

33) Ceylon	[OPTIONAL]	Wk33
34) Wing Mt.		Wk34
35) Puppets Peak		Wk35
36) Kannaoj		Wk36
37) Thunder Temple		Wk37
38) Heaven's Door		Wk38
39) Martyrs Stairs		Wk39
40) Purity Hall		Wk40
41) Truths Temple		Wk41

IV. APPENDICES APPN

Shop List	SHPL
Equipment	EQPT
Job List	JBLT
Sidequests	SDQS
Scrolls	SCRL

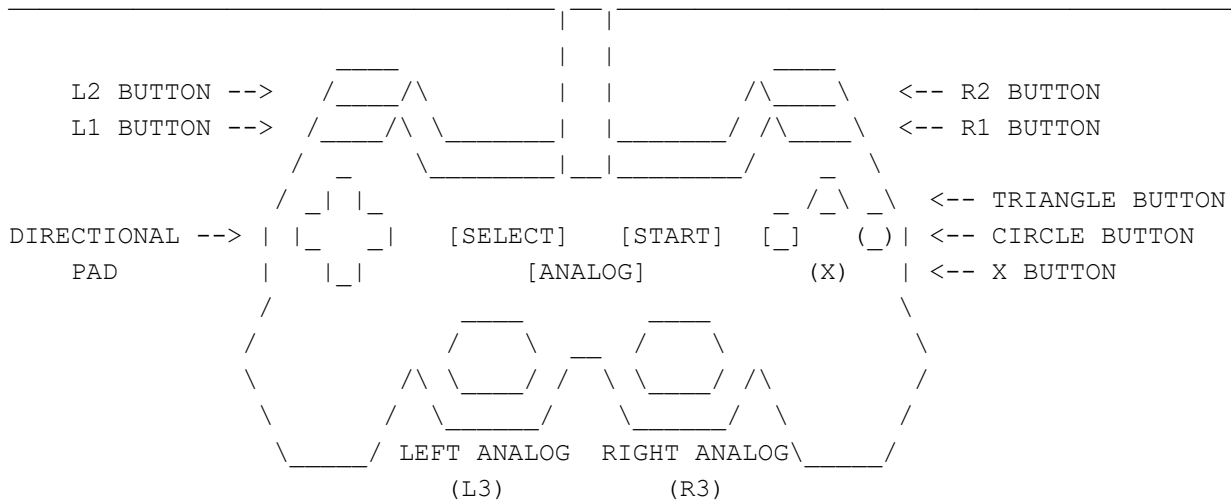
V. FREQUENTLY ASKED QUESTIONS FAQZ

VI. UPDATES & CONTRIBUTIONS UPDT

VII. LEGALITY LGLT

I. CONTROLS

[CNTR]



Only buttons with functions are displayed.

NORMAL CONTROLS	
D-Pad	Move cursor for menus & world map
Start	Open menu
Circle	View town information (on world map)
Triangle	'Cancel' button for menus
X Button	'Confirm' button for menus
L1 Button	Rotate battlefield camera 90 degrees
L2 Button	Tilts battlefield camera up/down
R1 Button	Rotate battlefield camera 90 degrees
R2 Button	Tilts battlefield camera up/down

II. TH' BASICS

[THBS]

SANZO

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
Heal	20	2	4/4	A: 0	Wood	Heals 70+ HP
Mother	40	-	--/--	----	Wood	Restore party HP/turn
Warrior	53	-	--/--	----	Gold	Physical defense raised
Fool	50	-	--/--	----	Fire	Physical offense raised
Luna	45	-	--/--	----	Earth	Regen MP/trn (notSanzo)
Cavalier	47	-	--/--	----	Water	Movement+, Sanzo floats
Emperor	65	-	--/--	----	-----	All powers (not skills)

CharmBlade	--	2	6/8	A: 0	Wood	Damage + Charm (MO: 30)
PulseBlade	--	3	8/Mx	A: 0	Gold	Damage (MO: 45)
FlameWhip	--	3	2/2	L: 1	Fire	Damage (MO: 35)
EarthBow	--	5	8/Mx	B: 0	Earth	Damage (MO: 40)
PoleAxe	--	1	8/10	T: 1	Water	Damage (MO: 35)
DragonWhip	--	3	8/10	L: 3	-----	Damage (MO: 45)

- Sanzo's Guardians have two functions: giving a latent power that affects the entire party and imbuing her Mercy Staff with a no-MP skill. Both of these effects run out after she finishes her 3rd turn since casting. For instance, Fool will imbue her with the "FlameWhip" ability, while Luna will imbue her with the "EarthBow" ability -- the elements match up. The special Emperor summon gives all latent powers but only the DragonWhip ability.

SON GOKU

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
Cloud	10	5	Mx/Mx	Move	-----	Carry ally over tiles
FireDart	19	3	8/Mx	A: 0	Fire	Damage (MO: 35)

Claw	--	1	6/8	L: 3	Fire	Damage (MO: 53; G: 1)
BoulderBash	--	4	Mx/Mx	A: 1	Fire	Damage (MO: 59; G: 2)
Howl	--	0	0/0	A: 2	Fire	Dmg, Numb (MO: 71; G:3)
FireDance	--	2	8/Mx	A: 3	Fire	Damage (MO: 103, G:4)
Inferno	--	3	8/Mx	A: 3	Fire	Damage (MO: 135, G:5)
WereClone	--	0	0/0	A: 5	Fire	Damage (MO: 120, G:6)

CHO HAKKAI

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
Rake	19	1	2/2	L: 3	-----	Damage (MO: 0)
Rockdrop	14	2	Mx/Mx	A: 0	Earth	Damage (MO: 35)

Tusk	--	1	4/6	T: 0	Earth	Damage (MO: 100; G: 1)
GroundWave	--	0	0/0	A: 1	Earth	Damage (MO: 90; G: 2)

JumpQuake	--	0	0/0	A: 2	Earth	Damage (MO: 80; G: 3)
BoarsRush	--	4	2/2	L: 3	Earth	Damage (MO: 96, G: 4)
UltraTusk	--	1	4/6	T: 0	Earth	Damage (MO: 300, G: 5)
EarthQuake	--	0	0/0	A: 3	Earth	Damage (MO: 140, G: 6)

SHU RYORIN

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
Double Pierce	23	2	2/2	L: 1	-----	Damage (MO: 0)
Ironskin	16	0	0/0	A: 0	Gold	DEF Up (MO: -)

DragonBite	--	1	6/8	T: 0	Gold	Damage (MO: 60; G: 1)
Tail Whip	--	2	6/4	L: 3	Gold	Damage (MO: 51; G: 2)
WingBlade	--	3	8/Mx	A: 1	Gold	Damage (MO: 80; G: 3)
Wind Scales	--	0	4/4	Ring	Gold	Damage (MO: 110; G: 4)
Slashdive	--	5	2/2	L: 3	Gold	Damage (MO: 93; G: 5)
ElectricBreath	--	2	8/Mx	A: 3	Gold	Damage (MO: 110, G: 6)

SA GOJO

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
WaterMeld	--	---	--/--	----	-----	HP+, move free in water
WaterBlade	30	3	8/Mx	A: 0	Water	Dmg, OFF Down (MO: 30)

WaterJet	--	5	8/Mx	A: 0	Water	Damage (MO: 65; G: 1)
Mist	--	3	8/Mx	A: 0	Water	OFF Down (MO: 50; G: 2)
DarkBlade	--	Max	Mx/Mx	A: 1	Water	Dmg, PSN (MO: 75; G: 3)
BlindMist	--	0	0/0	A: 4	Water	Dmg/Slnce (MO:80, G: 4)
DarkHole	--	5	8/Mx	A: 3	Water	Damage (MO: 110, G: 5)
Milky Way	--	6	Mx/Mx	A: 4	Water	Damage (MO: 95, G: 6)

LADY KIKKA

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
HeartSeek	14	4	8/Mx	Bow	-----	Damage/Charm (MO: 13)
Heal	20	2	4/4	A: 0	Wood	Heals HP
Cure	08	2	4/4	A: 0	Wood	Heal status (not Stone)

Briar	--	4	6/8	A: 0	Wood	Damage (MO: 87; G:1)
WingFan	--	3	6/Mx	A: 1	Wood	Damage (MO: 64; G:2)
WindCharm	--	0	0/0	A: 2	Wood	Dmg/Charm (MO:59, G:3)
LifeWind	--	0	0/0	A: 3	Wood	Heals 170+ HP (G:4)
BriarPatch	--	3	8/Mx	A: 3	Wood	Dmg/Numb (MO: 80, G: 5)
Heaven's Garden	--	0	0/0	A: 6	Wood	Dmg/Chrm (MO: 37, G: 6)

SO KINREI

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT

Arrowstrike	--	-	--/--	----	-----	See below
Ironskin	16	0	0/0	A: 0	Gold	DEF Up (MO: -)

Missile	--	5	8/Mx	A: 0	Gold	Damage (MO: 87, G: 1)
StarThrow	--	2	2/2	L: 3	Wood	Damage (MO: 75, G: 2)
Hornet	--	3	8/Mx	A: 3	Gold	Damage (MO: 70, G: 4)

- Arrowstrike is a passive skill. If Kinrei is facing an enemy that Ginrei attacks with her bow, before the damage step she will attack it with her sword and the damage will be factored in. This doesn't cost her any turns or anything; however, it only works with physical attacks (not skills), the effect may still be evaded, and the enemy must be ONE PANEL AWAY.

SO GINREI

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
HeartSeek	14	4	8/Mx	Bow	-----	Damage/Charm (MO: 13)
Needles	20	3	8/Mx	A: 0	Gold	Damage (MO: 35)

Missile	--	5	8/Mx	A: 0	Gold	Damage (MO: 87, G: 1)
ArrowBomb	--	5	8/Mx	A: 1	Fire	Damage (MO: 70, G: 2)
Laser	--	Max	2/2	L: 3	Gold	Damage (MO: 70, G: 5)

CHIN GENSHI

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
MagicSink	15	1	4/6	T: 0	-----	Drain MP + Silence

LeafBlade	--	2	8/Mx	A: 0	Wood	Damage (MO: 90, G:1)
Vine	--	3	8/10	A: 1	Earth	Dmg/Numb (MO: 58, G:2)
Autumn Blades	--	0	0/0	A: 3	Wood	Damage (MO: 85, G:5)

- MagicSink will drain a huge amount of MP and inflict Silence if possible. However, the amount it drains doesn't reflect on the enemy's current MP, meaning if someone has 2 MP left, Genshi will still drain 80+. Very nice!

PRINCE REIKAN

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
WaterMeld	--	---	--/--	----	-----	HP+, move free in water
WaterHeal	22	2	4/4	A: 0	Water	Heal HP + Cure Poison
Poison	32	3	8/Mx	A: 0	Water	Dmg + Poison (MO: 44)
IceBlades	36	4	8/Mx	A: 0	Water	Dmg + Numb (MO: 57)

RipFang	--	1	4/6	A: 0	Water	Drain 100+ HP (G: 1)
TailWhip	--	2	4/4	L: 3	Gold	Damage (MO: 85, G: 2)
IceBreath	--	4	8/10	L: 3	Water	Damage (MO: 89, G: 4)

LORD TAURUS

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
Levitate	35	0	0/0	A: 0	-----	Allows user to float
Meteor	41	2	Mx/Mx	A: 0	Earth	Damage (MO: 55)

BullHorn	--	1	4/6	T: 0	Earth	Damage (MO: 120, G: 1)
BullRush	--	4	2/2	L: 3	Earth	Damage (MO: 85, G: 4)
MeltDown	--	5	8/10	L: 3	Fire	Damage (MO: 101, G: 5)

- It's worth noting that, as useful as Levitate is for traversing terrain, the spell can still miss for some reason.

LADY TESSEN

NAME	MP	RNG	U/D	AREA	ELMNT	EFFECT
FireFan	38	3	2/8	A: 2	Fire	Damage (MO: 45)
Blazedart	30	4	8/Mx	A: 0	Fire	Damage (MO: 50)
FireGuard	55	0	4/4	Ring	Fire	Damage (MO: 50)

Poison Needle	--	1	4/6	T: 0	Water	Dmg/Poison (MO:85, G:1)
Ironcut	--	2	4/6	L: 3	Fire	Damage (MO: 90, G: 2)
ToxicCut	--	0	0/0	A: 2	Fire	Dmg/Poison (MO:75, G:4)

WERECHANGE

[WRCH]

All characters except Sanzo will have a Werechange option in battle. Picking the command will turn that unit into a giant beast with specialized attacks that run on "G" (Gauge points) instead of MP. The downside is that only one person may be in werechange at one time, and that the gauge can't be refilled by any method during battle. Also, the werechanged unit cannot be targeted by ally curative spells, although s/he is immune to status effects anyway.

The Weregauge -- found in the upper-left corner of the screen -- displays the amount of "G" left. Each time an attack is used, the gauge decreases a correct amount of notches from right to left. When the game starts, the gauge has few "G" in it; but, by getting Wereform points during battle, the gauge will level up and gain more notches/"G". Leveling up the gauge often coincides with a Guardian obtaining a new ability, which is also the only way they get them.

Here's a list of when allies learn new abilities:

- Lv 04 = Howl [Great Ape]
- Lv 05 = JumpQuake [Raging Boar]
- Lv 07 = DarkBlade [River Lord]
- Lv 08 = WingBlade [Bronze Dragon]
- Lv 10 = BoarsRush [Raging Boar]
- Lv 11 = BlindMist [River Lord]
- Lv 11 = WindCharm [Butterfly Queen]
- Lv 12 = LifeWind [Butterfly Queen]
- Lv 13 = FireDance [Great Ape]
- Lv 14 = Wind Scales [Bronze Dragon]
- Lv 15 = DarkHole [River Lord]

Thus, it pays to know the units' abilities and help improve their weakpoints via accessories that boost growth.

The only anomaly to the strongpoint/weakpoint argument is Chin Genshi, who is very strong in all areas. At Lv39 for instance, without boosting, he has at least 17 in his worse points (Gold) and 28 in his best (Wood/Life). He's great at magic-casting which should make him a prime-time player.

STATISTIC OVERVIEW [STTS]

LV -> Unit's current level
EXP -> Unit's current experience level (out of 100)
HP -> Unit's current hit points
MP -> Unit's current magic points
WAR -> 'Raw' attack stat of character
MGC -> Determines unit's potency with scrolls
SPD -> Determines who acts faster in turn order
LUCK -> Determines how often critical hits occur
OFF -> Used in physical attack damage (formula: WAR + Weapon ATK)
DEF -> The higher it is, the less physical damage incurred

STATUS EFFECTS [STEF]

There are only five status effects in this game, and all of them (except Stone) will "time out" after three turns -- this goes for the enemy also. Stone status can only be cured with a Destone Potion. Some abilities, such as Cure, refresh the player's non-Stone status, while others like WaterHeal, target a specific status (in this case Poison) and remove it.

NAME	EFFECT	REMOVAL
Numb	Unit is paralyzed and can't attack/evade	Cure Potion, 3 Turns
Charm	Unit attacks allies only	Cure Potion, 3 Turns
Stone	Unit petrified and can't attack/evade	Destone Potion
Poison	Unit loses HP at end of each turn	Cure Potion, 3 Turns
Silence	Unit cannot use MP-consuming abilities	Cure Potion, 3 Turns

FORGE [FRGE]

Some towns will have a 'Smith' which will increase a Guardian's weapon for a fee. This is the only way to increase Guardians' weapons' attack power; but, each town often can only bring them up one level at a time. Sanzo's Mercy Staff is the only weapon which upgrades in another fashion, and that's by collecting Guardians. Also of note, a Guardian can achieve 'Max' level on his/her weapon by using Star Ore during Chapter 3; however, only one unit's able to do this so the player must choose wisely. Here's a table of costs -- see the weapon section for more information on upgrades.

NAME	Lv. 2	Lv. 3	Lv. 4	Lv. 5
Nyoibo	750	1700	3000	4500
IronRake	600	1600	2800	3900
Golden Sword	700	1600	2800	4000
Moonpole	700	1550	2900	4200
HeartSeeker	----	----	3100	4300
Starbless	----	----	2900	4200
Miststave	----	----	2900	4200
Waterstick	----	----	2900	4200
Leveler	----	----	2900	4200
Tigerblade	----	----	2900	4200

WALKTHROUGH NOTATION [WLKN]

This notation will be used for viewing ASCII battle maps:

Tr = Tree
 Br = Bridge
 Ch = Chest (Treasure)
 Rk = Rock
 Cr = Crest
 Pt = Pot
 Wt = Water
 Rl = Railing
 Fr = Furniture
 Pd = (Pressure) Pad
 Cn = Cannon
 El = Elevator
 Db = Debris
 St = Stone

Blank spaces represent holes or places where one can normally not tread. Some gaps can be bridged by floating/flying characters, but other times nothing's able to move to that space (such as a pillar connected to a ceiling).

/ III. WALKTHROUGH [WLKT] | _

01) Monkey Rock [WK01]

CHAPTER 0: Prologue

CHAPTER 1: Journey's Companions

After starting the game, the player can choose a character. Unlike similar games that gives this choice between allies (like Threads of Fate), there's no significant change. The boy's name will be Genjo and adopts the name Sanzo for the upcoming journey; the girl will do the same. So, in essence, pick one y'like and start the thing up! Short synopsis: the Goddess Kannon appears to Genjo in a dream and asks him/her to visit the Thunder Temple in India, using a special staff as a way to meet Guardians along the way. After some scenes, the first battle in the game starts.

00 01 02 03 04 05 06 07 08 09 10 11

| ENEMY

```

A | --- --- --- --- --- --- --- --- --- | _____
B | -- Tr --- --- --- --- --- --- --- --- | • Lv1 Centipede [2] - 255 HP
C | --- --- --- --- --- --- --- --- --- | • Lv1 Wolfman [2] - 145 HP
D | --- --- --- --- --- --- --- --- --- | • Lv1 Imp [1] - 88 HP
E | --- --- --- --- Br --- --- Cr --- --- |
F | --- --- --- --- Br --- --- --- --- --- | ITEMS
G | --- --- --- --- --- --- Ch --- --- --- | _____
H | --- --- --- --- --- --- --- --- --- | (G-07) - Cure Potion
I | --- --- --- --- --- --- Tr --- --- --- |
J | --- --- Tr --- --- Tr --- --- --- --- | The trees can't be broken on this
K | --- --- Tr --- --- --- --- --- --- --- | level, so don't pay 'em any mind.
| _____

```

Since this battle is a tutorial of sorts, the voice from the rock will guide Sanzo on how to give the enemies the temporary slip. Move toward the log bridge and cross it, standing on the G-05 tile of the map. Pick "Use" from the menu and select the bridge to make it fall -- now the foes have to go around.

Get the item and kill the imp near the rock. At this point, Sanzo can grab the crest...OR, take advantage of the high ground and kill the wolfmen for easy experience. The heal spell is learned from the start, so take advantage of it. Remember that the higher the player is, the more damage is done; inversely, the lower the enemy is, the less damage they do. Just make sure to stand on the edge of the rock so none of the opposition get on level ground. The Centipedes' DEF will be too high for them to be killed, probably, so end the session after murdering the weaker wolfmen.

Afterwards, Son Goku joins the team!

02) Mt. Darkwind

[WK02]

```

      00 01 02 03 04 05 06 07
A | _____ | ENEMY
B | --- --- --- Rk --- --- --- | • Lv2 Thief [4] - 112 HP
C | --- --- --- --- --- Tr --- | • Lv2 Bandit [2] - 102 HP
D | --- --- --- Rk Rk --- --- --- |
E | --- --- --- --- --- --- --- --- | ITEMS
F | Rk --- --- --- Tr Rk --- --- --- | _____
G | --- --- --- --- --- --- --- --- | (F-00) - Cure Potion
H | --- --- --- --- --- --- --- --- | (B-04) - Turban
I | --- --- --- Rk --- --- --- --- |
J | --- --- --- --- --- --- --- --- |
K | --- --- --- --- --- Tr --- --- | This is the first battle where Son Goku can let
L | --- --- --- --- --- --- --- --- | loose and damage enemies with his Werechange, as
| _____ | well as destroy surrounding scenery. There is a

```

hidden Turban on a hilltop rock, while a Cure Potion can be found in the rock nearest Sanzo's starting position. Goku will have little problem dealing with the enemies, but as RPGs go, the enemy likes to target the weakest link first...and that's Sanzo. S/he can take over 80 damage a turn if the enemy gangs up on her -- remember Bandits have ranged attacks. Thieves have great movement rage, so wait for them to draw near and try to damage as many as possible with Werechange. If the enemies are putting

the team in a bind (Sanzo should be healing every turn every turn), use the battlefield boundary as a way to prevent the ruffians from getting closer. Note that to get both hidden items, Goku must use 'Werechange' while in his Great Ape state to conserve what's left of the gauge for the 2nd item.

Equip the Turban on Son Goku if it was obtained and head to the first town on the long trek.

03) Ko Lodge

[WK03]

After observing a scene where a journeyman chef named Cho Hakkai is fired from his job, Sanzo can't help but find him and see what's going on. But, a town pitstop can never be as simple as that...

	00	01	02	03	04	05	06	07	08	09	10	
A	-----											ENEMY
B												• Lv3 Imp [4] - 102 HP
C												• Lv3 Wolfman [2] - 160 HP
D												
E												ITEMS
F												
G	Wt	Wt	Wt	Wt	Wt	Br	Wt	Wt	Wt	Wt	Wt	(H-07) - Magic Potion
H												(H-10) - Leather Jerkin
I												
J												
K												Hakkai will join in for this battle but
												cannot be controlled ('Guest' state).

He has a lot of HP at this point; Sanzo shouldn't need to babysit him by healing...but don't get too far away that he might need it! Use Werechange to destroy the water jug at H-07 and get the Magic Potion, and have Sanzo work around the house's side to get the Leather Jerkin chest by the creek. Alternatively, destroy the water jug and enemies nearby, then block the bridge with Goku so Sanzo can steal the jerkin without annoyances. Cho Hakkai tends to alternate with Rockdrop and physical attacks, and should prove useful in either decision.

The new, piggish friend will join the party afterwards. Unlike battlefields previously visited, towns currently accessible can be entered from the world map. The shops here will provide equipment on par with what's available, as well as selling 'special' items (at Store). I suggest getting a 2nd Leather Jerkin for the male character who doesn't have one, and the Ironskin scroll (Raise DEF in-battle) for Hakkai, the only one who can equip/use it at the moment.

There is also a dojo to be fought. There are two levels always available: Beginner and Advanced. However, the dojo master can be fought if the party is of proper level (usually on par with enemies in the Advanced course). Beat the dojo master and receive a license which is used in a sidequest later on. Note that while EXP is gained during the fights, cash isn't; also, Werechange options can't be used either! Bring several Healing/Magic Potions with, rely on multi-enemy attacks, and use the battlefield boundary to prevent attacks

at all sides. [NOTE: The team may not be powerful enough to fend off 9 foes so this can be done later as well.]

04) Hawk Isle

[WK04]

	00	01	02	03	04	05	06	07	08	09	10	11	12	
A		--	--	Wt	Wt	Wt	Wt	Wt	Wt	--	--	--	Tr	ENEMY
B		--	--	--	Wt	Wt	--	--	Wt	Wt	Wt	--	Rk	-- • Lv? B. Dragon [1] - 380 HP
C		--	--	--	Wt	Wt	--	--	--	Wt	Wt	Wt	Wt	
D		Wt	Wt	Wt	Wt	--	--	--	--	--	Wt	Wt	Wt	ITEMS
E		Wt	Wt	Wt	Wt	--	--	--	--	--	Wt	Wt	Wt	
F		Wt	Wt	Wt	Wt	--	--	--	--	--	Wt	Wt	Wt	(A-12) - Leather Helmet
G		Wt	Wt	Wt	Wt	Wt	--	--	--	Wt	Wt	Wt	--	--
H		--	--	--	Rk	Wt	Wt	Wt	Wt	Wt	--	--	Tr	--
I		--	--	--	--	--	--	--	--	--	--	--	--	-- This battle can end up being an easy one, even with the dragon's semi-powerful attacks. Most of

them will do 40-50, to a single target (DragonBite) or a couple (Tail Whip). If the Leather Helmet chest is wanted, move Son Goku near the shore and use the 'Cloud' skill to immediately bridge the gap to the small island. Spend a few turns using Werechange then collect it and have him join the fray. As for the other two, stay on the high ground when attacking. Ryorin will retreat to the island after attacking, but don't follow her -- it just makes one a bit more vulnerable on her next strike. Heal as normal and use Ironskin if able, which should help some.

After battle, Shu Ryorin will join the party.

05) Grace Spring

[WK05]

Visit Chin Lodge, the next spot on the world map, for some scenes that allow the player to visit Grace Spring in the south. That's where some fightin' starts.

	00	01	02	03	04	05	06	07	08	09	10	
A		--	--	--	--	--	Wt	Wt	Wt	--	--	ENEMY
B		--	--	--	--	--	--	Wt	Wt	Wt	--	• Lv5 Imp [2] - 116 HP
C		--	--	--	--	--	--	--	Wt	Wt	Wt	• Lv5 Wolfman [2] - 175 HP
D		--	--	--	--	--	--	--	Wt	Wt	Wt	• Lv5 Lizardman [2] - 150 HP
E		--	--	--	--	--	--	--	--	--	Wt	
F		--	--	Tr	--	--	--	--	--	--	--	ITEMS
G		--	Rk	--	--	--	--	--	--	--	--	
H		--	--	--	--	--	--	--	--	--	--	(K-08) - Monk's Cap
I		--	--	--	--	Rk	--	--	--	--	--	(I-04) - Heal Scroll
J		--	--	--	--	--	--	--	--	--	--	(F-03) - Healing Potion
K		--	--	--	--	--	--	--	Tr	--	--	
L		--	--	--	--	--	--	--	--	--	--	
M		--	Tr	--	--	--	--	--	--	--	--	For this battle, Sa Gojo will be near

N | --- | the water and acts as a Guest. Battle
 | _____ | ends if he's slain, so there's no time
 to waste -- most enemies are nearest
 him, anyway. Lizardmen are the new enemy and aren't too special, acting in the
 same capacity as an archer. If Gojo gets in trouble, Ryorin's Werechange form
 (Black Dragon) can go over the large rocks on either side of the spring, and
 is ideal or helping him quickly. Other than that, the items around here aren't
 that special besides the Monk's Cap which is currently unbuyable (but soon
 won't be). Battle ends when the guest reaches the end of the road near where
 the allies started. Defeating all enemies isn't really possible as new ones
 appear near the pond after several turns. Both Hakkai and Ryorin are able to
 use Ironskin spells by (apx.) Lv5, so that should help somewhat, particularly
 for the latter.

Surprisingly, Sa Gojo doesn't join immediately afterwards like the others!

06) Chin Lodge

[WK06]

Back in Chin Lodge, the town elder gives a Healing Potion & Cure Potion as
 thanks for helping alleviate the mysterious sleep spell. After some more
 scenes, the Guardian Mother

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	
	_____														ENEMY
A	---														
B	---														• Lv6 Flyman [2] - 133 HP
C	---														• Lv6 Wolfman [3] - 182 HP
D	--- Pt ---														• Lv7 Old Man Nyoï - 270 HP
E	--- --- --- Pt ---														
F	---														ITEMS
G	---														
H	---														None!
I	---														
J	---														
K	---														This battlefield is larger
L	--- --- --- Pt ---														than previous ones, but there
M	--- Pt ---														are no items to find so keep
	_____														exploration to a minimum!

Sanzo will mention that s/he can use the "Summon" command now. Doing so will
 let Mother help her out for three turns, in which all allies recover HP and
 Sanzo's will gain the 0-MP "CharmBlade" physical attack. Pulling back to
 prevent the enemy from clobbering everyone is wise, and once Ironskin and
 such things are cast, going after Nyoï is recommended (EXP can always be
 obtained in Trianing, remember). Flymen can use the "Bramble" and "Cure"
 skills, while Nyoï has a long-range attack called "LifeSteal". With so many
 enemies able to pick away at Sanzo from the start, staying back is actually
 a good idea. Since the Flymen will heal Nyoï if his HP gets too low, it's
 best to take them out immediately if in range. LifeSteal costs 32 MP, so the
 boss can only cast it thrice.

Nyoï flees after being routed, but Sa Gojo will join up! Save when possible

and the new route west will open up. It's worth noting that, with the new 5-person party, getting the dojo license from Ko Lodge is a lot easier (not to mention the Mother summon is great!).

The Mire River is the next destination.

07) Mire River

[WK07]

```

    00 01 02 03 04 05 06 07
  |-----| ENEMY
A | --- --- --- --- --- --- --- |
B | --- --- --- --- --- --- --- | • Lv7 Imp [3] - 130 HP
C | --- --- --- --- --- --- --- | • Lv7 Flyman [2] - 140 HP
D | --- --- --- --- --- --- Wt | • Lv7 Centipede - 303 HP
E | Wt --- --- Wt Wt Wt Wt Wt | • Lv8 Rhinon - 320 HP
F | Wt Wt Wt Wt Wt Wt Wt Wt |
G | Wt Wt Wt Wt Wt -- -- Wt | ITEMS
H | Wt Wt Wt Wt Wt -- -- Wt |
I | Wt Wt Wt Wt Wt Wt Wt Wt | None!
J | Wt Wt Wt Wt Wt Wt Wt Wt |
K | Wt Wt Wt Wt Wt Wt Wt Wt |
L | Wt -- -- Wt Wt Wt Wt Wt | This battle would be like any other, really, but
M | Wt Wt Wt Wt Wt Wt Wt Wt | Sanzo will start on the shore nearest the enemy
N | Wt Wt Wt Wt Wt Wt -- -- | ranks (given the scene prefacing it). All other
O | Wt Wt Wt Wt Wt Wt Wt Wt | allies are near the rocks in the other end. As
P | Wt Wt Wt Wt Wt Wt Wt Wt | one knows, if Sanzo dies the game ends, so there
Q | -- -- -- -- -- -- -- -- | isn't any time to waste -- bring the monk toward
R | -- -- -- -- -- -- -- -- | the water and everyone else forward. Son Goku's
S | -- -- -- -- -- -- -- -- | Cloud spell is especially useful in closing the
T | -- -- -- -- -- -- -- -- | gap, just as Ryorin's draconic Werechange. Also
  |-----| worth noting is that Gojo will regain HP so long
                        as he's in the water, and also gets uninhibited
movement unlike others -- all thanks to the WaterMeld skill!

```

Now the two enemies of particular attention are the Centipede and Rhinon. The former appeared early but didn't have to be defeated. It's got high defense but is a little easier to defeat once it's forced into the water. Rhinon, the boss here, will use "IronRing" to reduce all allies' stats for a bit, making it slightly harder to get by. Counteract this somewhat by making everyone except Gojo stand on a rock, where most trudging enemies will have their attacks reduced. Rhinon can only cast it once, but his physical attack has a 3-panel range that can be rather damaging if left alone. Gojo's WaterBlade attack can reduce the target's offensive abilities, which is perfect for taming Rhinon...for 3 turns at least. By using the Mother summon and Ironskin on a few characters, soldier on until IronRing wears off and things'll be a lot easier. [Werechanging removes IronRing's effects apparently.] Battle ends when Rhinon is defeated.

Naturally, the goofy boss escapes to live another day. Save once back on the world map and re-enter the river area to find a town. Check out the shop and give some Chain Mail to Ryorin and outfit the rest of the party accordingly. In addition, a few new options are available in town: Smith & Post.

'Smith' allows Sanzo's companions (ONLY) to upgrade their weapons' attack

abilities. Spending lots of cash here is easy by taking the Post jobs, but at the very least, upgrade Shu Ryorin's as her attacks are rather paltry and undermine her physical non-Werechange skills. Sanzo's staff powers up via finding Guardians (used in conjunction with Summon command, that is) and is not applicable for the service. Only one weapon level-up per person here!

'Post' allows the team to gain some cash by doing odd jobs and deliveries. Once they go to the town/etc. and complete the job, return to the lodge where the task was given out and 'Report' for pay! Pretty simple, although some jobs run the risk of bandit attacks. Here are the current jobs:

PLACE	ORDERS	CASH	ENEMIES?
Ko Lodge	Deliver Pearls	1860	Thief [5], Bandit [3]
Hawk Isle	River Dammers	750	Thief [3], Bandit [3]
Ko Lodge	Deliver Medicine	644	None
Ko Lodge	Deliver Wine	495	None
Hawk Isle	Night Noises	750	Imp [2], Lizardman [2], Flyman [2]
Ko Lodge	Deliver Gold	1853	Thief [5], Bandit [3]
Ko Lodge	Deliver Turf	940	Thief [5], Bandit [3]
Mt. Darkwind	Deliver Cotton	1764	None
Ko Lodge	Deliver Letter	294	None
Ko Lodge	Deliver Balls	936	Thief [5], Bandit [3]
Mt. Darkwind	Toll Thieves	750	Bandit [7]
Grace Spring	Hot Springs	Item	Imp [2], Lizardman [2], Flyman [2]
Ko Lodge	Deliver Mahogany	1530	Thief [5], Bandit [3]
Monkey Rock	Gather Dyes	600	Wolfman [3], Birdman [3]
Ko Lodge	Wild Dogs	600	Wolfman [6]

For more information on the jobs, see the appropriate section. Moon Hill is the next place to hit up, so let's go!

08) Cherry Plains

[WK08]

Visit Moon Hill and another dream will come to Sanzo, directing him/her to the north. There's only one place there, so...

	00	01	02	03	04	05	06	07	08	09	10	11	ENEMY
A		---	---	---	---	---	---	---	---	---	---	---	
B		---	---	---	---	---	---	---	---	---	---	---	
C		---	---	---	---	---	---	---	---	---	---	---	
D		---	---	---	---	---	---	---	---	---	---	---	
E		---	---	---	---	---	---	---	---	---	---	---	
F		---	---	---	---	---	---	---	---	---	---	---	
G		---	---	---	---	---	---	---	---	---	---	---	
H		---	---	---	---	---	---	---	---	---	---	---	
I		---	---	---	---	---	---	---	---	---	---	---	
J		---	---	---	---	---	---	---	---	---	---	---	
K		---	---	---	---	---	---	---	---	---	---	---	
L		---	---	---	---	---	---	---	---	---	---	---	
		To save the dryads' tree, the team interferes with Poison Ivy, who is the apparent landowner. The field's almost purely flat with no breakable things, which means there's no ground to get the advantage on. Kickstart the battle with a Mother summon and Werechange into River Lord to spam Mist/DarkBlade. Birdmen should be new units as far as											

mandatory battles go, but they're just flying sword-users -- nothing special. Madame P. Ivy is an archer type, and thus isn't that powerful at level ground. She also knows RockShield which is just basically "Ironskin" that can be cast on a nearby ally. Overall, pretty easy given the geography of the place.

Afterwards, there's another battle!

	00	01	02	03	04	05	06	07	08	
										ENEMY
A										
B			--		--	--	--			• Lv1 Imp - 88 HP
C		--	Ch		--	--	--			• Lv9 Wolfman [2] - 205 HP
D		--			--	--	--			• Lv9 Flyman [2] - 154 HP
E	--	--				--				• Lv9 Lizardman [3] - 180 HP
F	--	--				--	--	--		• Lv? Mahoraga [1] - ??? HP
G	--	--	--					--		
H	--	--	--	--	--	--		--		ITEMS
I	--	--	--	--	--			--	--	
J	--	--	--		--	--	--	--	--	(C-02) - Emperor Helmet
K	--	--	--		--	--				

The large square platforms will sink when a person stands on them, and even further depending on the number of people. Son Goku's Cloud ability will rock the house here, and he should be the one to get the Emperor Helmet since whoever tries to can't get back up the way s/he came. Summon Mother like normal of course, and just take Goku up to the platform Mahoraga's on for a Werechange. Howl is a great technique to use up there as it inflicts Numb quite easily. Mahoraga can use WaterHeal as well, so don't waste any time! The boss takes diminished damage from Werechange forms, but physical damage is A-OK -- his HP may be hidden, but it's around 250, I'd imagine.

Finally, after the long twofer, some scenes with Lady Kikka will play...and she joins the party! Sanzo will also get a new summon "Warrior" at this time. Don't forget to upgrade Kikka's weapon at the Mire River smithy, or fight for the dojo license now that the sixth ally can join the fray.

Yuimen marks China's border, so make sure to complete any unfinished business in Tang (like dojo licenses) before leaving.

09) YUIMEN

[WK09]

CHAPTER 2: Western Overlord

The shop here has some better upgrades, so buy them and don't forget the good 'Group Heal' scroll in the Special section. The chemist's place sells Destone and Healing+ Potions as well, so grab a few (the former in particular). When buying something in the store, Cho Hakkai will comment about a delicious smell from next door and will sample some eggrolls -- this is useful as part of a sidequest he has, so don't forget to do buy something! Lastly, the Smith here will raise weapons to Lv2...so basically the same as in Mire River. A dojo can be fought here as well.

On the world map, the path splits in two with the next mandatory point being

Mt. Cloud. The routes are:

PATH A: Turfan -> Firetop -> Infidel City

PATH B: Mist Mt. -> Biku ->Helmet Peak

10) Turfan

[PATH A] [WK10]

A story of how the Lucky Temple has become a monster nest due to a spirit almost scares Ryorin off, but the party forces her to come with as they do an investigation... Only four allies can be brought into this next battle.

	00	01	02	03	04	05	06	07	08	
A	-----									ENEMY
B	--	--		--	--	--		--	--	• Lv10 Bug [5] - 261 HP
C	--	--	--	--	--	--	--	--	Bl	
D	--		--	--	Bl	Rk	--	--	--	ITEMS
E	--	--		--	--	--	--	--	--	
F	--	--	--	--	--		--			(J-03) - Steel Cap
G	--	Bl	--	--	--	--	--			(M-06) - Luck Stone
H	--	--	--	--	--	--	--			
I	--	--	--	--		--	--	--	--	
J	--	--	--	Rk	--	--	--	--	--	The goal for winning is to clean up the blood
K	--	--		Bl	--	--	--	--	--	smears, which is done, like usual, by picking
L	--	--	--	--	--	--		--	--	'Use' while standing adjacent to the squares.
M	--	--	--	--	--	--	Rk	Bl	--	Sanzo reminds the player of this fact, also.

There are five splotches overall, in various corners of the room. Everyone has the 'Use' option in this case, but only Sanzo can clean them up (the others refuse in semi-funny ways). Assuming the player is similarly levelled and has upgraded equipment from Yuigen, the Bugs will be pretty crappy in comparison. Most physical fighters (not Kikka/Sanzo) with a Lv2 weapon should be able to exploit the slimy worms' mediocre DEF. Item-wise, the Luck Stone is the only thing worth getting. If the enemies die before the bloodspots are cleaned up, five more will appear on the following turn...so it's best to leave one alive and go about the janitorial duties. ;p Battle immediately ceases when the place is cleaned up properly.

The spirit departs to the afterlife and leaves behind a Spring Comb accessory [Immune: Charm] that females can equip. A villager says that a meteor fell near Firetop nearby, which piques the party's interest. Turfan has a chemist and Dojo as well.

11) Firetop

[PATH A] [WK11]

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	
A	-----															ENEMY
B						--	--	--	--	--	--	--	--	--	--	• L12 Birdman [2] - 217 HP
C						--	--	--	--	--	Rk	--	--	--	--	• L12 Wolfman [2] - 227 HP
D						--	--	--	--	--	--	--	--	--	--	• L12 Lizardman [2] - 202 HP


```
L | --- |
M | --- |
N | --- | The battle starts with Son Goku in
O | --- Tr --- | a 'Stone' state, and as the player
| | knows, this is uncurable by anything
| | other than a Destone Potion. It was
recommended some were bought earlier, but if that advice wasn't heeded, one's
found in the A-00 chest in the map's corner. The Ring of Speed is the only
item to seek out for a prepared player, however.
```

The fighters/spearmen who surround the lower players can be taken out with ease once a Werechange with a good ability is set in motion -- I prefer the River Lord's Mist ability since it can also lower foes' offense. King Kobi's Stonebell attack that may petrify a character can only be used twice, luckily, and misses about half the time. Battle ends when Kobi's struck down.

The Infidel City only has a chemist & dojo. Make sure to visit the chemist, because when the team tries to leave, Hakkai will learn the recipe for Chinese Jelly. Anyway, now that the northern path to Mt. Cloud is open, time to do the southern back near the Yuimen outskirts.

13) Mist Mt.

[PATH B] [WK13]

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	
	-----														ENEMY
A	---	---	---	---	---	Tr	---	---	---	---	---	---	---	---	
B	---	---	---	---	---	---	---	---	---	---	---	---	---	---	
C	---	---	---	---	---	---	---	---	---	---	---	Tr	---	---	
D	---	---	---	---	Tr	---	---	---	Tr	---	---	Tr	---	---	
E	---	---	---	---	---	---	---	---	---	---	Tr	---	---	---	
F	---	---	---	---	---	---	---	---	---	Tr	---	---	---	---	
G	---	---	---	---	---	---	---	---	---	---	Tr	---	---	---	
H	---	---	---	---	---	---	---	---	---	---	---	---	---	---	
I	---	---	---	Wt	Wt	---	---	---	Tr	---	---	---	---	---	
J	---	---	Wt	Wt	Wt	Wt	---	---	---	Tr	---	---	---	---	
K	---	---	---	Wt	Wt	Wt	---	---	---	---	Tr	---	---	---	
L	---	---	---	Wt	Wt	Wt	Wt	---	---	---	Tr	---	---	---	
	-----														(D-04) Healing+ Potion
	-----														(F-09) Needles Scroll
	-----														(L-09) Magic Potion

After a small confrontation, the team finds two parties impersonating them and end up in a pincer attack. And really, these are some pretty pale imitations: they are far weaker than their counterparts and have none of their equipped magic/abilities or upgraded weapons. Fake Sanzo may use the Bramble spell and Fake Kikka Cure/Heal, but beyond that...just crappiness. Item-wise, there's only one useful thing to find (Needles scroll) and that's already buyable. This should be a more interesting beatdown than normal, though!

14) Biku

[PATH B] [WK14]

After some weird scenes involving killing children for their livers, the team

chases the culprit, Tigra the Magician, to the nearby Tiger Cave.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	
															ENEMY	
A	--	--				--	--	--	--		--	--	Fr	--	--	
B	--	--	Tr	--		--	--	--	--		--	--	Fr	--	--	• L13 Lizardman [2] - 210 HP
C	--	--	--	--	--	--	--	--	--		--	--	--	--	--	• L13 Operator [3] - 231 HP
D	--	--	--	Tr	--	--	--	--			--	--	--	--	--	• L13 Conjuror [1] - 208 HP
E	--	Tr	--	--	--	--	--	--			--	--	--	--	--	• L14 Tigra [1] - 390 HP
F	--	--	--	--	--	--	--	--	--		--	--	--	--	--	
G	--	--	--	--	--	--	--	--	--		--	--	--	--	--	ITEMS
H	--	--	--	--	--	--	--	--	--		--	--	--	--	--	
I	--	--	--	--	--	--	--	--	--		--	--	--	--	--	(J-03) - Chain Mail
J	--	--	Tr	Tr	--	--	--	--	--		--	--	--	--	--	(B-02) - Strength Scroll
K	--	Tr	--	Tr	--	--	--	--	--				--	--	--	(L-10) - Magic Potion
L	--	--	Tr	--	Tr	--	--	--	--		Ch	--	--	--	--	(M-10) - Emperor Armor
M	--	--	--	--	--	--	--	--	--		Ch	--	--	--	--	(B-12) - Noble Hat
N	--	--	--	--	--	--	--	--	--		--	--	--	--	--	

Only five allies can be brought into battle, and no matter the lineup, bring Son Goku! His Cloud ability can get him to the wall switch (at J-08) that'll lower the main gate and let everyone get in easier. He can also get to those treasure chests a lot easier, one of which holds the rare Emperor Armor. The Noble Hat and Strength Scroll should also be gotten at some time, as they're too rare to leave alone.

The new enemy here is the "Operator" which use close-range punches, but isn't that special besides. The Conjuror found near Tigra knows Fireball, however, so that can be kind of annoying if standing close together.

Summon Mother and work on lowering the gate first, which will give easier access to the lizardmen/operators standing on the wall. Tigra's ThunderStrike ability has a HUGE range (3-panels in all directions) but only does about 50 damage to its targets. It costs 57 MP meaning he can only cast it thrice. Mother and GroupHeal should be able to smooth it over, but don't stand too close together until his MP's depleted. Battle ends when Master Tigra gets his beatdown.

After defeating Tigra, the king gets "miraculously" better and gives the team the Wind Crystal as a symbol of generosity. Apparently a meteor also fell at Helmet Peak, the next stop down the line... Biku also has a chemist/dojo, and Hakkai can learn a fried rice recipe from the latter (by defeating Master rank or just choosing 'Leave'?).

15) Helmet Peak

[PATH B] [WK15]

	00	01	02	03	04	05	06	07	08	09	10	11	12	13		
															ENEMY	
A	--	--	--	--	--	--	--	--	--	--	--	--	--	--		
B	--	--	--	--	--	--	--	--	--	--	--	--	--	--		• Lv11 Lizardman [3] - 225 HP
C	--	--	--	--	--	--	--	--	--	--	--	--	--	--		• Lv11 Operator [3] - 215 HP
D	--	--	--	--	--	--	--	--	--	--	--	--	--	--		• Lv?? Apsara - ??? HP

The Operators will know "Needles" and the Conjurors "Poison," both semi-lame and annoying but nothing to cry about. Those foes will also congregate in one of the two runs alongside the rocks, making them sitting ducks for area skills like Mist or Howl (latter is very useful here).

Meanwhile, Lady Tessen's large-area skill "FireFan" simply does fire damage in or around 50-65 damage. She has 180 MP and it costs 38, so it CAN be used a lot, unlike other bosses' major attacks. She also uses a 2-panel weapon in the same vein as Goku/Gojo, and it can be pretty powerful against weak-DEF allies!

Tessen flees after battle, as expected. Next location!

17) Plateau Mt.

[WK17]

Visit Kucha to learn twin girls wandered into the mountains and didn't come out again. The shop here is great, with upgraded armor and new area-attack scrolls like RockGuard, Fireball, etc. The Major Heal and Strength scrolls are listed under the Special option and are good buys as well. Need cash to buy all this good stuff? The Post is here as well! And a Smith! Make sure to upgrade weapons, too, as Hakkai will learn the Mongolian Beef recipe after a visit there.

Note: visiting the Post shop allows a battle to be fought with Prince Reikan at Mt. Cloud. This has to be completed to finish any Post jobs that require previous areas. [Battle: Lv17 Reikan, Lv16 Bug x2/Wolfman x2/Lizardman x2] The odd thing about is that Ryorin is attacked by Reikan's minions...the heck? Afterwards, when Sanzo's asked if she'll tell Reikan off, pick "No" if the player wants him to join later in the game.

Anyway, Plateau Mt. opens up after first visiting Kucha.

	00	01	02	03	04	05	06	07	08	09	10	11	
	-----												ENEMY
A	--	--	--	--	--	--	--	Rk	--	--	--	--	
B	--	--	--	--	--	--	--	Rk	--	--	--	--	
C	--	--	--	Rk	--	--	--	Rk	--	--	--	Rk	
D	--	--	--	--	Rk	--	--	Rk	--	--	--	--	
E	--	--	--	--	--	--	--	--	Rk	--	--	--	
F	--	--	--	--	Rk	--	--	--	--	--	--	--	
G	--	--	--	--	--	--	--	Rk	Rk	--	--	--	
H	--	--	--	Rk	--	--	--	Rk	--	--	--	--	
I	--	--	Rk	--	--	Rk	Rk	--	--	--	--	--	
J	--	--	--	--	Rk	Rk	--	--	--	--	--	--	
	-----												ITEMS
													(H-03) - Silver Necklace
													(J-05) - Golden Comb
													(D-08) - RockGuard Scroll

The natural flow of the geography has wave-like rock formations, all leading upfield to Kinkaku...so there's little flanking to be done without bustin' up the boulders. The new enemy here is the Ghoul, a skulking shark wannabe with no cool characteristics. Kinkaku's StarThrow ability does about 70 damage to the two 3-panel rows in front of where he's facing, while his Hornet skill (huge range) does about 50-60 damage at its best. They can definitely hurt but Mother/GroupHeal should be easy to erase the damage with. The two rare hidden items, the necklace and comb, can both be revealed with a strategic Werechange at I-04 -- hooray! Besides that, everyone but the lizardmen gather around

middle field and can be damaged en masse by large A:3 Werechange skills and similar scrolls. When Kinkaku is defeated (HP: ~500), the battle automatically concludes.

The real culprit behind Kinkaku is revealed at this point, and another battle follows immediately afterward at the nearby Lotus Cave.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	
																	ENEMY
A																	
B			--	--	--	--											L?? Ginkaku - HP ???
C			--	--	--	--				--	--						L18 Birdman [2] - 262 HP
D			--	--	--	--	--	--	--	--	--	--	--				L18 Operator [3] - 271 HP
E			--	--	--	--	--	--	--	--	--	--	--	--	--		L18 Conjurer [1] - 240 HP
F	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--		
G	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	ITEMS
H	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--		
I			--	--	--	--	--	--	--	--	--	--	--	--			None!
J			--	--	--	--	--	--	--	--	--	--	--				
K			--	--	--	--				--	--						
L			--	--	--	--											As the party saw upon
M																	entering this place,
																	the gourd at the back of
																	the cave can suck in a

person and remove them from the fight entirely. The Operator next to it is the one controlling it, though, so once it's defeated, there's no worry of anymore annoyances. Son Goku's Cloud skill is pretty much the best way (as usual) to get there quickly. Besides that predicament, the other enemies are normal type. Ginkaku's Laser skill can shoot across the screen and damage in a long 4-panel-width beam...that can mean MAJOR trouble, so hopefully there are some potions to undo the 65-80 damage most will incur. The only good thing about this battle is that the gourd ISN'T used regularly enough for it to be a major threat. In the meantime, try to Poison/Charm any enemies to reduce the per-turn damage as it may be crucial to do so. When Ginkaku's defeated, the battle ceases. And it shouldn't need to be said, but...SPREAD OUT IN ALL DIRECTIONS AROUND GINKAKU, YO! [NOTE: Laser does factor in height, so keeping Kikka up high and the rest spread out below does help a bit.]

At this point, return back to Kucha and Kinrei/Ginrei will join the party! It should've been pretty obvious that they would, huh? They join as Guardians and have the same equipment options, but already come with Lv3 weapons! Yay! I suggest giving the two girls some new scrolls, the best of which is Poison and Spearthrust.

The path once again splits ahead, like so:

PATH C: Cherchen -> Dragon Cliff -> Tokhara
 PATH D: Windy Peak -> Inns Town -> Tokhara

They're both the same length, but the meteor was said to have fallen at Dragon Cliff, so one may want to take that path first. Like before, both ways can be taken.

	00	01	02	03	04	05	06	07	08	09	10	
												ENEMY
A	--	--	--	--	--	--	--	--	--	--	--	
B	--	--	--	--	--	--	--	--	--	--	--	• Lv21 Master Ko - 460 HP
C	--	--	--	--	--	--	--	Tr	--	--	--	• Lv20 Thief [5] - 296 HP
D	--	--	--	--	--	--	--	Tr	--	--	--	• Lv20 Bandit [2] - 286 HP
E	--	--	--	--	--	--	--	--	--	--	--	• Lv21 Tiger Sanzo - 370 HP
F	--	--	--	--	Br	--	--	--	--	--	--	
G	Wt	Wt	Wt	Wt	Wt	Br	Wt	Wt	Wt	Wt	Wt	ITEMS
H	--	--	--	--	Br	--	--	--	Pt	--	--	
I	--	--	--	--	--	--	--	--	--	Ch		(C-08) - Noble Hat
J	--	--	--	--	--	--	--	--	--	Pt		(I-10) - Emperor Band
K	--	--	--	--	--	--	--	--	--	--	--	

This level should bring back memories, as it's just the flip of Ko Lodge's rice paddy location. This would be a normal battle but Master Ko uses his magic to turn Sanzo into "Tiger Sanzo," who will attack her allies; however, if she's defeated she dies, so that can't happen. The player will have to use someone else for healing (Kikka?). Block the bridge first and foremost, using long-range skills and piercing scrolls like Spearthrust to weaken the enemies at once. Master Ko also uses Gold-type skills like that and will use Steelskin first usually, so he should be left alone until it wears off. I suggest using Son Goku to get the treasure chest via Cloud so the bridge can be hammered with Werechange attacks. If Sanzo's attacks are wearing everyone down (which they shouldn't, since they do about the same as a normal attack), use Ironskin or its variants. Battle ends when Master Ko's kaput. [It can be really fun to use Cloud and get on the house's roof to drop Fireballs an' stuff!]

Once Ko flees the coop, Cherchen can be explored. There's just a dojo and chemist shop like usual for these one-horse towns. Visit the chemist and he will give Ginrei/Kinrei some apple candy...doesn't do anything, though, but it's funny!

19) Dragon Cliff

[PATH C] [WK19]

	00	01	02	03	04	05	06	07	08	09	10	11	12	
														ENEMY
A										--	--	--		
B			--	--					--	--	--			• Lv?? Nagini - ??? HP
C		--	--	--	--	--			--		--			• Lv22 Ghoul [2] - 353 HP
D		--	--	--	--	--			--	--	--	--		• Lv22 Operator [2] - 303 HP
E		--	--		--				--	--	--			• Lv22 Lizardman [2] - 277 HP
F		--	--		--				--	--	--			• Lv22 Conjuror [2] - 266 HP
G		--	--						--	--	--			
H		--	--	--	--	--			--	--	--			ITEMS
I	--	--		--	--				--	--	--			
J	--	--	--		--	--			--		--			None!
K	--	--	--		--	--	--		--	--	--			
L	--	--	--						--	--	--			
M	--	--	--											Unlike the affairs at Helmet Peak,
														this time Sanzo manages to get the Guardian before the enemy can

prevent it. Cavalier increases everyone's movement and makes Sanzo float, so she can escape faster, as well as giving a Guardian poleaxe attack.

Now, Sanzo and Ryorin will be near the summit in the NE corner while everyone else is left in the lower reaches. Move Ryorin next to Nagisi and then have Sanzo summon Cavalier, which should help everyone in the southeast get toward her position faster. Son Goku's Cloud, like always, is great in bridging the gap quickly. The one thing that gnarled, meandering path has working for the party is that trudging enemies bunch up quickly, and prevent them from going all out on someone.

Nagisi knows Fireball and Blazedart, and the Conjuror near her will repeatedly use Heal on himself/her until his MP runs out...lame! Werechanging up there and getting someone to attack both at once is the quickest way, since the baddie won't Heal himself unless Nagisi's already doing fine. After Cavalier runs out, switch to Mother and things should go smoother. Battle ends when Nagisi's defeated.

20) Windy Peak

[PATH D] [WK20]

	00	01	02	03	04	05	06	07	08	09	10	11	
	-----												ENEMY
A	--- --- --- --- --- --- --- --- --- --- --- ---												
B	--- --- --- --- --- --- --- --- --- --- --- ---												• Lv20 Windy [1] - 460 HP
C	--- --- --- --- --- --- --- --- --- --- --- ---												• Lv19 Thief [4] - 287 HP
D	--- --- --- --- --- --- --- --- --- --- --- ---												• Lv19 Bandit [4] - 277 HP
E	--- --- --- --- Rk Rk --- --- --- --- --- ---												
F	--- --- --- --- --- --- --- --- --- --- --- ---												ITEMS
G	--- --- --- --- --- --- --- --- --- --- --- ---												
H	--- --- --- --- --- --- --- --- --- Rk --- ---												(O-03) - Magic Potion
I	--- --- --- --- --- --- --- --- --- --- --- ---												(E-05) - Charm of Magic
J	--- --- --- --- --- --- --- --- --- --- --- ---												
K	--- --- --- --- --- --- --- --- --- --- --- ---												
L	--- --- --- --- --- --- --- --- --- --- --- ---												As Hakkai demonstrates, there is a
M	--- --- --- --- --- --- --- --- --- --- --- ---												2x3 pressure pad near the start that
N	--- --- --- --- --- --- --- --- --- --- --- ---												will raise some of the rocks in the
O	--- --- --- Rk --- --- --- --- --- --- --- ---												middle of the field. As the team
P	--- Pd Pd Pd --- --- --- --- --- --- --- ---												ponders their use, Windy appears and
Q	--- Pd Pd Pd --- --- --- --- --- --- --- ---												sends his max-range tornado attack
R	--- --- --- --- --- --- --- Rk --- --- --- ---												toward them. This should tip the
S	--- --- --- --- --- --- --- --- --- --- --- ---												player off pretty easily: raising
	-----												the rocks will null his tornadoes!

That tornado attack is "StunWind," which as its name implies, may inflict Numb on the allies. Since it's max-range type, he can simply fire and forget, hitting anyone way across the field without too much problem. The easiest way to get Windy is to bunch everyone on the lee side of a rock, letting all the enemies come in closer. Drop some area magic like Fireball on the swarming opposition, weakening them until the boss approaches. StunWind is a 3-panel spell, meaning it's deadly at long-range, but when surrounded, it can only hit one person; the same thing goes for putting one person on either side of a rock. Since it goes in a straight line, diagonally-situated characters can avoid it easily. It costs 53 MP, Windy has 290 MP, ergo it can be used five times maximum. Whew! Proceeding is much easier if Sanzo (or whoever has the best healing spells) is given the Wind Crystal accessory which nulls Numb status.

Item-wise, the Charm of Magic is the only item worth getting, and it's kinda out-of-the-way on this huge map. It heals 5 MP each turn so it's definitely worth seeking out.

21) Inns Town

[PATH D] [WK21]

Kikka ends up getting sick here, so Hakkai takes everyone to see his master at Infinity Mountain. Goku will try to eat from Genshi's tree, so make sure to tell him not to if you want Hakkai's master to join the party. There'll be a battle either way and Kikka can't participate.

	00	01	02	03	04	05	06	07	08	09	10	
	-----											ENEMY
A												
B												• Lv22 Chin Genshi - 450 HP
C												• Lv21 Birdman [2] - 285 HP
D												• Lv21 Conjuror [2] - 260 HP
E												• Lv21 Lizardman [2] - 270 HP
F												
G	Rk											ITEMS
H												
I												(G-00) - Charm of Health
J	Rk											
K												There's really not much to this battle
												as the geography is really flat and all
												enemies are as inconvenienced by this

as well. Chin Genshi recovers 10 MP after each of his turns, which he'll use to fuel his spells (Major Heal, Cure, etcetera). Other than that, RoseWhip is a small area spell that inflicts damage and maybe Numb. Make sure to get the Charm of Health hidden in one of the rocks as it'll refill HP each turn to its user. When Genshi is defeated, he'll immediately turn into the Tree Lord (!), his Wereform. This one's got about 500 HP to slog away at. His Autumn Blades ability (Area 2) can be rather damaging but if all enemies're already defeated, it's not a hard feat to beat the crap out of the Master.

Back in Inns Town, Kikka will be healed by the angel fruit and Master Genshi will join the party (if Goku didn't eat the fruit from earlier) when Sanzo gets the option to pick "They're my friends!". He joins with a bunch of Wood spells, including the rare Major Heal!

22) Tokhara

[WK22]

Finally, a break from the nonstop battles. This major crossroads has all the normal good options (Store, Chemist, Smith, Dojo, Post). Visit the Post and if Hakkai has collected all four recipes up to now, an old man will give him the "Chefs Paradise" scroll after eating his dinner. Make sure to upgrade all weapons, too, as Ryorin can finally have a 2-panel range at Lv4!

After an encounter at the inn, they're summoned to the castle and...

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	
A		---	---	Rl	---	---	---	---	---	---	---	---	Rl	---	---	ENEMY
B		---	---	Rl	---	---	---	Fr	---	---	---	---	Rl	---	---	• L24 Master Baa - 490 HP
C		---	---	Rl	---	---	---	---	---	---	---	---	Rl	---	---	• L23 Spearman [2] - 317 HP
D		---	---	Rl	Rl	Rl	Rl	---	---	---	Rl	Rl	Rl	Rl	---	• L23 Fighter [4] - 327 HP
E		---	---	---	---	---	---	---	---	---	---	---	---	---	---	• L23 Archer [2] - 307 HP
F		---	---	---	---	---	---	---	---	---	---	---	---	---	---	
G		---	---	---	---	---	---	---	---	---	---	---	---	---	---	ITEMS
H		---	---	---	---	---	---	---	---	---	---	---	---	---	---	
I		---	---	---	---	---	---	---	---	---	---	---	---	---	---	(D-02) - Strength Potion
J		---	---	---	---	---	---	---	---	---	---	---	---	---	---	(B-07) - Magic+ Potion
K		---	---	---	---	---	---	---	---	---	---	---	---	---	---	(D-12) - Iron Helmet
L		---	---	---	---	---	---	---	---	---	---	---	---	---	---	
M		---	---	---	---	---	---	---	---	---	---	---	---	---	---	
N		---	---	---	---	---	---	---	---	---	---	---	---	---	---	At the start of the battle, Ryorin and Lady Kikka fall through some trapdoors and

aren't able to participate in battle -- those spots will have to be filled with some of the newcomers. And that's just to start with! Trapdoors will continue to release automatically, until everything around the raised throne area has become untraversable darkness (including the stairway to throne). Cavalier isn't required but it can certainly help in this case. Master Baa's single-target Meteor spell can do about 100, which can be reduced with the ShakeShield spell. It costs 41/210 MP and can only be used five times, even less if MagicSink is used (yes, he can be Silenced, too!). Battle ends when the boss is defeated.

The real king gives an ornamental White Gold Armlet as a reward. Not useful, but eh, take what you can get. Pteron just has a chemist and dojo, and there is a fun candy scene at the former if visited!

	00	01	02	03	04	05	06	07	08	09	10	
A		---	---	---	---	---	---	---	---	Rk	---	ENEMY
B		---	Rk	---	---	---	---	---	---	---	---	• Lv25 Kid Pyric [1] - 510 HP
C		---	---	---	---	---	---	---	---	---	---	• Lv24 Operator [3] - 319 HP
D		---	---	Tr	---	Br	Br	---	---	---	---	• Lv24 Ghoul [2] - 370 HP
E		---	---	---	---	---	Tr	---	---	---	---	• Lv24 Lizardman [3] - 292 HP
F		---	---	---	---	---	---	---	---	---	---	
G		---	---	---	---	---	---	---	---	---	---	ITEMS
H		Rk	---	---	---	---	---	Tr	---	---	---	
I		---	---	---	---	---	---	---	---	---	---	(J-03) - Charm of Health
J		---	---	---	Tr	---	---	---	---	---	---	(H-07) - Charm of Defense
K		---	Tr	---	---	---	---	---	---	---	---	(A-09) - King's Helmet
L		---	---	---	---	---	---	---	---	---	---	
												Hey, a level with a destroyable log!

Been awhile since we last saw one of these. Although the above map doesn't describe it very well, there are two ridges combined by a log bridge, with enemies appearing on both (boss is on opposite). Destroying the bridge means whoever falls with it will have to go all the way around the lower canyon and reappear up by Kid Pyric. Some of the enemies will use upgraded scrolls like Needlemist, but it shouldn't be at the same damage level as the allies' abilities.

Kid Pyric's specialty is the Firebomb skill (long-range, Area: 2) and does about 60-80 damage to those it hits. It costs a whopping 72 MP to cast, and thus can only be used 4 times maximum. Tch! Dropping the log and using Cloud to get over near the King's Helmet -- the only item worth getting, really -- is a good idea. Also worth noting is that the boss can be Silenced...what a loser! Nothing like dropping him off the log bridge, silencing him, and sniping him with spells while he's helpless below. =p

25) Pine City

[WK25]

Enter Pine City now, and Reikan will come and take his princess Ryorin away... that's the plan to thwart! Since the team knows he'll follow the river, it's time to pursue the fiend. The battle will take place back in the Gorge!

	00	01	02	03	04	05	06	07	08	09	10	
A		--	--	--	--	--	--	--	--	--	Rk	ENEMY
B		--	Rk	--	--	--	--	--	--	--	--	• Lv?? Mad Turtle - ??? HP
C		--	--	--	--	--	--	--	--	--	--	• Lv25 Bug [4] - 396 HP
D		--	--	Tr	--	Br	Br	--	--	--	--	• Lv25 Conjuror - 286 HP
E		--	--	--	--	--	Tr	--	--	--	--	• Lv25 Lizardman [2] - 300 HP
F		--	--	--	--	--	--	--	--	--	--	
G		--	--	--	--	--	--	--	--	--	--	ITEMS
H		Rk	--	--	--	--	--	Tr	--	--	--	
I		--	--	--	--	--	--	--	--	--	--	(H-00) - Magic Armor
J		--	--	Tr	--	--	--	--	--	--	--	(E-06) - Beads of Bravery
K		--	Tr	--	--	--	--	--	--	--	--	
L		--	--	--	--	--	--	--	--	--	--	
												The "original six" allies are mandatory
												for the battle, and Ryorin will start

across the ridge in a "Numb" state. It's basically the same battle as before except the boss is the turtle Were and they'll all start attacking Ryorin. Reikan knows "IceBreath" which is a long beam attack (~80dmg), while RipFang will heavily damage a single target and heal 'Turtle the same. If Hakkai got the "Chef's Paradise" scroll, it can be pretty useful here in clearing the way. Using Son Goku's Cloud ability to get a Cure Potion to Ryorin helps a lot, also. The boss about 1000 HP to take away, and battle stops when that happens.

Reiken will join the party afterwards, provided he was fought at Mt. Cloud previously (non-mandatory) and Sanzo said s/he liked him. He'll join up with some good stuff like the IceBlade skill but will need to have his weapon put to Lv4. Pine City's shops have some upgrade stuff, most notably the scrolls IceBlades/Rose Whip which can inflict Numb...FINALLY, right? Also, talk with the chemist guy -- he'll comment on the three pieces of Emperor armor you've collected (if they were) and how the fourth and last piece is at Storm Mt.,

stolen by Taurus' brigade.

26) Storm Mt.

[WK26]

	00	01	02	03	04	05	06	07	08	09	10	11	
	-----												ENEMY
A	---	---	---	---	---	---	---	---	---	---	Tr	---	
B	---	---	---	---	---	---	---	---	---	---	---	---	
C	---	---	---	---	---	Tr	---	---	---	---	---	---	
D	Tr	---	---	---	---	---	Rk	---	---	---	---	---	
E	---	---	---	---	---	---	---	---	---	---	---	---	
F	---	---	Rk	---	---	---	---	---	---	---	---	---	
G	---	---	---	---	---	---	---	---	---	---	---	---	
H	---	---	---	---	---	---	---	---	---	---	---	---	
I	---	---	---	---	---	---	Tr	---	---	---	---	---	
J	---	---	---	---	---	---	---	---	Tr	---	---	---	
K	---	---	---	---	---	---	---	---	---	---	---	---	
	-----												ITEMS
	-----												(I-06) - Magic+ Potion
	-----												(A-09) - Charm of Defense+

The battle starts with the team in a small mountain path, flanked by enemies on the two sides around it. Each side has one vantage point onto it (down the path), so en route, make sure to snipe the annoying Lizardmen with various scroll magic. The good thing on this end is that the clifftops aren't high enough to prevent most magic, so all those new types (IceBlades!) that should've been bought recently don't have their ranges constrained. Son Goku can use Cloud and start beating the crap out of 'em, as is his usual strategy. The Cavalier summon may help, but Mother might be more useful given the things detailed above.

Scorpio has a couple moves: ToxicCut which does damage and inflicts Poison, and Ironcut is just large damage. Butterfly Queen's LifeWind attack can be a great way to mass-heal, given how annoying Poison can be. Otherwise, try to avoid being massively congregated in the narrow passageways and try to gain the upper hand in height to reduce Scorpio's attack range. Item-wise, there Charm of Defense+ is yet unbuyable and can be useful. Battle ends after about 600 damage to Lady Tessen.

Afterwards...MORE BATTLING! OH NO!

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18		
	-----																			(Initial	
A																				formation shown	
B	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---		only)
C				---								---	---								
D				---								---	---								
E				---								---	---								
F	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---		
G				---	---								---	---							
H				---	---								---	---							
I				---	---								---	---							
J	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---		<- BOULDER
K																					

ENEMY

• Lv27 Windy - 480 HP/310 MP

- Lv27 Tigra - 460 HP/280 MP
- Lv27 Rhinon - 500 HP/120 HP
- Lv27 Fake Sanzo - 290 HP/300 MP
- Lv27 Master Baa - 500 HP/220 MP
- Lv27 Old Man Nyoi - 330 HP/250 MP

This is the "masterful" trap that was built. If you've ever played the game "Pipe Dream," this is similar except the boulder rolls horizontally. Let me explain. There is a movable "boulder roller" at J-18 that will set a boulder into the course. It will continue to roll until it hits a side-path at which time it MUST roll that way. It's pretty easy to figure out given the example "test run" the team does before battle. If a boulder hits an ally, s/he suffers 100-120 damage; on the flipside, enemies can be damaged like this as well. Rather than moving the ball-roller all the time (although it does eventually), the "crossbar" bridges that span the 3 longest paths may switch around, which changes the whole rolling configuration. Tracing a trajectory with the map cursor may be a good way to figure out who's in harm's way.

Now, as for the enemies -- they all have their same old skills. Windy should be the first target given his max-range "StunWind" attack that will only be a huge nuisance. Fake Sanzo will play the healer so try to inflict Silence in the meantime and beat the crap out of Jiko (i.e. the person Fake Sanzo is). Tigra and Master Baa are simple damage-dealers, while Rhinon uses IronRing to reduce all allies' OFF. Old Man Nyoi uses LifeSteal and can Numb targets, too. The Mother summon will be very useful here, but basically, I think as long as there are a couple allies taking clerical duties (GroupHeal!) and some potion+'s in the inventory, these guys won't be as tough as one may remember (ThunderStrike in particular). Battle ends when all former bosses are removed...permanently.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14		
	-----															ENEMY	
A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--		
B	--	--	--	--	--	--	--	Fr	--	--	--	--	--	--	Fr		• L29 Lord Taurus - 700 HP
C	--	--	--	--	--	--	--	--	Cn	--	--	--	--	--	--		• L28 Ghoul [3] - 404 HP
D	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--		• L24 Operator [2] - 319 HP
E	--	--	--	--	--	--	--	--	--	--	--	--	--	--	Fr		• L28 Sorceror [2] - 354 HP
F	--	--	--	--	--	--	--	--	--	--	--	--	--	--	Fr		• L28 Lizardman [2] - 322 HP
G	--	--	--	--	--	--	--	--	--	--	--	--	--	--	Fr		
H	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--		ITEMS
I	--	--	--	--	--	--	--	--	Cn	--	--	--	--	--	--		
J	--	--	--	--	--	--	--	--	Fr	--	--	--	--	--	Fr		(I-08) - Magic+ Potion
K	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--		(C-08) - Healing+ Potion
	-----															(F-14) - Emperor Soul	

The new enemy here is the Sorceror, which is basically a Conjuror with more HP and better spell selection. The Operators will run the cannons but those emplacements can be destroyed by Werechanging -- both have a potion+ under them. But, the main attraction is getting the Emperor Soul in Taurus' throne, which is the last piece to the "collect all Emperor" pieces sidequest. None of the lampshade-lookin' things have items so avoid bothering with 'em. The boss himself isn't that awesome but has a powerful physical attack (150+!) that shouldn't be underestimated. Taurus will evolve into his Wereform after his 700 HP is depleted, but if there are no minions around, beating the crap out of his Great Bull state should be extremely simple. It's just a matter of having enough resources to cure and such (for MeltDown, BullRush, etc.)

Battle ends when the Great Bull (apx 700 HP) is made to heel.

And so ends the amazing trifecta of battles at Storm Mountain. Taurus and Tessen will join the party (!!) in all their glory. Make sure to upgrade both of their weapons to Lv4 before proceeding to the Frontier City, as it will end the chapter. Do all those dojo/post things that might've been put off!!!! [NOTE: Since Sanzo's staff was swiped, she can't summon Guardians anymore!]

27) Frontier City

[WK27]

CHAPTER 3: The Promised Land

The town has upgraded everything and carries "Robe of Light" which heals HP each turn. Down at the local store, there is the first Stone-inflicting spell called "StoneBlood" which is right at home in most Dirt types' repertoires. The smith here only does Lv4 things, and the Chemist has all the best potion+types as well.

28) Star Cave

[WK28]

Kid Pyric accidentally drops the staff in lava, and surprisingly, Sanzo recovers it without much hassle. When does THAT ever happen BEFORE battle? Sweet! She can now Summon like usual.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	
A		---	---	---	---	---		Ch	---	---	---	---	---	---	---	ENEMY
B		---	---	---		---	---						---			• Lv30 Kid Pyric - 710 HP
C		---	---		---	---	---						---			• Lv29 Bug [4] - 432 HP
D		---	---		---	---	---	---					---	---		• Lv29 Dinoman [2] - 365 HP
E		---	---	---	---		El	---	---	---			---			• Lv29 Ghoul [4] - 413 HP
F		---	---			---	---	---	---	---			---			
G		---	---	---	---				---	---	---	---	---			ITEMS
H		---	---	---	---				---	---	---	---	---			
I			---	---	---				---	---	---	---	---			(A-08) - White Gold Armlet
J			---	---					---	---	---	---	---			
K			---	---					---	---	---	---	---			This level is meandering
L		---	---	---	---				---	---	---	---	---			but without too many weird
M		---	---	---	---				---	---	---	---	---			stops. There's an elevator
																at (E-06) that when stepped
																on...well, makes the player

go to the lower section. It's got a capacity of one, which should be obvious. Pretty easy to get in some potshots from above before descending, also, and Goku can have time to get the only chest in the north section.

The new enemy here is the "Dinoman" which is basically a souped-up Lizardman who still uses a bow, just with a bigger range. Also, as usual for these lava caves, all ally units take 10 damage/turn. Kid Pyric uses the same attack as before (Firebomb, 72/320 MP) which is basically a copy of his mom's FireFan, just with a smaller range. It does about 80-100 damage which is pathetic at this stage in the game. Battle ends when Pyric gets a beatdown.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	
	-----														ENEMY
A	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														
B	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														• Lv30 Wolfman [3] - 362 HP
C	--- --- --- --- Db --- --- --- --- --- --- --- --- --- ---														• Lv30 Operator [2] - 367 HP
D	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														• Lv30 Dinoman [3] - 372 HP
E	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														• Lv?? Mahoraga - ??? HP
F	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														
G	--- --- --- --- --- --- --- Db --- --- --- --- --- --- ---														ITEMS
H	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														
I	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														(N-01) - Emperor's Crown
J	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														
K	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														
L	--- --- Db --- --- --- --- --- --- --- --- --- --- --- ---														This level is the site of a
M	--- --- --- --- --- --- --- Db --- --- --- --- --- --- ---														town ruined in an earthquake,
N	--- Db --- --- --- --- --- --- --- --- --- --- --- --- Db														and as such, there's a radical
O	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														height differential -- a huge
P	--- --- --- --- --- --- --- --- --- --- --- --- --- --- ---														pit towards the center and
	-----														jagged building structures in

and around it. There's plenty of debris blocking access to some places, but the only one that should be destroyed "for sure" is N-01, where the Emperor's Crown is found. The rest of the enemies have appeared so often there's no secrets they hide -- just bash 'em.

Mahoraga's giant anaconda form can teleport around which gives it the upper hand in movement of any unit thus far. Icicle Breath is like Mad Turtle's "IceBreath" in range and damage, and PoisonTouch is like River Lord's "Mist" ability, except it can inflict poison instead of OFF Down. The boss has about 800-900 HP to hack away.

Plenty of good stuff here. There's a special scene at the chemist & store to see, and upgraded area-effect scrolls. They're all high-level but very worth it (Swordmist in particular). Nothing else besides upgraded armor for Sanzo, which s/he should get ASAP. Also: Lv5 smithy.

The smithy here can start part of the "Star Ore" sidequest. First off, pick a character (not Sanzo) and upgrade their weapon to Lv5; afterwards, try to upgrade it once more and the smith will comment on how Star Ore has special powers. After, visit the town dojo and try to leave -- the Master comments on how the team's weapons are insufficient and talks about how his grandpa told him about it. That grandpa's the Chemist in Frontier City, so visit there next. He'll dismiss everyone as being rude but drops a hint about the eastern sea.... The last step will be done at Port Town!


```

I | -- -- Tr -- -- -- -- -- -- -- -- | None!
J | -- -- -- -- -- -- -- Tr -- -- -- |
K | -- -- -- -- -- -- -- -- -- -- -- | No real strategy besides drawing the foes
L | -- -- -- Rk -- -- -- -- -- -- -- | off the cliff and ganging up on them. Use
M | -- -- -- -- -- -- -- -- -- -- -- | the StoneBlood spell on those Sorcerors
N | -- -- -- -- -- -- -- -- -- -- -- | (who use high-level area-effect spells!)
O | -- -- -- -- -- -- -- -- -- -- -- | to make this battle a lot easier. Should
  | _____ | one win, the Emperor summon is gained --
                                | the best in the game. It's non-elemental
                                | in alignment, has 62 MP cost, and has all INHERENT powers of the other six
                                | when summoned...meaning, the movement increases, strengthening stats, and
                                | so on. It has an "alright" 45-MO line attack but really, its latent functions
                                | are the drawing.

```

If one's done the first three steps of the Star Ore sidequest -- don't worry, they can still be done now -- visit the Post in Port Town and a drunk will talk about how he and his friends went to an island and only he came back. This will open up Ceylon (i.e. Sri Lanka) off India's coast.

Once the Post jobs are done and the allies upgraded satisfactorily, head to the next spot north of Port Town...

33) Ceylon

[OPTIONAL] [WK33]

```

      00 01 02 03 04 05 06 07 08 09 10 11 12 13
  | _____ | ENEMY
A | Rk -- -- -- -- -- -- -- -- -- -- -- |
B | -- -- -- -- -- -- -- -- -- -- -- -- | • Lv33 Centipede [2] - 631 HP
C | -- -- -- -- -- -- -- -- -- Rk -- -- -- -- -- | • Lv33 Crowman [2] - 525 HP
D | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | • Lv33 Ghoul [2] - 597 HP
E | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | • Lv33 Wolfman [2] - 515 HP
F | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | • Lv33 Dinoman [2] - 520 HP
G | -- -- Rk -- -- -- -- -- -- -- -- -- -- -- -- |
H | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | ITEMS
I | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- |
J | -- -- -- -- -- -- -- -- -- -- -- Rk -- -- -- | None!
K | -- -- -- -- -- -- -- -- -- Rk -- -- -- -- -- |
L | -- -- -- -- Rk -- -- -- -- -- -- -- -- -- -- -- | This place is a copy of Helmet
M | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | Peak, except it's filled with
N | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | harder monsters who have the
  | _____ | advantage in all ways. Sanzo's
                                | Emperor summon can really help

```

but if s/he doesn't have it, it'll be a hard time climbing as Centipedes and Ghouls act as tanks for the lower areas. Crowmen will fly upwards and rain down destruction in the form of BlazeBall and other high-end abilities, so watch out either way.

Afterwards, the Star Ore will be found and can be used to upgrade one ally's Lv5 weapon to "MAX" in Port Town. Make sure to choose carefully and check out the weapon section for more information on maxed-out weapons. Upgrading in this way is also FREE! Now, or before going to the Thunder Temple after doing Kannaoj, is a good time to fight all the dojo masters, assuming that all up

to this point have been fought. The last one here in Port Town should be available when every character is level THIRTY-EIGHT (38). Yes, that can be quite a lot of grinding. Finishing the last dojo results in a Gallant Ale reward, which is a consumable item that increases a male character's WAR stat by 8.

34) Wing Mt.

[WK34]

	00	01	02	03	04	05	06	07	08	09	10	
	-----											ENEMY
A												
B												• Lv?? Vala - ??? HP
C												• Lv32 Operator [3] - 383 HP
D	Tr											• Lv32 Dinoman [2] - 387 HP
E	Tr											• Lv32 Crowman [2] - 392 HP
F												
G	Rk											ITEMS
H	Tr											
	-----											(G-03) - Winged Crown
												(E-08) - Sage Armor

This tiny map is pretty easy to fight in, and was first seen way back in the 2nd chapter (during a special job). The Dinomen start in the "B" row and can thus hit any one below them with their 6-panel range, given the chance. Don't rush to the cliff base; let the enemies come down and betray their advantages.

Vala's ShadowCut is the exact same as Ryorin's "Slashdive", and that's the main attack the guy uses. Since he situates himself toward the base of the cliff, surrounding him on 3 sides is a good idea. The boss has about 1000 HP to slash away.

The mountain pass ahead will have crumbled, preventing way to Kannaoj. Return back to Port Town and the player will have to pick someone (Hakkai/Gojo) who will stay behind and protect Sanzo while everyone else searches for intel. Either way, the next location will be Puppet's Peak.

35) Puppets Peak

[WK35]

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	
	-----															ENEMY
A																
B																• Lv?? Apsara - ??? HP
C																• Lv33 Ghoul [3] - 447 HP
D																• Lv33 Bug [3] - 468 HP
E																• Lv33 Wolfman [2] - 385 HP
F																
G																ITEMS
H																
I																None!

```

J |      -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- |
K | -- --      -- -- -- --      --      -- -- --      -- |
L | --      -- -- -- --      --      -- -- -- --      | This twisted, warped tree
M | -- -- -- --      -- --      -- -- -- --      -- -- -- -- | area has lots of differing
N |      -- -- -- -- -- -- -- --      --      | height, meaning it's once
O |      -- -- -- -- -- -- -- --      | again best to draw the foes
|_____| closer instead of advancing.

```

Apsara has similar movement to Mahoraga, in that she rises into the trees and descends, preventing the party from surrounding her permanently. The "SpiderKiss" tech is single-target damage and the most-used (only?) skill; it would be pretty crappy if it didn't inflict Numb sometimes, too. Like her hubby, Apsara touts 900-1000 HP. Make sure to gang up on her immediately as she'll often retreat and use her skill from as far away as possible -- with all the holes in the tree boughs, proceeding can be harder than normal. But, hey, at least there's no items to break! [When her HP starts to lower, she uses 'DarkNet' which is basically SpiderKiss with a larger range.]

36) Kannaoj

[WK36]

```

      00 01 02 03 04 05 06 07 08 09 10
|_____| ENEMY
A | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- |
B | -- -- -- -- Tr -- -- -- -- Tr -- -- -- -- -- -- | • Lv?? Garda - ??? HP
C | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | • Lv34 Crowman [3] - 407 HP
D | -- -- -- -- Tr -- -- -- -- Rk Rk -- -- -- -- -- -- | • Lv34 Operator [3] - 399 HP
E | -- -- -- -- -- -- -- -- -- -- Rk -- -- -- -- Tr -- | • Lv34 Sorceror [2] - 396 HP
F | -- -- -- Tr -- -- -- -- -- -- -- -- -- -- -- -- -- |
G | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | ITEMS
H | -- -- -- Tr -- -- -- -- -- -- -- -- -- -- -- -- -- |
I | -- -- -- -- -- Tr -- -- -- -- -- -- -- -- -- -- -- -- | (F-02) - ShakeShield Scroll
J | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | (F-08) - Armor of Shiyu
K | -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- | (D-07) - Wisdom Potion
|_____|

```

This battle isn't really hard at all, supposing the player immediately sends Son Goku toward the cannon and destroys it with a Werechange (which also gives access to the good chest inside). The enemies here, the Crowmen and Sorcerors in particular, use high-level scrolls so incapacitating them with Numb/Stone can help a lot in the early stages (Charm may even be preferable here). Sanzo should summon Emperor like usual, or Mother if s/he missed out on locating it. Garda also uses powerful scrolls like BlazeBall but hasn't much HP to back it up (apx: 800). Make sure to get the Armor of Shiyu and ShakeShield scroll, both excellent & free items to snatch.

Before heading to the Thunder Temple:

- Fight all remaining dojo masters to get the Gallant Ale item
- Buy some Magic+, Heal+, and Cure/Destone Potions
- Get any special items as a result of certain non-Delivery Post jobs
- Get any special items from the Port Town Post's card dealer
- Give as many people WinterBreath & BlazeBall as possible, since they're the two best area-effect attacks at this point (ignore crap like Lightning unless someone needs a good attack scroll but can't equip those other two).

StoneBlood can also help.

37) Thunder Temple

[WK37]

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	
	-----															ENEMY
A																
B																• Lv?? Yaksa - ??? HP
C																• Lv35 Sorceror [2] - 403 HP
D																• Lv35 Dinoman [2] - 410 HP
E																• Lv35 Bug [3] - 464 HP
F																
G																ITEMS
H																
I																(J-02) - Pure Land Robe
J																(H-06) - Magic+ Potion
K																(D-12) - Soul of Magic
L																
M																
	-----															The team is situated in the middle with Yaksa toward

the north, and one sorceror on either side behind the broken wall. Summon a useful summon (Emperor, or Mother if lacking) and kill the nearest Dinoman. The nearest sorceror will be a nuisance but can hopefully be taken out with a single StoneBlood. Blazebomb [etc.] can help weaken all the Bugs that're protecting the way toward Yaksa, as well as damaging the boss himself!

Yaksa's DeathHowl is basically a lesser-powered WinterBreath, inflicting a bit of damage and Numb. Dark Blade is basically a copy of Slashdive and not as important. Evil Eye can inflict damage and, for a change, Stone to a single target. Keeping the boss preoccupied is easy, so getting the J-02 or D-12 chests -- both are pretty good with precedence given to the former -- shouldn't be difficult. Yaksa has about 1000 HP, and with upgraded weapons and similar levels, he'll bite the dust with a nice collaborative effort.

38) Heaven's Door

[WK38]

CHAPTER 4: Asura

	00	01	02	03	04	05	06	07	08	09	10	
	-----											ENEMY
A												
B												• Lv?? Nagini - ??? HP
C												• Lv36 Crowman [2] - 422 HP
D												• Lv36 Dinoman [2] - 417 HP
E												• Lv36 Harpy [2] - 485 HP
F												
G												ITEMS
H												
I												(H-01) - Cap of Wisdom
J												(E-09) - Magic+ Potion
K												

The Cap of Wisdom is the only that makes this battle a bit more than an easy stall battle. Nagini's Flame Breath is a fiery Slashdive clone (in range)...not too amazing. All of the enemies will converge toward the center of the map, letting WinterBreath & Blazeball weaken them all en masse rather easily. Send someone to get that special Cap inside a torch-holder before ending battle.

Saving is possible afterward. Make sure to equip the awesome Cap of Wisdom and Full Land Robe on continue to...

39) Martyrs Stairs

[WK39]

	00	01	02	03	04	05	06	07	08	09	10	11		
	-----												ENEMY	
A			--	--	--	--								
B			--	--	--	--	--	--	--	--	--	--		• Lv?? Deva - ??? HP
C			--	--	--	--	--	--	--	--	--	--		• Lv37 Bug [3] - 504 HP
D			--	--	--	--		--	--					• Lv37 Ghoul [2] - 481 HP
E				--	--			--	--					• Lv37 Harpy [2] - 493 HP
F				--	--			--	--					
G			--	--	--	--		--	--					ITEMS
H			Fr	--	--	--		--	--					
I		--	--	--	--	--		--	--					(H-02) - Life Potion
J		--	--	--	--	--	--	--	--	--	--	--		(K-02) - Magic+ Potion
K			Fr	--	--	--	--	--	--	--	--	--		
L			--	--	--	--					--	--		
		-----												This battle is rather simple as well, with a bunch of enemies near the E-03 region blocking way to Deva but bunching together in the process and stopping him from getting at close-range. Easy Blazeball/Chef's Paradise damage! The Life Potion nearby is also useful, although since there isn't a shop in Heaven, getting any other potions can be good in a pinch. Both of the Harpies will have medicinal move (WaterHeal/Cure) so petrifying them w/ StoneBlood can be good for expediting battle. The 2 Bugs will wrap around for a flank attack but aren't that important. Set up Emperor/Mother ASAP.

Deva's NightBlade is another Slashdive clone in both range/damage, although this one can inflict Poison. Flare damages those around him (Area: 3) and'll do about 90-150 worth of hurt, depending on who reduces it. Crossfire has a massive range (Area: 8?) and does physical damage, a little less than Flare. If the player can lure him up to the starting platform, Crossfire can break free the two treasure chests easily. Deva has about 1500 HP to reduce 'fore the ol' samurai gives up the ghost.

40) Purity Stairs

[WK40]

	00	01	02	03	04	05	06	07	08	09	10			
	-----												ENEMY	
A		Wt	Wt	Wt	Wt	--	--	--	Wt	Wt	Wt	Wt		
B		Wt	--	Wt	Wt	--	--	--	Wt	Wt	--	Wt		• Lv?? Garda - ??? HP

```

C | Wt -- Wt Wt -- -- -- Wt Wt -- wt | • Lv38 Crowman [2] - 437 HP
D | Wt Wt Wt -- -- -- -- -- Wt Wt Wt | • Lv38 Harpy [2] - 401 HP
E | Wt Wt Wt -- -- -- -- -- Wt Wt Wt | • Lv38 Dinoman [2] - 432 HP
F | -- Wt -- -- -- -- -- -- -- Wt -- |
G | -- Wt -- -- -- -- -- -- -- Wt -- | ITEMS
H | -- Wt -- -- -- -- -- -- -- Wt -- |
I | Wt Wt Wt -- -- -- -- -- Wt Wt Wt | None!
J | Wt -- Wt Wt -- -- -- Wt -- Wt Wt |
K | Wt Wt Wt Wt -- -- -- Wt Wt Wt Wt |
L | Wt Wt Wt Wt -- -- -- Wt Wt Wt Wt | There are no items to find here, so
| _____ | stick to the solid ground and gun for
| | the Sorceror/Crowmen types who have a
high-end scroll arsenal (as previously seen) that can pester the allies. The
good news is a well-placed BlazeBall can hit everyone but the Dinomen in the
first turn! WinterBreath/StoneBlood are useful on this end, naturally. Garda
attacks with FireBird, another Slashdive clone in range/power...just with a
new animation (~90-100dmg). FlameThrow is a Ring-area fire attack that's
basically a souped-up BlazeGuard. She'll use the former skill repeatedly, so
summon Emperor/Mother for a nice cushion when hacking away her (apx.) 1000 HP.

```

41) Truths Temple

[WK41]

```

      00 01 02 03 04 05 06 07 08 09 10 11 12
| _____ | ENEMY
A | St -- -- -- -- -- -- -- -- -- St |
B | -- -- -- -- -- -- -- -- -- -- | • Lv?? Asura - ??? HP
C | -- -- -- -- -- -- -- -- -- -- | • Lv39 Crowman [3] - 445 HP
D | -- -- -- El -- -- -- -- -- El -- -- -- | • Lv39 Harpy [3] - 509 HP
E | -- -- -- -- -- -- -- -- -- -- -- | • Lv39 Sorceror [2] - 431 HP
F | -- -- -- -- -- -- -- -- -- -- -- | • Lv39 Dinoman [2] - 440 HP
G | -- -- -- -- -- -- -- -- -- -- -- |
H | Rl Rl Rl -- -- -- -- -- -- -- Rl Rl Rl | ITEMS
I | -- -- -- El -- -- -- -- -- El -- -- -- |
J | -- -- -- -- -- -- -- -- -- -- -- | None!
K | -- -- -- -- -- -- -- -- -- -- -- |
L | St -- -- -- -- -- -- -- -- -- -- St | As Deva spoke before, and as Sanzo
M | -- -- -- -- -- -- -- -- -- -- -- | will say aloud before fighting,
N | -- -- -- -- -- -- -- -- -- -- -- | Asura is invincible until the four
| _____ | stones erecting a barrier are
| | deactivated. They're found in the
four corners of the arena, each guarded by a monster, and can only be turned
off by going to an adjacent panel and 'Use'-ing them (not blowing 'em). There
is a lot more enemy involvement than normal so WinterBreath -- and StoneBlood,
which is a lot more useful to be honest -- to buy some time will be a great
help. Because MP is so important in this battle, I felt inclined to take
Chin Genshi along since his MP-refilling and -stealing powers are a great
help all-around (the NW-most Sorceror spams UltraPoison, after all!) Goku's
Cloud spell will be helpful in getting to the far-off crystals, since riding
the elevators end a turn automatically. It helps to have a second GroupHealer
so that Sanzo can recast Emperor/Mother every third turn; s/he'll probably
need a Magic Potion-feeder, too.

```

Naturally, Asura won't sit around and let his enemies traipse to each crystal switch. Even though he acts last (15th) in the turn order, he can teleport in his movement range and heals himself 999 HP after each turn. Inferno gets used but so does DivineBolt, which does more damage but hits less people -- not a

good choice of attack, honestly. Deactivating all crystals prevents him from regeneration health, at which time everyone can beat the crap outta the poor guy (~1000 HP).

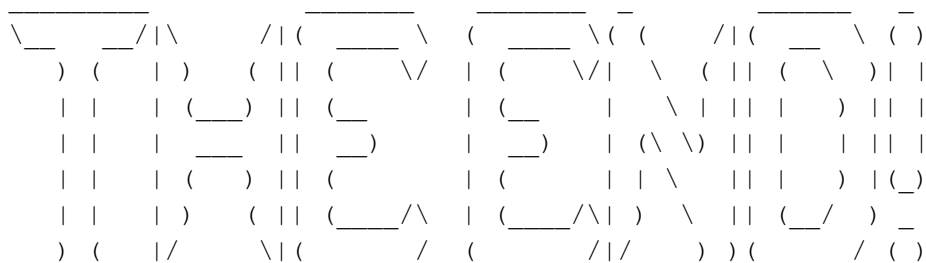
	00	01	02	03	04	05	06	07	08	09	10	
	-----											ENEMY
A					Ar=Ar							
B					Ar=Ar	--						
C		Ar=Ar	--	--	--	--	--	Ar=Ar				
D		Ar=Ar	--	--	--	--	--	Ar=Ar				
E		--	--	--	--	--	--	--	--			
F		--	--	--	BOSSBOSS	--	--	--				
G		--	--	--	BOSSBOSS	--	--	--				
H		--	--	--	BOSSBOSS	--	--	--				
I		--	--	--	--	--	--	--	--			
J		Ar=Ar	--	--	--	--	--	Ar=Ar				
K		Ar=Ar	--	--	--	--	--	Ar=Ar				
L					Ar	Ar						
M					Ar	Ar						
	-----											dab in the middle of the battlefield,
												ready to be attacked from all sides. All

allies are healed from the previous battle, thankfully, so recast Emperor and commence the most powerful assaults since the boss' main portion has about 3000 HP! For healing purposes, sticking together may be a good idea, with two groups on either side of its noggin. Using a powerful Werechange attack, like Raging Boar's 100-MO Tusk attack, is a good way to proceed.

The arms will use 'Claw', a single-target damage (+ %Slnce) that can do about 100 damage, so pay attention to who acts when (view the number upper-left number when hovering over a unit to see turn order, remember) to avoid any healing mishaps. 'JadeBell' is just a wide-area damage, while 'MoonPole' is also just damage in a wide range. 'IceGlare' is used by the main head and goes in one direction, also doing simple damage (~80). 'StarBlade' is a copy of PulseBlade, while 'TriProng' mimics PoleAxe's effects. 'BraveHeart' will copy LifeDrain. FireFury can do a lot of damage, too, and so can Buddha's Laugh (former: large area, latter: single-target).

None of the attacks are max-range, so it's useful to gather everyone on one HALF of the battlefield to avoid some of the others (like JadeBell or MoonPole which has a large area of effect). What's weird is that some of the attacks may miss outright, which should help every once in awhile. Once you know where JadeBell and MoonPole hit, they should be avoidable by going to the half near where Sanzo/Kikka start (if player doesn't pick where they go).

That's all there is to it. Someone should be a dedicated healer, while all the rest attack repeatedly. If one suspects a person will be defeated soon, anticipate healing with those potions...no reason to save 'em anymore! Some people may be defeated, but staying in a close range for healing may help a bit (or be a detriment, depending on your point of view). This is definitely the hardest battle in the game, so fight smart to prevail!



SHOP LIST

[SHPL]

Ko Lodge	ATK/DEF	PRICE	Mire River	ATK/DEF	PRICE
Clothes	---/005	160	Chain Mail	---/013	830
Leather Jerkin	---/009	400	Leather Helmet	---/005	460
Fiber Robe	---/005	120	Monk's Cap	---/007	260
Turban	---/002	100	FireDart [S]	---/---	350
Priest's Cap	---/003	90	RockDrop [S]	---/---	300
Heal [S]	---/---	600	WaterBlade [2]	---/---	450
Ironskin [S]	---/---	550	RockShield [S]	---/---	900
Life Chain	---/---	1800	Gold Chain	---/---	1300
Speed Potion	---/---	2300	Earth Chain	---/---	1000
Healing Potion	---/---	70	Luck Potion	---/---	2300
Magic Potion	---/---	250	Healing Potion	---/---	70
Cure Potion	---/---	50	Magic Potion	---/---	250
			Cure Potion	---/---	50
Yuimen	ATK/DEF	PRICE	Turfan	ATK/DEF	PRICE
Chain Mail	---/013	830	Healing Potion	---/---	70
Scale Mail	---/017	1200	Healing+ Potion	---/---	300
Woven Robe	---/010	500	Magic Potion	---/---	250
Leather Helmet	---/005	460	Cure Potion	---/---	50
Steel Cap	---/007	850	Destone Potion	---/---	100
Beads of Luck	---/---	1500			
Heal [S]	---/---	600			
Cure [S]	---/---	400			
Needles [S]	---/---	450			
WaterHeal [S]	---/---	650			
Group Heal [S]	---/---	1600	Infidel City	ATK/DEF	PRICE
RockShield [S]	---/---	900	Healing Potion	---/---	70
Water Beads	---/---	2500	Healing+ Potion	---/---	300
Wisdom Potion	---/---	3200	Magic Potion	---/---	250
Healing Potion	---/---	70	Cure Potion	---/---	50
Healing+ Potion	---/---	300	Destone Potion	---/---	100
Magic Potion	---/---	250			
Cure Potion	---/---	50			
Destone Potion	---/---	100			
Kucha	ATK/DEF	PRICE	Biku	ATK/DEF	PRICE
Noble Clothes	---/021	1800	Healing Potion	---/---	70
Purity Robe	---/015	1400	Healing+ Potion	---/---	300
Noble Hat	---/010	1500	Magic Potion	---/---	250
Lotus Cap	---/011	950	Cure Potion	---/---	50
Charm of Defense	---/005	2300	Destone Potion	---/---	100
Beads of Speed	---/---	1500			
Bramble [S]	---/---	700			
Fireball [S]	---/---	900			
RockGuard [S]	---/---	800			
Spearthrust [S]	---/---	900			
Poison [S]	---/---	850	Cherchen	ATK/DEF	PRICE
Major Heal [S]	---/---	1800			

Strength [S]	---/---	1000		Healing Potion	---/---	70
Water Chain	---/---	1500		Healing+ Potion	---/---	300
Strength Potion	---/---	3200		Magic Potion	---/---	250
Healing Potion	---/---	70		Cure Potion	---/---	50
Healing+ Potion	---/---	300		Destone Potion	---/---	100
Magic Potion	---/---	250				
Cure Potion	---/---	50				
Destone Potion	---/---	100				

Tokhara	ATK/DEF	PRICE		Inns Town	ATK/DEF	PRICE
Iron Armor	---/025	2700		Healing Potion	---/---	70
Noble Hat	---/010	1500		Healing+ Potion	---/---	300
Band of Magic	---/---	2500		Magic Potion	---/---	250
Charm of Health	---/---	3000		Cure Potion	---/---	50
Beads of Bravery	---/---	2000		Destone Potion	---/---	100
Blazedart [S]	---/---	1400				
Needlemist [S]	---/---	1500				
Silence [S]	---/---	1000				
Group Heal [S]	---/---	1600				
ShakeShield	---/---	1300				
Helmet of Intent	---/016	3800		Pteron	ATK/DEF	PRICE
Fire Chain	---/---	1700				
Healing Potion	---/---	70		Healing Potion	---/---	70
Healing+ Potion	---/---	300		Healing+ Potion	---/---	300
Magic Potion	---/---	250		Magic Potion	---/---	250
Magic+ Potion	---/---	1000		Magic+ Potion	---/---	1000
Cure Potion	---/---	50		Cure Potion	---/---	50
Destone Potion	---/---	100		Destone Potion	---/---	100

Pine City	ATK/DEF	PRICE		Frontier City	ATK/DEF	PRICE
Iron Armor	---/025	2700		Iron Armor	---/025	2700
Iron Helmet	---/013	1900		Steel Armor	---/030	3900
Robe of Bravery	---/022	3700		Robe of Light	---/020	2400
Cap of Intent	---/015	1800		Iron Helmet	---/013	1900
Charm of Magic	---/---	4000		Charm of Health	---/---	3000
Beads of Wisdom	---/---	1800		Group Heal [S]	---/---	1600
Major Heal [S]	---/---	1800		Major Heal [S]	---/---	1800
Rose Whip [S]	---/---	2200		StoneBlood [S]	---/---	1800
FireGuard [S]	---/---	2000		Divine Spear [S]	---/---	2000
Meteor [S]	---/---	1600		Heal [S]	---/---	600
IceBlades [S]	---/---	1900		Cure [S]	---/---	400
Ironskin [S]	---/---	550		Life [S]	---/---	3500
Steelskin [S]	---/---	2500		WaterPure [S]	---/---	2700
Champion's Armor	---/029	4600		Charm of Defense+	---/---	7000
Striding Boots	---/---	4300		Armor of Light	---/---	5600
Healing Potion	---/---	70		Healing Potion	---/---	70
Healing+ Potion	---/---	300		Healing+ Potion	---/---	300
Magic Potion	---/---	250		Magic Potion	---/---	250
Magic+ Potion	---/---	1000		Magic+ Potion	---/---	1000
Cure Potion	---/---	50		Cure Potion	---/---	50
Destone Potion	---/---	100		Destone Potion	---/---	100

Midnight Tor	ATK/DEF	PRICE		Port Town	ATK/DEF	PRICE

Robe of Colors	---/022	3600		Dragon Armor	---/035	5100	
Helmet of Bravery	---/017	2500		Sage Robe	---/026	3300	
Cap of Attainment	---/020	2700		Winged Crown	---/021	3200	
Charm of Magic	---/---	4000		Armlet of Bravery	---/---	3000	
Luck Stone	---/---	2000		Charm of Defense	---/---	2300	
Book of Wisdom	---/---	2400		Band of magic	---/---	2500	
BlazeBall [S]	---/---	2900		Lightning [S]	---/---	3000	
Comet [S]	---/---	2500		Stalagmite [S]	---/---	3000	
Swordmist [S]	---/---	2700		DivineBolt [S]	---/---	3300	
WinterBreath [S]	---/---	2900		Life [S]	---/---	3500	
RockShield [S]	---/---	900		Inferno [S]	---/---	3700	
Group Strength [S]	---/---	2900		Charm of Magic+	---/---	8500	
UltraPoison [S]	---/---	3500		Charm of Health+	---/---	6000	
Band of Magic+	---/---	5000		Healing Potion	---/---	70	
Flying Sash	---/---	5000		Healing+ Potion	---/---	300	
Healing Potion	---/---	70		Magic Potion	---/---	250	
Healing+ Potion	---/---	300		Magic+ Potion	---/---	1000	
Magic Potion	---/---	250		Cure Potion	---/---	50	
Magic+ Potion	---/---	1000		Destone Potion	---/---	100	
Cure Potion	---/---	50		_____	_____	_____	
Destone Potion	---/---	100					
_____	_____	_____					

EQUIPMENT

[EQPT]

There are two types of equipment: those for Guardians and those for Sanzo. Guardians can equip armor and helmets, while Sanzo equips robes and lighter caps. Also, guardians' weapons can only be powered up through the Smith shops found in towns (first location: Mire River), whereas Sanzo's staff grows in strength by locating Guardians (the kind used in her Summon command, that is).

NAME	LV	AREA	RNG	U/D	WPN	OFF	DEF	WAR	MGC	SPD	LCK	\$\$\$\$
Mercy Staff	L1	T: 0	1	4/6	1	04	--	--	--	--	--	----
	L2	T: 0	1	4/6	2	07	--	--	02	--	--	----
	L3	T: 0	1	4/6	3	13	--	--	07	--	--	----
	L4	T: 0	1	4/6	4	16	--	--	10	--	--	----
	L5	T: 0	1	4/6	Max	19	--	--	15	--	--	----
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----												
Nyoibo	L1	T: 0	1	4/6	1	08	--	--	--	--	--	----
	L2	Stgt	2	4/6	2	13	--	--	--	--	--	700
	L3	Stgt	2	4/6	3	18	--	--	--	--	--	1700
	L4	Stgt	2	4/6	4	24	--	--	--	--	--	3000
	L5	Stgt	3	4/6	5	31	--	--	--	--	--	4500
	Mx	L: 0	3	4/6	Max	38	--	--	--	--	--	----
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----												
IronRake	L1	T: 0	1	4/6	1	08	--	--	--	--	--	----
	L2	T: 0	1	4/6	2	14	--	--	--	--	--	600
	L3	T: 0	1	4/6	3	21	--	--	--	--	--	1600
	L4	T: 0	1	4/6	4	28	--	--	--	--	--	2800
	L5	T: 0	1	4/6	5	37	--	--	--	--	--	3900
	Mx	Ring	0	4/6	Max	43	--	--	--	--	--	----
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----												
Golden Sword	L1	Stgt	1	4/6	1	06	--	--	--	--	--	----
	L2	Stgt	1	4/6	2	12	--	--	--	--	--	700

	L3	Stgt	1	4/6	3	18	--	--	--	--	--	1600
	L4	Stgt	2	4/6	4	24	--	--	--	--	--	2800
	L5	Stgt	2	4/6	5	30	--	--	--	--	--	4000
	Mx	L: 1	2	4/6	Max	36	--	--	--	--	--	----

Moonpole	L1	Stgt	2	4/6	1	09	--	--	--	--	--	----
	L2	Stgt	2	4/6	2	14	--	--	--	--	--	700
	L3	Stgt	2	4/6	3	19	--	--	--	+3	--	1550
	L4	Stgt	3	4/6	4	24	--	--	--	+7	--	2900
	L5	Stgt	3	4/6	5	29	--	--	--	11	--	4200
	Mx	Stgt	3	4/6	Max	36	--	--	--	15	--	----

HeartSeeker	L1	B: 0	4	8/Mx	1	11	--	--	--	--	--	----
	L2	B: 0	4	8/Mx	2	15	--	--	--	--	--	900
	L3	B: 0	5	8/Mx	3	20	--	--	--	--	--	1700
	L4	B: 0	5	8/Mx	4	25	--	--	--	--	--	3100
	L5	B: 0	6	8/Mx	5	30	--	--	--	--	--	4300
	Mx	B: 0	6	8/Mx	Max	35	--	--	--	--	--	----

Starbless	L3	T: 0	1	4/6	3	10	--	--	--	--	--	----
	L4	T: 0	1	4/6	4	17	--	--	--	--	--	2900
	L5	Stgt	2	4/6	5	25	--	--	--	--	--	4200
	Mx	T: 1	1	4/6	Max	33	--	--	--	--	--	----

Miststave	L3	B: 0	5	8/Mx	3	10	--	--	--	--	+5	----
	L4	B: 0	5	8/Mx	4	17	--	--	--	--	10	2900
	L5	B: 0	6	8/Mx	5	25	--	--	--	--	15	4200
	Mx	B: 1	6	8/Mx	Max	33	--	--	--	--	20	----

Waterstick	L3	T: 0	1	4/6	3	10	--	--	--	--	--	----
	L4	T: 0	1	4/6	4	17	--	--	--	--	--	2900
	L5	T: 0	1	4/6	5	25	--	--	--	--	--	4200
	Mx	Stgt	2	4/6	Max	33	--	--	--	--	--	----

WingFlight	L3	Stgt	3	6/6	3	10	--	--	--	--	--	----
	L4	Stgt	3	6/6	4	17	--	--	--	--	--	2900
	L5	Stgt	3	6/6	5	25	--	--	--	--	--	4200
	Mx	L: 1	3	6/6	Max	33	--	--	--	--	--	----

Leveler	L3	Stgt	1	4/6	3	10	--	--	--	--	--	----
	L4	Stgt	1	4/6	4	20	--	--	--	--	--	2900
	L5	Stgt	1	4/6	5	30	--	--	--	--	--	4200
	Mx	L: 1	2	4/6	Max	38	--	--	--	--	--	----

Tigerblade	L3	Stgt	2	4/6	3	10	--	--	--	--	--	----
	L4	Stgt	2	4/6	4	19	--	--	--	--	--	2900
	L5	Stgt	2	4/6	5	28	--	--	--	--	--	4200
	Mx	Stgt	3	4/6	Max	42	--	--	--	--	--	----

- The Emperor Summon does not power up the Mercy Staff
- The Waterstick heals 10 MP after each of Chin Genshi's turns (initially) and for each upgrade that amount rises by 5 more.
- Max-level Nyoibo gives +1 Move
- Max-level HeartSeeker gives 20 MP/turn
- Max-level Golden Sword gives +1 Move
- Max-level Starbless gives +1 Move
- Max-level Leveler gives +15 MD
- Max-level WingFlight gives +25 HP/turn

NAME	OFF	DEF	WAR	MGC	SPD	LCK	OTHER
Turban	--	02	--	--	--	--	Type: Helmet
Priest's Cap	--	03	--	--	--	--	Type: Monk Hat
Leather Helmet	--	05	--	--	--	--	Type: Helmet
Monk's Cap	--	07	--	--	--	--	Type: Monk Hat
Steel Cap	--	07	--	--	--	--	Type: Helmet
Noble Hat	--	10	--	--	--	--	Type: Helmet
Lotus Cap	--	11	--	--	--	--	Type: Monk Hat
Emperor Helmet	--	13	--	--	--	+4	Type: Helmet
Iron Helmet	--	13	--	--	--	--	Type: Helmet
Cap of Intent	--	15	--	--	--	--	Type: Monk Hat (Null: Silnc)
Helmet of Intent	--	16	--	--	--	--	Type: Helmet (Null: Charm)
Helmet of Bravery	--	17	--	--	--	--	Type: Helmet
Chaos Cap	--	18	--	--	--	--	Type: Monk Hat
Ailing Cap	--	18	--	--	--	--	Type: Monk Hat
Cap of Attainment	--	20	--	+4	--	--	Type: Monk Hat
Cap of Wisdom	--	23	--	+8	--	--	Type: Monk Hat
Stamina Helm	--	24	--	--	--	--	Type: Helmet

Clothes	--	05	--	--	--	--	Type: Clothes
Fiber Robe	--	05	--	--	--	--	Type: Robe
Woven Robe	--	10	--	--	--	--	Type: Robe
Chain Mail	--	13	--	--	--	--	Type: Armor
Purity Robe	--	15	--	--	--	--	Type: Robe (Null: Poison)
Scale Mail	--	17	--	--	--	--	Type: Armor
Robe of Light	--	20	--	--	--	--	Type: Robe (Heal 25 HP/turn)
Noble Clothes	--	21	--	--	--	--	Type: Clothes
Cursed Robe	--	22	--	--	--	-20	Type: Robe
Robe of Bravery	--	22	+4	--	--	--	Type: Robe (Male-only)
Robe of Colors	--	22	--	--	--	--	Type: Robe (F-only, 15HP/trn)
Emperor Armor	--	25	--	+7	--	--	Type: Armor
Iron Armor	--	25	--	--	--	-3	Type: Armor
Trial Robe	--	26	--	--	--	--	Type: Robe [MP -8/turn]
Full Plate	--	27	--	--	--	--	Type: Armor [MOVE -1]
Champion's Armor	--	29	+5	--	--	--	Type: Armor
Magic Armor	--	29	--	+5	--	--	Type: Armor
Vampire Plate	--	30	--	--	--	--	Type: Armor (HP -8 per turn)
Steel Armor	--	30	--	--	--	--	Type: Armor
Pure Land Robe	--	30	--	--	--	--	Type: Robe [Protects Status]
Sage Armor	--	32	--	--	--	--	Type: Armor (Heal 10MP/turn)
Armor of Shiyu	--	38	--	--	--	--	Type: Armor - Male;FullPrtct

Blazeball	--	--	--	--	--	--	Learn spell: Blazeball
Blazedart	--	--	--	--	--	--	Learn spell: Blazedart
Bramble	--	--	--	--	--	--	Learn spell: Bramble
Chefs Paradise	--	--	--	--	--	--	Learn spell: Chef's Paradise
Clone	--	--	--	--	--	--	Learn spell: Clone
Comet	--	--	--	--	--	--	Learn spell: Comet
Cure	--	--	--	--	--	--	Learn spell: Cure
Divine Bolt	--	--	--	--	--	--	Learn spell: DivineBolt
Divine Spear	--	--	--	--	--	--	Learn spell: Divine Spear
Fireball	--	--	--	--	--	--	Learn spell: Fireball
FireDart	--	--	--	--	--	--	Learn spell: Firedart
FireGuard	--	--	--	--	--	--	Learn spell: FireGuard
Group Heal	--	--	--	--	--	--	Learn spell: GroupHeal
Group Strength	--	--	--	--	--	--	Learn spell: Group Strength
Heal	--	--	--	--	--	--	Learn spell: Heal
Ironskin	--	--	--	--	--	--	Learn spell: Ironskin

IceBlades		--	--	--	--	--		Learn spell: IceBlades	
Inferno		--	--	--	--	--		Learn spell: Inferno	
Lightning		--	--	--	--	--		Learn spell: Lightning	
Major Heal		--	--	--	--	--		Learn spell: Major Heal	
Meteor		--	--	--	--	--		Learn spell: Meteor	
Needlemist		--	--	--	--	--		Learn spell: Needlemist	
Needles		--	--	--	--	--		Learn spell: Needles	
Poison		--	--	--	--	--		Learn spell: Poison	
RockGuard		--	--	--	--	--		Learn spell: RockGuard	
RockShield		--	--	--	--	--		Learn spell: RockShield	
Rose Whip		--	--	--	--	--		Learn spell: Rose Whip	
ShakeShield		--	--	--	--	--		Learn spell: ShakeShield	
Silence		--	--	--	--	--		Learn spell: Silence	
Spearthrust		--	--	--	--	--		Learn spell: Spearthrust	
Stalagmite		--	--	--	--	--		Learn spell: Stalagmite	
Steelskin		--	--	--	--	--		Learn spell: Steelskin	
StoneBlood		--	--	--	--	--		Learn spell: StoneBlood	
Strength		--	--	--	--	--		Learn spell: Strength	
Swordmist		--	--	--	--	--		Learn spell: Swordmist	
UltraLife		--	--	--	--	--		Learn spell: UltraLife	
UltraPoison		--	--	--	--	--		Learn spell: UltraPoison	
WaterBlade		--	--	--	--	--		Learn spell: Water Blade	
WaterHeal		--	--	--	--	--		Learn spell: WaterHeal	
WinterBreath		--	--	--	--	--		Learn spell: WinterBreath	

Band of Magic		--	--	--	--	--		MD +5	
Band of Magic+		--	--	--	--	--		MD +11	
Beads of Bravery		--	--	+4	--	--		Increases WAR	
Beads of Luck		--	--	--	--	+6		Increases Luck	
Beads of Speed		--	--	--	--	+6		Increases Speed	
Beads of Wisdom		--	--	--	+4	--		Increases Magic	
Book of Earth		--	--	--	--	--		Aid Earth growth level	
Book of Gold		--	--	--	--	--		Aid Gold growth level	
Book of Life		--	--	--	--	--		Aid Life growth level	
Book of Wisdom		--	--	--	--	--		MO +4	
Charm of Defense		--	+5	--	--	--		Increases DEF	
Charm of Defense+		--	11	--	--	--		Increases DEF	
Charm of Health		--	--	--	--	--		Regen 15 HP per turn	
Charm of Magic		--	--	--	--	--		Regen 5 MP per turn	
Earth Chain		--	--	--	--	--		Aid Earth growth level	
Emperor Band		--	--	--	--	12		Increases Speed	
Emperor Soul		--	--	--	--	--		Prevents all status ills	
Flying Sash		--	--	--	--	--		Ally flies instead of walks	
Gold Chain		--	--	--	--	--		Aid Gold growth level	
Golden Comb		--	--	--	--	--		Female-only	
Life Chain		--	--	--	--	--		Aid Life growth level	
Luck Stone		--	--	--	--	+6		Increases Luck	
Ring of Speed		--	--	--	--	+6		Increases Speed	
Silver Necklace		--	--	--	--	--		Ornamental	
Soul of Dragon		10	--	--	--	--		Male-only	
Soul of Magic		--	--	--	13	--		Increases MGC	
Soul of Mulan		--	--	--	--	--		MD +20, Female-only	
Soul of the Swan		--	--	--	--	--		Heal 30 HP/turn, Female-only	
Speed Band		--	--	--	--	+8		Female-only	
Spring Comb		--	--	--	--	--		Stops Charm; Female-only	
Striding Boots		--	--	--	--	--		Move +1	
Torrent Belt		--	--	--	--	--		Move +6 [Gojo-only]	
Turtle Cloth		--	--	--	--	--		Heal 5 HP/turn	
Water Beads		--	--	--	+5	--		Water move+, Heal	
Water Chain		--	--	--	--	--		Aid Water growth level	

Wind Crystal	-- -- -- -- -- --	Stops Numb
Cure Potion	-- -- -- -- -- --	Heal all ills
Destone Potion	-- -- -- -- -- --	Heal Stone
Gallant Ale	-- -- +8 -- -- --	Permanently raise WAR
Healing Potion	-- -- -- -- -- --	Heal 90 HP
Healing+ Potion	-- -- -- -- -- --	Heal 200 HP
Luck Potion	-- -- -- -- -- +2	Permanently raise LCK
Magic Potion	-- -- -- -- -- --	Heal 45 MP
Speed Potion	-- -- -- -- +2 --	Permanently raise SPD
Strength Potion	-- -- +2 -- -- --	Permanently raise WAR
Wisdom Potion	-- -- -- +2 -- --	Permanently raise MGC

JOB LIST

[JBLT]

Jobs can be accepted from the 'Post' option in town, which works as a service for odd jobs and deliveries. This is often a good way to make extra pocket change without doing battle, although sometimes things don't go as smoothly. Once a job is finished satisfactorily, return to the town the task was given out and use 'Report' to collect the reward. Job appearances are randomized, so re-entering town without picking one out will change up the current ones.

Generally, lower-paying jobs are simple deliveries with no enemy involvement, but this isn't always the case, so pick and choose carefully based on what's listed if y'just need to make a buck.

NOTE: Only one job may be undertaken at a time.

NOTE: Monetary rewards may fluctuate slightly.

NOTE: When all map dots are opened up, that's when the most jobs are available

MIRE RIVER

<u>PLACE</u>	<u>ORDERS</u>	<u>CASH</u>	<u>ENEMIES?</u>
Ko Lodge	Deliver Pearls	1860	Thief [5], Bandit [3]
Hawk Isle	River Dammers	750	Thief [3], Bandit [3]
Ko Lodge	Deliver Medicine	644	None
Ko Lodge	Deliver Wine	495	None
Hawk Isle	Night Noises	750	Imp [2], Lizardman [2], Flyman [2]
Ko Lodge	Deliver Gold	1853	Thief [5], Bandit [3]
Ko Lodge	Deliver Turf	940	Thief [5], Bandit [3]
Mt. Darkwind	Deliver Cotton	1764	None
Ko Lodge	Deliver Letter	294	None
Ko Lodge	Deliver Balls	936	Thief [5], Bandit [3]
Mt. Darkwind	Toll Thieves	750	Bandit [7]
Grace Spring	Hot Springs	Item	Imp [2], Lizardman [2], Flyman [2]
Ko Lodge	Deliver Mahogany	1530	Thief [5], Bandit [3]
Monkey Rock	Gather Dyes	600	Wolfman [3], Birdman [3]
Ko Lodge	Wild Dogs	600	Wolfman [6]

-NOTES-

- "Hot Springs" job reward is a Speed Band [SPD +8, Female-only]
- Ryorin runs away during "Night Noises" and can't be in the battle party

TOKHARA/KUCHA

PLACE	ORDERS	CASH	ENEMIES?
Turfan	Calm Priest	1200	Lv14 Bandit [3], Lv14 Thief [3]
Infidel City	Deliver Coconut	658	Lv15 Vagrant, Lv15 Bandit [4]/Thief [6]
Biku	Deliver Statue	2354	None
Yuimen	Deliver Sword	3535	Lv15 Vagrant, Lv15 Bandit [4]/Thief [6]
Biku	Deliver Perfume	1656	Lv15 Vagrant, Lv15 Bandit [4]/Thief [6]
Turfan	Deliver Letter	648	None
Infidel City	Letter to Son	1000	Lv14 Bandit [2]
Infidel City	Deliver Cotton	2496	None
Yuimen	Deliver Salt	1260	None
Yuimen	Deliver Tea	1152	None
Infidel City	Deliver Mahogany	2940	Lv15 Vagrant, Lv15 Bandit [4]/Thief [6]
Yuimen	Deliver Milk	784	None
Firetop	Lost Item	1000	None
Mist Mt.	Deliver Lunch	800	None
Garden Lake	Negotiations	Item	Lv14 Bandit [3], Lv14 Thief [2]
Plateau Mt.	Aikanki Band	1600	Lv16 Vagrant [6]
Windy Peak	Sham Merchant	1400	Lv17 Bandit [3], Lv17 Thief [2]
Inns Town	Aikanki Band	1700	Lv17 Bandit [3], Lv17 Thief [3]
Windy Peak	Survey Land	1400	Lv18 Bandit [3], Lv17 Thief [5]
Tubut	Aikanki Band	2400	Lv18 Vagrant [6]
Magnet Mt.	Aikanki Band	2500	Lv19 Bandit [3], Lv19 Thief [3]
Wusun River	Aikanki Band	2600	Lv20 Bandit [2], Lv20 Thief [3]
Plateau Mt.	Crystal	1400	Lv16 Flyman/Lizardman Lv17 Conjuror/Operator [2]

-NOTES-

- Various jobs are repeated with different destinations
- Sanzo must fight the bandits alone in "Letter to Son"
- Son Goku is mandatory during "Calm Priest" job
- Garden Lake only opens north of Infidel City when taking "Negotiations"
- "Negotiations" reward is a Torrent Belt [Movement +6, Gojo-only]
- Tubut only opens south of Cherchen after doing previous (2) Aikanki Band missions are completed. A tree near the cliff has a hidden Luck Potion in its trunk
- Magnet Mt. only opens north of Windy Peak after doing previous (3) Aikanki Band missions.
- Wusun River only opens north of Mt. Cloud after doing previous (4) Aikanki Band missions. In this battle, the "real" Aikanki member will be on the team's side (he's a Vagrant), so help him out and help destroy the fakes. Only Goku and Gojo will fight here so potions will be helpful, as well as Goku's Howl ability.

PORT TOWN

PLACE	ORDERS	CASH	ENEMIES?
Wing Mt.	Check Scroll	Item	None
Shepherds Hill	Boyfriend	3000	None
Shepherds Hill	Trail Husband	Item	Lv?? Bones
Maya Ridge	False Master	2400	Lv29 Master [6]
Kannaoj	False Master	Item	Lv32 Master [6]
Ice Peak	Gather Snow	2200	Lv30 Ghoul/Bug/Birdman [2]
Stone Mt.	Drunkards Tale	Item	Lv29 Operator [4], Lv29 Beauty [1]
Midnight Tor	Letter to Mayor	2000	Lv29 Spearman, Lv29 Archer/Fighter [2]

-NOTES-

- Maya Ridge only opens NE of Midnight Tor by taking the False Master job
- "Deliver" type missions are not listed above, as they're always available
- Ryorin is mandatory for the "Drunkards Tale" fight. Reward: UltraLife [S]
- The "False Master" job at Kannaoj opens after completing the first job of the same name. Son Goku must participate. Item reward: Silver Necklace.
- Check Scroll reward is the Clone scroll for Son Goku only. This job only appears if the team repeatedly fought the Aikanki Group back in Chapter 2 and made them disband. This job can be repeated for a Turtle Cloth, also.
- Shepherds Hill only appears during "Trail Husband" job. Reward: Deer Sandles [sic] that increase Hakkai's movement by one.
- "Boyfriend" opens only after "Trail Husband" is complete.

SIDEQUESTS

[SDQS]

DOJOS

The dojo sidequest reward is 'Gallant Ale,' which increases the WAR stat of a male character by eight (8) permanently. However, to get it, one must beat the 'Master' rank of a dojo in EVERY town...and there are a lot of them in the three chapters they appear in. Miss even one by starting a new chapter and the whole sidequest is kaput.

To unlock the Master rank in a dojo, the party average must be roughly the same as the 'Advanced' training session, apparently. This means that, after acquiring new characters who don't get used much, they have to be leveled up to par just to open the dang thing up! As the game rolls on and there are 6 allies in addition to the main six, this can be a huge time-waster. Thus, if the player wants to undertake this at all, it's best to do either take the highest paying job in the Post and make money off the training; or, use the 'Advanced' training session repeatedly in the current town. Defeating a dojo master earns a certificate, and prevents the player from redoing that Master-class mission (thus, how one knows s/he's already done it).

Assuming all dojos are defeated, by clearing the last one in Port Town (in Chapter 3), the master there will give the item over.

POST JOBS

See section: JBLT for more in-depthness.

CARDS

The game does an alright job of explaining cards itself (which the player can revisit each hand), which is a lot easier to understand than this guide's able to do. Basically, this is like "Blackjack" except the goal is to reach "9" instead of "21". And, instead of all cards having a positive value, some cards will make the overall number fluctuate. Matching up characters and their wereforms creates a better hand, while mismatching screws up the hand somewhat. Three cards can be drawn at maximum, and Guardian cards don't do anything (+/- that is). Beating the dealer wins whatever amount was bet (at minimum), and doubles/triples/quadruples the bet at best should a certain hand be drawn.

The player has to buy medals (100G = 10) to play, and those are what's won, not normal currency. Thus, the player can either buy medals to attain the prizes or bet normally (recommended) to get 'em. Each town's prizes differ, but the rule of thumb is to save after winning a lot so the player doesn't get greedy and lose all that hard-fought moolah.

KUCHA

250 - Stamina Helm [DEF +24]
400 - Chaos Cap [DEF +18]
500 - Cursed Robe [DEF +22, LCK -20]
700 - Book of Life [Raise Life growth level]
1000 - Soul of Dragon [OFF +10, Male-only]

TOKHARA

350 - Ailing Cap [DEF +18]
500 - Vampire Plate [DEF +30, HP -8 per turn]
700 - Book of Earth [Raise Earth growth level]
700 - Book of Gold [Raise Gold growth level]
1500 - Soul of Mulan [MD +20, Female-only]

PORT TOWN

500 - Full Plate [DEF +26, MP -8/turn]
700 - Trial Robe [DEF +27, MOVE -1]
1000 - Book of Water [Raise Water growth level]
1000 - Book of Fire [Raise Fire growth level]
3000 - Soul of the Swan [Heal 30 HP/turn, Female-only]

Each item can be obtained once, just likes stores' Special items.

HAKKAI'S RECIPES

There's a small, easily missable sidequest involving Cho Hakkai's love for food. By visiting places in town and trying to leave, some people may strike up a conversation about food and Hakkai will get the recipe for it. Here are

the locations:

- Yuimen Store ---> Eggrolls
- Biku Dojo -----> Rice
- Mongolian Beef -> Kucha Smith
- Chinese Jelly --> Infidel City Chemist

When all of these are collected, visit the Tokhara Post (Chapter 2 only) and the clerk will mention his father is really picky since he came back from China, and only eats gourmet food. Hakkai will make all the stuff from the recipes he got and as a thanks, the father donates the "Chef's Paradise" scroll, a great Area:2 spell that's personalized for Hakkai. Very good for early on, since most spells like BlazeBall and WinterBreath don't become available for a long time afterward.

EMPEROR SUMMON

There is only one secret summon in the game, and that's of the fabled emperor that everyone's heard of. To find him, one must find all the pieces of his armor -- all one-of-a-kind and appearing only once -- that appear in (often) hidden battle chests. Locations:

- Cherry Plains (#2) -> Emperor Helmet
- Biku -----> Emperor Armor
- Cherchen -----> Emperor Band

- Talk to the chemist in Pine City (before Storm Mt.) w/ all three pieces collected thus far in the inventory to learn the fourth's whereabouts.

- Storm Mt. (#3) -----> Emperor Soul
- Stone Mt. -----> Emperor's Crown

The "Emperor's Crown" that appears in Stone Mt. during Chapter 4 is not part of the set; the player is told that there are only four pieces to the set in Chapter 2 by the man in Pine City. After all (4) pieces are collected toward the end of the second chapter, continue the game until Port City opens up in India. Visit the dojo and the master will ramble about how he had this dream that someone in Ice Peak was talking to him (or something). This will open up a special battle there where the player fights some enemies, and winning will let Sanzo get the game's best summon. It has all latent powers of the ones previously collected, and has the best special attack (DragonWhip) as well.

STAR ORE

This sidequest is geared towards strengthening one's weapons to their max potential, by finding a rare metal for tempering. This can only be done in Chapter 3. The order:

- Visit Midnight Tor's Smith, and upgrade weapons to Lv5. After that, try to upgrade once more and the man will comment on the Star Ore.
- In Midnight Tor's dojo, talk with the master. If the smith was talked to, he'll say the team's weapons need to be stronger and that his grandpa used

to tell him stories about the Star Ore. The grandpa is the chemist in the Frontier Town.

- Visit said chemist and he'll say he used to be a pirate on the eastern sea, but then gets offended and dismisses everyone.
- When Port Town is opened, visit the post and a drunk guy will talk about how he went looking for Star Ore on the island of Ceylon and everyone he knew died.

At this point, Ceylon opens up and has a battle (map: Helmet Peak) that lets the player find Star Ore at the end. The smith in Port Town will be able to temper ONE ALLY'S level-five weapon with the Star Ore to make it better than normal, such as giving a +1 move bonus or changing the attack range type. Make sure to choose carefully!

SCROLLS

[SCRL]

Scrolls are equippable on each person (although some are personalized) and which unit equips what is based off of their current elemental level. So, a person with Water Level 5 can equip any water-type LV5 and below. Increase elemental affinity by leveling-up normally and equipping certain accessories that boost such growth. Characters have different predispositions on this end and won't grow evenly (except Chin Genshi who excels at all types, at least comparatively). Quick overview:

NAME --> Scroll name
 ELMNT -> Elemental affinity
 LV ----> Scroll's level
 MP ----> MP cost
 RNG ---> Scroll's attack's range
 AREA --> Attack range area
 UP/DW -> Vertical limits to the attack area
 MO ----> 'Magic Offense' value, if it's an attack scroll
 OTHER -> Other properties it may have ('---' means it's just damage)

NAME	ELMNT	LV	MP	RNG	AREA	UP/DW	MO	OTHER
UltraLife	Wood	--	90	4	A: 1	8/Mx	---	Heal/Refresh
Cure	Wood	02	08	2	A: 0	4/4	---	Refreshes
Heal	Wood	02	20	2	A: 0	4/4	---	Heal 70+
Bramble	Wood	06	18	4	A: 0	8/Mx	25	---
Group Heal	Wood	09	43	2	A: 1	4/4	---	Heal 100+
Major Heal	Wood	12	36	2	A: 0	4/4	---	Heal 200+
Rose Whip	Wood	15	37	1	A: 1	8/Mx	45	%Numb
Life	Wood	18	70	2	A: 0	4/4	---	Heal 999+
Lightning	Wood	21	72	4	A: 0	Mx/Mx	105	---

Clone	Fire	--	100	0	A: 3	0/0	95	---
FireDart	Fire	02	19	3	A: 0	8/Mx	35	---
Strength	Fire	05	37	1	A: 0	4/4	---	OFF Up
Fireball	Fire	08	32	2	A: 1	8/Mx	35	---
Blazedart	Fire	10	30	4	A: 0	8/Mx	50	---
FireGuard	Fire	13	55	0	Ring	4/4	50	---
Group Strength	Fire	16	65	0	A: 1	0/0	---	Off Up
Blazeball	Fire	19	82	2	A: 3	8/Mx	65	---

Inferno	Fire	22	90	3	A: 2	8/Mx	80	---	
Rockdrop	Earth	02	14	2	A: 0	Mx/Mx	35	---	
RockShield	Earth	05	22	2	A: 0	4/4	---	DEF Up	
RockGuard	Earth	07	29	0	Ring	4/4	33	---	
ShakeShield	Earth	10	34	0	A: 1	0/0	---	MagDEF Up	
Meteor	Earth	14	41	2	A: 0	Mx/Mx	55	---	
StoneBlood	Earth	17	39	2	A: 0	8/Mx	---	%Stone	
Comet	Earth	19	58	3	A: 1	Mx/Mx	58	---	
Stalagmite	Earth	22	67	0	A: 3	0/0	83	---	
Ironskin	Gold	02	16	0	A: 0	0/0	---	DEF Up	
Needles	Gold	05	20	3	A: 0	8/Mx	35	---	
Spearthrust	Gold	08	32	3	L: 1	2/2	30	---	
Needlemist	Gold	10	40	0	Ring	4/4	40	---	
Steelskin	Gold	13	72	0	A: 0	0/0	---	DEF Up++	
Divine Spear	Gold	16	45	5	L: 1	2/2	51	---	
Swordmist	Gold	19	50	1	A: 2	4/4	60	---	
DivineBolt	Gold	22	63	6	L: 1	2/2	75	---	
WaterBlade	Water	02	30	3	A: 0	8/Mx	30	OFF Down	
WaterHeal	Water	04	22	2	A: 0	4/4	---	Heal/PSNCure	
Poison	Water	07	32	3	A: 0	8/Mx	44	%Poison	
Silence	Water	10	19	3	A: 0	8/Mx	---	%Silence	
IceBlades	Water	12	36	4	A: 0	8/Mx	57	%Numb	
WaterPure	Water	15	55	2	A: 0	4/4	---	Heal/OFF Up	
WinterBreath	Water	18	62	0	A: 2	0/0	55	%Numb	
UltraPoison	Water	21	78	3	A: 2	8/Mx	68	%Poison	

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - I forgot a hidden treasure chest in a level. Can I get it again?

[A] - As far as I've seen, yes, provided a Post job has a battle that takes place there. Some maps are repeated later on as a 'new level' (such as Ceylon copying Helmet Peak) but the treasures may differ.

[Q] - How does one use the Arrowstrike ability Kinrei has?

[A] - This one can be a little hard to figure out. Move Kinrei next to an enemy and have her face it. Now, have Ginrei attack with her bow and before the damage is calculated normally, Kinrei will attack it with her sword. It's like both sisters attacked in one turn, and this doesn't cost Kinrei her turn either! Very useful.

[Q] - I found a correction!!!!

[A] - Email it to me, yo.

VI. UPDATES & CONTRIBUTIONS

[UPDT]

07-02-08 -----+ Added to GameFAQs

09-16-08 -----+ Error corrections

CONTRIBUTORS

- Sailor/Ceej for repeatedly hosting all my crap
- The GameFAQs Saiyuki messageboard, for being awesome and helping a bro out
- Anyone who reads this sucker <3

VII. LEGALITY

[LGLT]

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