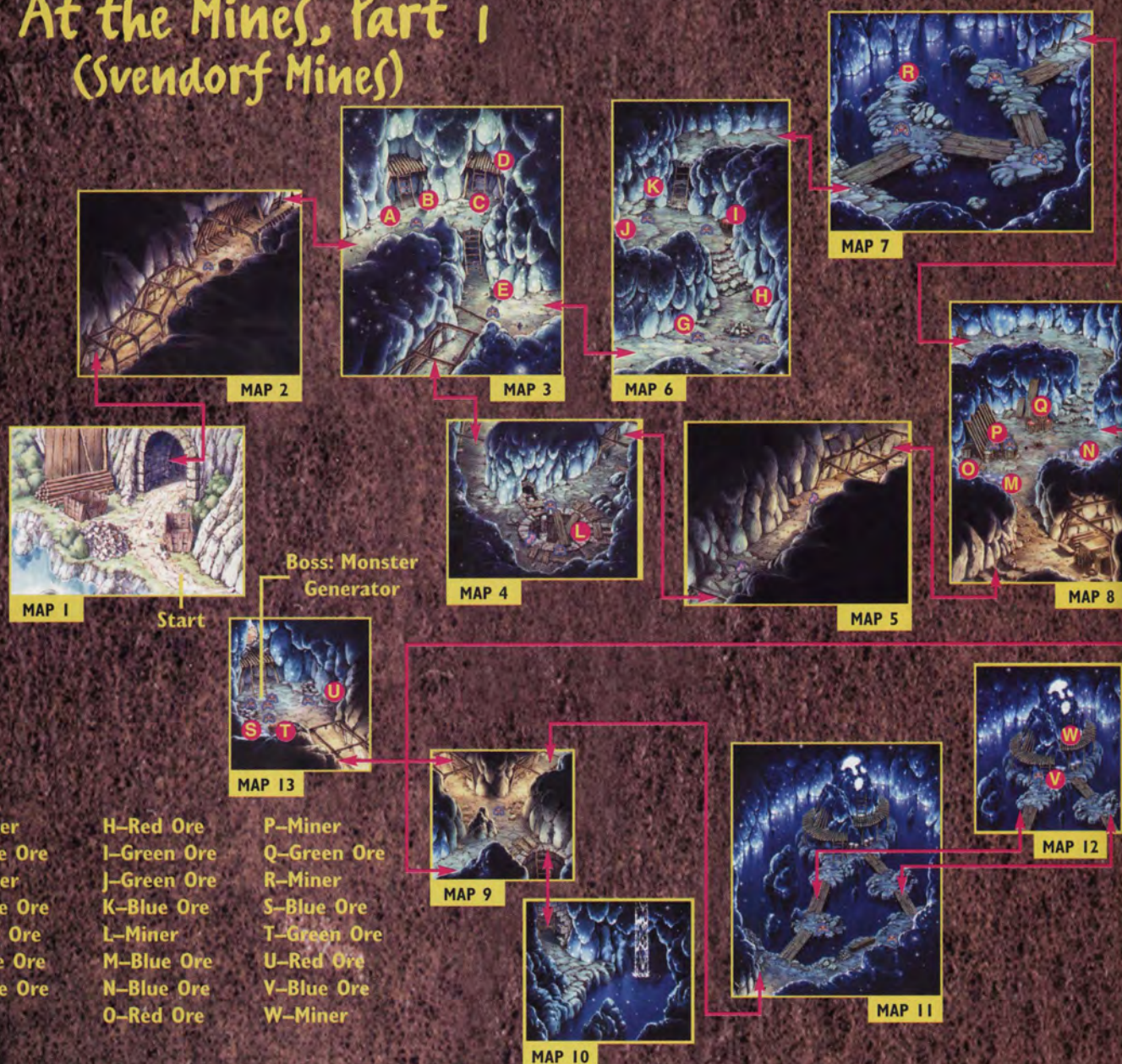
To Map 5

To Map 5

Gustave vs. the Pirates



At the Mines, Part 1 (Svendorf Mines)



At the Mines, Part 2 (Svendorf Mines)

- A-Miner
- B-Hot Stone
- C-Miner
- D-Blue Chip
- E-Miner
- F-Silver Staff
- G-Miner

Area Maps



Johan the Assassin (Rocky Area, Ancient Battleground, Quarry Site, Deep Forest)



MAP 6



MAP 5



MAP 4



MAP 2



MAP 3



MAP 1

Start

Edelritter (Quarry Site)



MAP 4



MAP 1



MAP 3



MAP 2

Laubholz (Ghoul Tower)



Elven Lyre

MAP 9



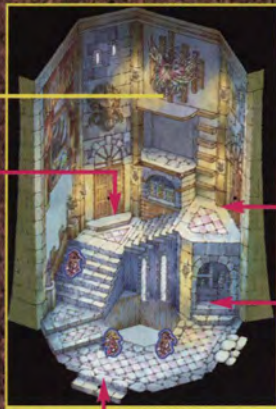
Switch

MAP 8



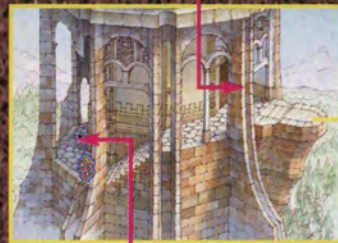
Evil Portrait
Ghosts

MAP 7



Ark Stone

MAP 5



Twin Ghouls

MAP 4



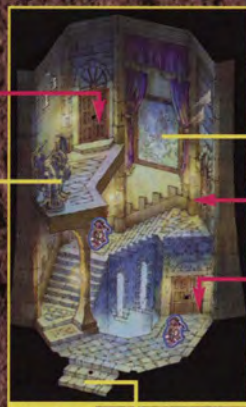
MAP 3

Boss: Demon Grass



Ghosts

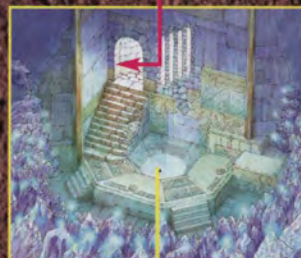
MAP 6



MAP 1

Start

Gargoyle



MAP 2

Boss: Anima Ghouls



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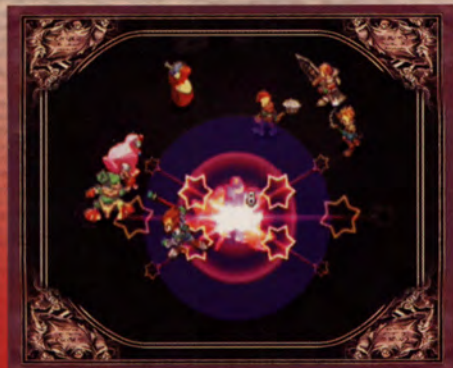
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