

Chrono Cross Matermune SubQuest FAQ

by B.A.D M.a.N

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ULTIMATE *full spoiler* GUIDE by |B.A.D M.a.N|
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|THE AUTHOR SPEAKES|
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OK, enough of trying to imitate Harlequin!! Welcome to my ultimate guide on how to obtain the Mastermune in the 1st CD, and to get it before Serge gets his body back from Lynx. The Mastermune is a very cool weapon, and it also plays a part in the game in the second CD. And besides,

it's

powerful so you'd want it before getting the Spectral Swallow in the final parts of the game.

So, here is my guide to help you get the Mastermune. Enjoy!

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|THE AUTHOR EXPLAINS|

First of all, you should know something from the story.

SPOILER

Dario, the best swords-man of the 4 Devas of Viper Manor, was killed by Karsh, another Deva and Dario's life-long friend. Because Dario was possessed by the Evil Sword, namely the MESAMUNE.

(Mesamune is SquareSoft's favourite weapon. It was the weapon of Sephiroth [the arch-enemy from

Final Fantasy VII], was the sword of good which annihilated the powers of evil in Chrono Trigger,

and also made several appearances in other games). In Chrono Cross, the Mesamune was first discovered by Radius and Garai, the two former Devas, in The Divine Dragon Falls. But Radius

was overcome by the evil of the Mesamune, and killed Garai (the father of Dario and Glenn),

because Garai was a better swordsman than Radius. Radius threw away the Mastermune and buried Garai in The Island of The Damned (along with the Einlanzer, Garai's holy dragon

sword) which was a peaceful island when Radius buried Garrai. But after that, it became the

nesting grounds of monsters. But somehow, in the parallel world, the Mesamune got it self in the

Island of The Damned, right on the spot where Garai was buried in the other world. After leading an expedition to the Island of The Damned in the Other world (where the Mesamune was

present), Dario found the Mesamune. Karsh was also present there, and he watched as Dario became possessed by the Evil Sword. Dario started attacking Karsh, and Karsh could not defend

himself and fell on the ground. But before killing Karsh, Dario regained conscience and told

Karsh to kill him. Karsh refused, but after being taunted by Soul of the Mesamune, Karsh killed

Dario. Lynx makes an appearance, and tells Karsh that he should not tell any one the truth and

takes the Mesamune away (I think to Death Gate). When Serge, in Lynx's body, tries to enter the

Dead Sea through Death Gate, he is confronted the Mesamune. Radius tells Serge, that the only

way to get rid of the Mesamune is the get Einlanzer, the holy dragon sword. After a tough fight

with Garai's soul, Serge gets the Einlanzer and takes it to Death Gate and destroys the Mesamune.

Or does he.....?

SPOILER

Here the necessary PRECAUTIONS:

1. YOU MUST HAVE THE BLACK PLATE, which can be stolen from the black dragon using Fargo's Level

3 Tech Skill "Pillage." It absorbs all black elements and techs.

2. YOU MUST HAVE ATLEAST 35 Growth levels (stars). It doesn't matter if it's 0/35. After getting a new growth level, your characters still gain power (HP and other things) for 3/4 fights. The best place to fully upgrade your characters is The Bend of Time, another unmarked island in the middle of the ocean between The Dead Sea and the main island (it is present in both worlds). You can fight monsters there which you might have missed, upgrade your characters and at the same time, get \$\$\$.

3. Your characters who are going to fight (Lynx/Serge, Riddle, X) should have the best equipment, meaning all the Stone and Denodorite things.

Then go to the home world, and to Forbidden Island, another unmarked island. It's a very small island, west to Viper Manor and south to Hermit's Hideaway, right next to the wave current.

Another way to identify it is the smoke, which is rising from it. Then get Riddel in your party

and get into the Island, enter the hut and talk to the man sitting there. (If you take Karsh and

Viper or just Karsh to meet him, you'll have a small scene.)

THEN GET READY FOR BATTLE!!!!

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DARIO (Innate: Black) (Home Forbidden Island)
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|TECHS: Gash&Slash, SonicSword, ConductaRod |
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You're almost guaranteed to lose if you fight Dario now if you don't take any necessary precautions. First realize a few things about him. He attacks with a set pattern (attack, Gash&Slash, attack, SonicSword, repeat, all the techs are also Glenn's) of moves that can be used to your advantage.

Second, he counterattacks viciously whenever you use any kind of element on him by using the

element of the opposite color. Do not use a white element against him, as he retorts with ()ConductaRod, a skill that is practically guaranteed to kill even Grobyc or Serge/Lynx.

The easiest way to face him is to give Serge/Lynx the Black Plate armor. Whenever Dario uses

a black tech skill, the attack will heal Serge, meaning that every other move Dario makes will

work to Serge/Lynx's benefit, even if the rest of the party dies. This approach takes a while,

but is guaranteed to work. Another thing to keep in mind is the IceBlast element. He uses Numble

3/4 times before using it. This will surely Freeze Serge/Lynx's body. This means, you must have

another member active. A way to ensure that the member stays alive is to wait until all the party

dies. Then after a looooong time, and after giving Dario a beating, Revive another character.

Dario will leave the Revived character and keep on attacking Serge/Lynx. This is tricky, but it works.

A second strategy is to wait until Serge returns to his original body and use the *Saints summon against Dario, which will reduce his hit points by more than half. It's a somewhat risky gamble, but fairly effective. There is one catch: DARIO DOES NOT ALLOW THE FIELD TO TURN WHITE OR ANY OTHER COLOR, SO YOU'LL HAVE TO BE SUPER FAST WITH YOUR ELEMENTS.

If you don't wish to wait for such a long time to tackle Dario, though, you can try to wear him down with elements. Using red and blue elements against him will cause him to counter with effect-inducing elements. Countering also exhausts his stamina, making him incapable of launching his regular attacks. Between Riddel's elemental power and Serge's physical strength, this should keep Dario in a state of perpetual exhaustion and therefore incapable of attacking. However, it's not a fully reliable method, so be cautious.

SPOILER

When you defeat Dario, there will be a conversation between the souls of the Mesamune, Messa and Mune. They'll say that they think they have done something wrong. Then, Doreen, the spirit of the Einlanzer, will come and talk to Messa and Mune. They'll all say that they should work together and help the people. They will choose Serge/Lynx, the person who defeated Messa and Mune, as their new master. Serge/Lynx will receive the Mastermune swallow, an advanced form of the Masamune sword, and Dario will return to Home Viper Manor to help oversee its reconstruction. Then Dario will give Riddel her Level 7 Tech, SnakeFangs.

SPOILER

The Mastermune has lower stats than the Spectra Swallow you can forge later in the game (only -1 Attack Power). But the Mastermune has an extremely high critical-hit rate. Almost every 2nd attack is a critical-hit. This makes it the most powerful weapon in the game, in practice if not statistics. Here are some other reasons you'll want the Mastermune:

1. It helps you get Kid out of her coma with all your party members going into the past.
2. The power of your techs using the Swallow (Dash\$Slash, FlyingArrow) increases amazingly.
3. It's hard to get the Spectra Swallow because of all its components.

So that's why you'd still prefer the Mastermune over the Spectra Swallow :)!

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|THE AUTHOR RE-WRITES|
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NOTHING YET! THIS IS THE FIRST VERSION!

