

# Suikoden FAQ/Walkthrough

by Amar Kishan

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Suikoden Walkthrough

Version 2.3

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## i.) INTRODUCTION

This is a complete walkthrough for Suikoden I (PSX). If you have anything to add, just contact me at: amar\_kishan@hotmail.com. I hope you enjoy the guide. If you wish to use this guide for any purposes (other than use for help), please email me first. This guide is not to be reproduced in anyway without my permission first. This guide is copyright 2000-2001 Amar Kishan.

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## ii.) FORMAT

This guide covers several things in a particular format, which is useful to know in order to use the guide.

Walkthrough Format: Chapter: (Name)

Section: (A,B,C, etc.) Name of place(s)

Characters: (if any)

Treasures: (If any)

Enemies: (name and level of enemies)

Boss: (If any)

Boss Format:

Name of Boss

Recommended Level: (Level I was at when I killed it)

Attacks: Name (I came up with the name based on the look of the attack)

Strategy: (how to kill it)

Status Format:

Experience/Power/Speed

Attack/Skill/Magic

Armor/Defense/Luck

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## iii.) VERSION HISTORY

### 2.3

- Listed the location of the Rage Rune at Neclord's Castle
- Updated the Credits

### 2.2

- Complete Unite Attack List
- MInor Editing

### 2.1

- Hopefully fixed formatting problems

### 2.0

- Added Enemy Stats to Bestiary
- Finished Runes and Spells List
- Finished The 108 Stars of Destiny
- Finished Armor
- Removed Weapons

- Removed Shopping List

1.0

- Finished Walkthrough section.
- Finished Army Units, Art, Music, Paints, Books
- Finished Spell Combination Attacks
- Updated Bestiary

.4

- Walkthrough up through Neclord.
- Bestiary update
- Shopping List update
- Character list update.

.2

- Walkthrough up through Scarleticia

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I.) WALKTHROUGH

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CHAPTER 1. THE GOLDEN AGE  
-----

A.) Audience with the Emperor

Characters: Hero<1>, Ted<not a star>, Gremio<>, Pahn<>, Cleo<>

Treasures:100 bits  
-----

You start of in the upper floor of Gregminster Palace. After talking to Teo, you'll gain audience to the Emperor. You learn that Teo is going to the North to settle a dispute with the Jowstone city-state, as Barbarossa entrusts him with his sword, Prakk. You are also to begin service with the Empire. Barbarossa will ask you to help him:

[?] Yes, your Highness.

{Agree to work for him}

I don't wanna.

{Agree anyway, apparently you were joking}

Choose either option when the emperor asks you to join. After the audience, you are free to roam the place. Head downstairs. Teo will ask you to speak to Kraze, who warns you that you will get no special treatment. Go to the armory in the left, and examine the statue for 100 bits. Then exit the castle. Teo will escort you home. After a brief chat, you will be free to wander around Gregminster. Here are the stats for your hero:

Lv 1. 17/17 hp

0/13/15

18/22/12

23/18/15

W: 1/5 Wolf Fang Staff

If you please, you can go to Rockland and use your 1500 bits to win lots of money from Marco, and outfit your hero. Otherwise, go upstairs and meet Ted. He'll ask if he can join.

[?] Of course.

{Let him come with you}

Gee, I dunno.

{Listen to him whinge and then be asked again}

He joins.

Lv 1. 17/17 hp

0/13/15

23/20/12

11/10/15

W: 3/10 Steel Bow

???? Rune

Now, go to the hero's room. After the chat, save at his journal and go to the dining room. Teo declares that he is heading north, and wishes everyone to protect his son. The next day, Gremio wakes you up and joins:

Lv 1. 22/22 hp

0/17/10

20/12/7

22/18/10

W: 1/9 Axe

Head downstairs for Pahn and Cleo to join.

Pahn

Lv 1. 25/25 hp

0/25/10

3/17/3

24/18/15

W: 1/6 Claws

Cleo

Lv 1. 20/20 hp

0/12/12

18/20/21

20/15/20

W: 1/6 Air Sword

Now, attempt to leave and Ted will wake up. He joins again. Now, it is time to visit Kraze. But first, outfit your characters a bit: Headbands and Leather coats at Rockland work well. When you are ready, talk to Kraze, who will tell you a Dragon Knight is waiting to take you to the Magician's Island. Your goal is to retrieve Astral conclusions from Lenkaat the Seer, Windy's sister. Kraze will then ask you to answer his questions about the mission:

[?] Northeast of Gregminster

{Show that you've been listening, continue getting briefed}

Northwest of Gregminster

{Make him think you're an idiot, continue getting briefed}

Somewhere on this earth.

{Make him think you're a pompous brat, continue getting briefed}

After the meeting, go outside and to the left. Talk to Futch, a dragon knight, to go back and forth between Gregminster and the Island.

-----  
B.) Magician's Island

Treasures: Medicine, Leather Coat, Fire Crystal, Astral Conclusions, Wooden Shoes (dropped by FurFur)

Enemies: Furfur, Holly Boy

Boss: Golem  
-----

From the docking point, head north, north, north, northeast, south, and northwest. Here, you will meet Luc. He summons a creature to make you miserable...not really.

-----  
Boss: Golem

Recommended Level: 3

Attacks: Normal

Strategy: Have everyone attack but Pahn and Gremio, who should do a Talisman Attack. In two turns, he'll be dead.  
-----

Luc, astonished at your performance, will escort you to Lenkaat's mansion. Ascend the staircase and speak with her. You will receive not only the Astral Conclusions, but also a reading telling you of your weight in the flow of fate. Leave the room. Cleo will receive a Fire Crystal from Lenkaat, and Luc will warp you to the docking point. Once at Gregminster, attach the Fire Crystal to Cleo, and follow Futch's advice and return to Kraze.

---

CHAPTER 2. MEDIEVAL IRS

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A.) Rockland

---

Kraze, and another man, Kanaan, will inform you that people in the town of Rockland have not paid taxes. Your mission, which Kanaan joins, is to pay a visit to Grady, the Imperial Legate of Rockland. In case you hadn't gone there before, it is east of Gregminster.

At Rockland, go to the mansion and demand to see Grady. You'll learn that bandits from Mt. Siefu have been pilfering tax money. Grady wants you to help him take care of them:

[?] Of course.

{Go fight}

We should return home first.

{Get ordered by Kanaan to go fight}

You take up the new task of teaching them a lesson. Head southwest to Lenankamp, and sharpen everyones weapons and pick up Pointed Hats. Now head northeast to Rockland, and head east to Mt. Seifu.

---

B.) Mt Seifu

Treasures: Boots, Medicine [6x2], Defense Rune Piece, 1000 bits, Antique (vase), Leggings, Thunder rune piece, Shoulder Pads (dropped by bandits)

Enemies: Bandits, Black Wild Boar, Soldier Ant

Bosses: Queen Ant, Soldier Ant x3, Varkas and Sydonia

---

From the foot of the mountain, go north. In this room, go northeast and pick up the boots and medicine. Now go southwest. In the next room, the path second from right gets you a Def. Rune Piece, the second from left gets you 1000 bits, and the left (west) path gets you an antique (vase). The middle path is the right way. In the next treasure room, pick up the medicine to the west, the Escape Talisman to the northwest, the leggings to the southeast, and head north. Go north again, then south, then north, <Somewhere in this area is the Queen Ant> then north, then northeast for a thunder rune piece.

---

Boss: Queen Ant, Soldier Antx3

Recommended Level: 6

Attacks: Normal (soldier), Magic (queen)

Strategy: Conserve magic, and hammer the front row. After a while, you'll give up.

---

Ted proposes an idea, which you can accept or reject:

[?] OK, Ted.

{Let him do his thing}

Don't be reckless, Ted.

{Warn him, then let him do it anyway}

He walks to up and challenges the beast alone, decimating it with a spell from the Soul Eater Rune. Kanaan recognizes this, but lets you continue anyway. Follow the path to the save, and heal up with medicines. Then go ahead. to challenge the bandits. First, you will fight a group of five bandits. Then,

you will face Varkas the Whirlwind Axe and Marksman Sydonia.

-----  
Boss: Varkas and Sydonia

Recommended Level: 8

Attacks: Normal (17-20)

Strategy: Have Cleo use Flaming arrows on Varkas, while Pahn and Gremio use the Talisman Attack on Sydonia. Everyone else should just attack. Next turn, switch. Both thieves should die.

-----

After the fight, you go to the foot of the mountain (world map). Then, head to Rockland. Go to Grady's mansion and turn the bandits in. You'll receive 10,000 bits, but Kanaan takes it. You should then head to Gregminster.

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CHAPTER 3. THE SOUL EATER  
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A.) Lenankamp: The Seat of the Liberators

Characters: Viktor

Treasures: Antique [Hex Doll], 700 bits, 1000 bits, Brass Armor, Medicinex6

Enemies: Empire Soldiers, Captain  
-----

At the gates of Gregminster, Kanaan leaves with Ted for his report with Kraze. Your gang will go home, where you have a nice dinner-without Ted. Once they begin to say that Ted is late, go downstairs. Ted will be lying there, horribly wounded. Gremio will give you a choice:

[?] Help

{Help move Ted}

Don't Help

{Convince them you're in shock}

After nursing him back to health, Ted will ask you for a favor.

[?] What is it, Ted?

{Ask him what he wants}

No.

{Refuse and be asked again}

You learn that he has the Soul Eater rune, is being pursued by Windy, and is 300 years old. Ted wishes you to have his rune:

[?] I'll take it, Ted. Don't worry.

{Take the Soul Eater}

No.

{Don't take it, and get asked again}

Pahn wishes to turn him in, but you say no. Later, Pahn leaves to get medicine. He returns, however, with the Imperial army. Make a break for it once you take Ted's rune. Ted volunteers to act as a decoy:

[?] No.

{Refuse, and get Ted to ask again}

All right.

{Accept his offer}

Head for Marie's Inn. Talk to Cleo and Gremio, then try to head downstairs. On your second try, Gremio will let you go. While you're

down, you can talk to Viktor. When you try to exit, Imperials will confront you:

[?] Shut up, you fool.  
    {Insult him, and generally be conspicuous}  
    (We'd better try to be inconspicuous)  
    {Be conspicuous anyway}

Viktor will come to your aid, evidently to escape the inn. Talk to him later, and he'll ask if you want to hear his plan.

[?] I'm not sure I can trust you.  
    {Refuse to hear him out}  
    All right. Help us out.  
    {Hear his plan}

Basically, you must here it; he'll join and help you leave Gregminster:

Lv. 7 148/148  
0/52/23  
63/20/19  
40/33/26  
W: 3/11 Taia Sword

First, appraise and sell your antique, then go to the gate. Viktor will bribe the guard with your money, then ask you to go to Lenankamp:

[?] It's a promise.  
    {Agree to go to Lenankamp}  
    I've never heard of Lenankamp.  
    {Appear ignorant then go anyway}

Head south to Lenankamp, and upgrade all your characters. Now, head to the inn and stay. After a long scene in which Imperials arrive, you will have to make a decision:

[?] Let's fight.  
    {Do nothing, you were obviously joking}  
    I'm scared, let's run.  
    {Attempt to run away, but fail}

You flee with Viktor to the sewers, where you meet Odessa Silverburg, Flik, Sanchez, and Humphrey-the main members of the Liberation Army. Odessa will ask you to join:

[?] Who says I'll join?  
    {Appear to like the Imperials}  
    Maybe I should join the Liberation Army.  
    {Appear interested}

Gremio is hesitant to join, but once a bandit arrives telling Odessa of the torture of Varkas and Sydonia, you are prompted to make a decision:

[?] It's our fault.  
    {Confess that you captured them}  
    This has nothing to do with us.  
    {Be an idiot and be reprimanded by Cleo and Gremio}

At Rockland, head for Grady's mansion (examine the area with the bandits. Viktor will set Grady's house on fire, and you will enter it. Head west and

fight two Empire Soldiers. Grab the medicine and follow the path, fighting two more soldiers. At a hall, the northeast door leads to 3 soldiers and a captain, but gets you Brass Armor. The Southeast door gets you an antique. The west door leads to three empire soldiers and a captain. They give a lot of gold. Follow the hall, and go to the right for two chests of 700 and 1000 bits. Now, go left and fight five soldiers and a captain. To the west, rescue the bandits. Retrace your steps to the manor entrance and talk with Grady. Your business in the town being done, return to Lenankamp.

---

B.) The Escort

Characters: Odessa<not a star>

Treasures: Circlet, Medicinex2, Gloves, Wind rune piece, Antique, Clone crystal, 1000 bits, Earring

Enemies: Giant Snail, Killer Slime, Slasher Rabbit

---

At Lenankamp, return to the sewers and speak with Odessa. She requests that you will help her deliver Blue Prints of a Fire Spear to Sarady, where an agent will take them to a secret factory:

[?] My father goes his way, I go mine.

{Agree to join}

Since I'm a member of the Imperial Army...

{Be stubborn}

If you refuse, she'll ask you again:

[?] I guess...

{Join}

I mean...

{Don't join}

She then joins your party (provided you join):

Lv. 6 68/68

0/28/39

46/42/26

42/26/35

W: 5/18 Steel Bow

Head northwest of Lenankamp, cross the bridge, and go to Mt. Tigerwolf. Immediately grab the circlet and give it to Odessa, then head east. Pick up the medicine and go north. Snag the gloves and go north twice. Get the wind rune piece, and head north three more times. Take the antique before going further north, then get the medicine. Go northeast for a clone crystal, then go south and northwest. Take 1000 bits and head north out side the mountain. along the way (I forgot to note down where) you will be stopped by Ledon at his house. He will ask if you want to stay:

[?] Me too.

{Agree to stop for the night}

We'd better go on.

{Stop anyway, since everyone else does}

He asks if you want tea:

[?] Not if it's bitter.

{Refuse and be asked again}

Just a taste, then.



{Taste the tea}

He will feed you poisoned tea after you agree to stay in his house. His boss Kessler recognizes Odessa and punished Ledon. In the end, you are restored, and given free access to an inn high in the mountains. Anyway, just remember to return here much later to recruit these people.

After exiting the mountain, head north and enter Sarady. Buy a water crystal, then head for the Inn. After renting a room, you will wake up in the night. Go outside, and after a moving conversation with Odessa, Kage will arrive and take the blue prints. Return to your bed.

In the morning, you will be faced with the journey home. Return to Lenankamp, but before entering the Inn, make sure Odessa has nothing important equipped. Now, enter the inn. A wounded soldier will be on the ground. Quickly enter the secret passage. The top path leads to a fight with six Empire Soldiers. Take them out. Now, move to the middle to fight five empire soldiers. Destroy them. Finally, take the lower path. You will fight five more imperials.

Odessa is mortally wounded. She gives you her earring (party item), and you're given a choice:

[?] I can't.

{Refuse}

As you wish.

{Dump the corpse in the stream}

You can now cast Deadly Fingertips with the Hero. As the appointed leader of the Liberation army, it is your duty to head south past Kwaba to Seika and speak to Mathiu. Exit Lenankamp after saving, and head south for Kwaba. Here, you will choose an alias and pass through the gates:

[?] Masamune.

{Call yourself Masamune, make everyone think you're an idiot}

Piisuke.

{Call yourself Piisuke, make everyone think you're an idiot}

Schtolteheim Reinbach IV.

{Call yourself Schtolteheim Reinbach IV, make everyone think you're an idiot}

Ain Gide will let you pass, feigning ignorance. However, he says something to the effect of: protect your father. Gremio will ask for your forgiveness:

[?] Unforgivable!

{Don't forgive him}

I understand, Gremio.

{Forgive him}

From here, talk to Chandler then head south to Seika.

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#### CHAPTER 4. THE PATH OF LIBERATORS

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##### A.) The Fortress in the Lake

Characters: Camille, Tai Ho, Yam Koo, Mathiu

Treasures: Mega medicine, Toe Shoes, Antitoxin, 2000 bits, Power Rune Piece, Medicine, Pointed Hat, Antitoxin, Wind Crystal, Hazy Crystal

Enemies: Oannes, Ghost Armor, Giant Slug

Boss: Zombie Dragon

---

Journey south from Kwaba to Seika, and talk the man in front of the school, Mathiu. Apparently, he is Odessa's brother, and refuses the Earring. He leaves. Follow him, and ask him again. Leave the school. After a group convention, Imperials will burst through the town and attack the school. Gremio will ask you what to do:

[?] Help them, of course.

{Fight the soldiers}

Wait. Let's see what's happening.

{Delay the fight}

Follow them, and help Mathiu (who is to be recruited by Imperials). The soldiers will ask who you are:

[?] Survivors of the Rebel Army.

{Sound resilient and dangerous}

Just some good guys passing by.

{Sound cool and nonchalant}

Take them out with a 'free-will' spree. Talk to Mathiu about the earring:

[?] Why?

{Ask him why (duh)}

But Odessa...

{Attempt to honor Odessa's request. Let him explain about earring}

He will ask you to take over leadership of the Liberation Army:

[?] I can't do it.

{Refuse to accept}

I'll do it.

{Accept}

Mathiu finally agrees to help you. He will tell you to obtain a castle in the middle of Toran lake. To get there, you have to go to Kaku and get a boat. Thus, you should do that. Head southwest from Seika to get to Kaku.

In Kaku, forget the armor store and blacksmith. Head straight for the tavern. Here, Gremio will be confronted by Camille, and asked for bills. Since you can't pay them, you persuade her to lead you to Tai Ho. Camille joins at this point:

Lv. 9 93/93

0/37/41

56/52/36

36/33/30

W: 4/19 Galm

He's in the basement. With Camille in your party, go to the basement and talk to Tai Ho. If you beat him at a dice game, he'll take you to Toran. Go to the inn and save. Return to the basement, and play.

The object of this game is to get two dice with the same number (the third number is your score). However, if you get 1-2-3, or 1-1-1, you pay Tai Ho triple. If you get 4-5-6, you are paid double. If the dice go outside, you lose. With this in mind, play against him. Good luck!

Eventually, you will beat Tai Ho, and get the boat. When that happens, Tai Ho will agree to take you to the Toran Castle. Go to the docks and let him take

you there. At Toran, Tai Ho joins your party:

Lv. 10 125/125  
0/51/37  
66/48/20  
34/30/34  
W: 3/15 Satsuki

Talk to Yam Koo and return to the town of Kaku. Outfit everyone with Shoulder Pads, Brass Armor, and anything else. Sharpen Camille and Tai Ho's weapons. Pick up some medicines as well. Now, save, rest, and return to Toran. At the southeast, take the mega medicine, then head north. In this room, get the Toe Shoes from the southeast and go south. Pick up the Antitoxin and 2000 bits before heading north twice. Go east, and take the power rune piece, medicine, and Pointed Hat. Go south, north, west, get the antitoxin, and save. Go north, north, east, and get the Wind crystal and Hazy crystal (you may have to fight three giant slugs). Go south and follow the path until you fight the Zombie Dragon.

---

Boss: Zombie Dragon-2000 bits  
Recommended Level: 16  
Attacks: Charge, Blue Fire Breath(all)  
Strategy: Have Cleo use Firestorm and Flaming Arrows, while Viktor uses the clone rune. Gremio should heal, and everyone else should attack. He should go down quickly.

---

With the dragon dead, go north through the castle until you officially claim it. After a big scene, you will get your next mission from Mathiu: recruit Lepant from the town of Kouan.

---

B.) Old Pals  
Characters: Sergei, Marie, Onil, Chandler, Antonio, Kai, Sansuke, Maas, Rock, Lepant, Eileen, Krin, Juppo, Giovanni  
Treasures: Shoulder Pads, Medicinex2, 700 bits, Counter Crystal, speed rune piece, fire rune piece, leather armor, white paint, Kirinji, water rune piece, Antique [Hex Doll]  
Enemies: Robot Soldier, Slot Man, Empire Soldier

---

Once you have obtained your castle, you can recruit many people to your cause. The first few can be obtained before going to Kouan. At Kaku, get Sergei, then head north to Seika. Get Marie and Onil. Head farther north to Kwaba and get Chandler. Now, go to Garan (southwest of Kouan) and get Kai. Swing by Great Forest (southeast of Kouan) and get Sansuke and Maas. Return to the castle, putting Tai Ho and Kai in your party. Now, talk to Marie three times, and she will say she needs a cook. Head to Seika and recruit Antonio. Now head for Kouan.

Once in Kouan, talk to Krin at the Inn, then talk to Giovanni in front of Lepant's house. Talk to Krin once more, and ask for his help:

[?] Tell me what you have in mind.  
    {Hear his plan}  
I can't trust you.  
    {Ignore him, with good cause}

He will help you get into to Lepant's house. First, though, outfit your party

members at the store. Once inside, go west and get Shoulder pads. Go southeast and south. Recruit Rock and get the Medicine and 700 bits. Go east and snag the Counter crystal, then head north and get a speed rune piece. Head south and get a fire rune piece, leather armor, medicine, and white paint. Go north three times for the party item Kirinji.

After exiting the mansion, go to the inn. Krin will offer you tea, and you will realize that you were conned. Lepant will then confront you and ask for his sword:

[?] .....

{Give him a blank stare and get your friends to fill him in}

Um, Mathiu recommended you.

{Tell him yourself}

Lepant will; leave you alone, but he still wants his sword:

[?] We need your help.

{Be stubborn and ask him again}

I understand. We'll return your sword.

{Give him his sword back}

After talking to Lepant, follow him to the Imperial Commander's house in the north. Go southwest for a water rune piece. Go northwest and Lepant joins your party:

Lv. 18 180/180

0/60/56

85/68/47

71/64/52

W: 5/16 Kirinji

You will now fight six soldiers, which can be defeated easily. Go north, and northwest for an antique. Go Northeast and fight six more soldiers. After this, enter the command room. You will see\*suprise\*Kraze with Eileen. Pahn will also show up, and beat down Kraze. You will be given the option of killing Kraze:

[!] You're the one person I can't forgive.

{Kill Kraze, hehehe...}

Get the hell out of here.

{Let Kraze go}

He is the epitome of scum, so I say you do (it doesn't matter). After this, you'll get Lepant, Eileen. Now, talk to Pahn. He wants to join:

[?] I can't forgive you.

{Refuse his plea}

Pahn, lend us a hand.

{Let him join}

After getting him, return to the castle.

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## CHAPTER 5. UNITY

---

### A.) The Elves

Characters: Varkas, Sydonia, Kirkis, Meg, Sheena, Viki, Valeria

Treasures: Needle, Water Rune piece, fortune rune piecex2, Feather, Karate

Uniform, Sacrificial Buddha, Killer crystal, guard robe, medicine

Enemies: Kobold, Holly Boy, Holly Spirit, Death boar, Eagleman, Dwarf, Strong Arm

Boss: Assassin

---

At Toran Castle, go to the first floor, where you will meet Varkas and Sydonia. Mathiu will tell them that Odessa went north. You'll be asked to hold a banquet:

[?] Let's do it.

{Hold the banquet}

Now wait a...

{Attempt to refuse, but everyone will agree before you can}

After the meal, heal up your hero, then walk outside. An assassin will fight you.

Boss: Assassin-0 bits

Recommended Level: 22

Attacks: Normal attack, Shrike Rune attack

Strategy: Basically, you should just attack him. While he may seem to do modest damage, you should note that, even if he had a million hit points, you would still kill him first. In other words, he's easy.

After beating the assassin, he'll tell you he came from Lady Windy and run away. Pahn and Gremio will guard your room. The next day, when you awake, nothing eventful will happen, so go to the docks. Here, you'll see a wounded Kirkis. After taking him to your bed, he'll tell you he came here for help: Kwanda Rosman has began attacking the elves. Now, he'll beg you for help.

[?] Of course.

{Agree, in a way}

But...

{Begin to point out that you're still microscopic}

Kirkis will join your party:

Lv.15 148/148

0/52/61

70/82/50

59/53/40

W: 5/18 Light Bow

Give him Cleo's Fire Rune, and give Cleo the water crystal. Put some Juppo and Lepant in your party and head for Kaku. At Kaku, get Gaspar from the tavern basement by winning 5000 bits. Get Meg near the inn with Juppo. Head for Seika and talk to Sheena in the inn. Lepant and Sheena will return to the castle. Now put Pahn, Viktor, Cleo in your party and head for Great Forest, where you once got Maas and Sansuke. This time, save at the inn and head east. Go east, then northeast and Viki will join. Continue e, then go southwest for a needle and a water rune piece. Go back and go e for a fortune rune piece. Now go back to the water rune piece area and continue east three or four times. You'll emerge in an empty village. You will also run into Kuromimi, who is also headed for the elf village. fortunately, he doesn't join yet (he's not good). Alright, go south east until you see a large, green tree. Head for it, and save at the entrance. Go to the town, and do some shopping if you have the gold. However, don't buy anything for Pahn. De-equip Pahn if you want, and hand his stuff to the others. Now, head for the main building.

Kirkis will try to explain himself to the elven leader, but the elder refuses to

pay heed. you are thrown in jail. Talk to stallion if you want, then talk to Valeria a few times. You'll learn that Kwanda Rosman has manufactured a Burning Mirror that can destroy the elves, Kobolds, and Dwarves, not to mention humans. Now talk to the door, and Sylvina will come to check on Kirkis. She will free you as well. Valeria joins as you escape the town:

Lv. 23 271/271

0/83/63

116/70/56

90/83/64

W: 7/33 Seven Star Sword

Falcon Rune

This is when Pahn leaves. Equip Valeria with anything that Pahn had, or sell Pahn's stuff and buy her new equipment. Valeria asks you what to do:

[?] I agree.

{Head to the Dwarves}

Let's go back to the castle first.

{Be told to go to the Dwarves anyway}

Either way, you'll have to leave town and save. Now, go northeast to a mountain pass called the Dwarven Trail.

From the entrance, go north and grab the feather (give it to someone in the front row). Go north again and get the Karate Uniform. The northwest route leads to a Sacrificial Buddha. Go down and go northeast. Get the Killer Crystal and go northwest. Get the guard robe and go south, northeast, north, and get the medicine. North lies a fortune rune piece. Go north two more times, save, head east, and then north. Welcome to the Dwarven Valley.

-----  
B.) Worthless Human!

Characters: Meese

Treasures: Sunbeam Crystal, Blue Ribbon, Magic Robe, Medicine, thunder rune piece, pointed hat, skill rune piece, medicine, mega medicine, 5000, Escape Talisman, Defense Rune piece, Running Water Root

Enemies: Kobold, Death boar, Strong Arm, Crimson Dwarf, Death Machine

Boss: Gigantes  
-----

Head north to the Dwarven City. Here, go to the smithery and get Meese. Then, go to the Chief's hut to get the mission: steal the running water root from the Dwarven Vault, thus proving a sluggish human can break Dwarven Security. He asks you if you will do this:

[?] Let's give it a try.

{Go to the vault}

Better not try.

{Don't go}

Now, sharpen Viktor's and the hero's weapon to level 9. If you have cash left over, sharpen Cleo's to seven (don't worry about Gremio). Now, you need armor. For this, look at the bestiary in this FAQ, and run around until you get the most profitable encounter-probably in the vault or the trail. Regardless, you need to get reasonable defense accessories -still, there is one magic robe in the vault, so leave that for Viktor or the hero.

After you are ready, go north to the vault. The dwarf lets you in. Follow the stairs until you get to the lever room. Flip the middle and right levers. Pick up the Sunbeam crystal, then head back and flip the left lever. Go to the

south. Go south east for a blue ribbon, and southwest for a magic robe (told you). The middle gets you a medicine. Take the right stone, the left stone, and the down stone for a thunder rune piece. Take the down stone on another platform. Then go south. Eventually, you'll pick up a thunder rune piece. Later on, you'll get a pointed hat and a skill rune piece. Also of note is the medicine. Go north to a puzzle room.

Step on the tiles in this fashion-l,r,r,l l,l,r,r. Now head north. Go west for a mega medicine, east for 5000 bits, and go north. In the maze area, go southwest for an escape talisman, then take the middle staircase. Now, prepare to fight Gigantes.

---

Boss: Gigantes-3000bits

Recommended Level: 27

Attacks: Normal attacks, defend

Strategy: For Gigantes, don't use too much magic. A clone rune attack from victor, a falcon rune attack from Valeria, the hero's attack, Cleo's attack, Gremio's attack, and a firestorm or two from Kirkis. Since Gigantes has a very large defense (well, he can block at least one attack), you may take a while at this one.

---

From Gigantes, go northwest for a Defense Rune piece, and take the middle path for the running water root. Now use an Escape talisman, or if you want gold, walk back to the surface.

Return to the Dwarves and tell them about the Running Water Root. The chief will order the construction of the Firewind Cannon, which can break the Burning Mirror. Time to go back to The Elven Village (get some armor first). Along the Dwarven Trail, Kirkis will note that forest is on fire. Are you too late?

---

C.) Iron Wall Rosman

Characters: Kuromimi, Templeton, Kwanda

Treasures: Steel Shield, thunder rune piece, Old Book Vol. I, Half armor, medicine, gauntlet, gale crystal

Enemies:???

Boss: Dragon

Major Battle: Battle at Pannu Yakuta Castle

Duel: Hero vs. Kwanda Rosman

---

From the pass, head for the Elven village. Kirkis will say how it was all for naught, and speak of his ring for Sylvina. Gremio will tell him to hold onto it. Head for Great Forest after saving. At the Great Forest, you will be confronted by six Veteran Soldiers-get them with a Firestorm or free will. More soldiers will come, and Valeria will be forced to turn herself in exchange for your safety, with your permission:

[?] Stop it, Valeria.

{Be given another of those talks about goals. Watch her leave}

I'm sorry, Valeria.

{Apologize. Watch her leave}

The Imperials will attack anyway, but Kuromimi will join (wow! What a trade...).

Lv. 26 259/259

0/51/75

101/72/47

11/78/80

W: 6/20 Sword

After killing six more soldiers, Mathiu will arrive with reinforcements. Kwanda Rosman of Pannu Yakuta castle needs to be stopped, and you must give the order to attack.

[?] All right, all troops forward.

{Go attack}

It's not time yet.

{Get Mathiu to say something profound, then attack anyway}

---

#### MAJOR BATTLE AT PANNU YAKUTA CASTLE

Imperial Troops: 9000

Liberation Army: 6895

This battle will unfold like a rock-paper-scissors game. You have four methods of attacks, Charge, Bow, Magic, and Other. Charges will crush arrow attacks, arrow attacks will crush magic attacks, and magic attacks will decimate charges. Strategists will amplify attacks or conduct other activities. At this point, it is best for you to rely on a slight imperfection in the AI to win the battle. First, use Luc's magic attack. The enemy will begin to use an arrow attack the next turn, so charge. They may try magic, so hit them with an arrow. This usually works, and will help for this battle.

---

After crushing Kwanda's army, the general will attempt to use his Burning Mirror on you. Fortunately, the dwarves attacked with the Windfire cannon (no, not the Firewind cannon that can actually break the thing-that wasn't good enough for them). You now form a recon party to capture the general, rather than send in all your troops and burn the castle to the ground.

Kuromimi, Kirkis, the Hero, and Valeria must join. Take two others and enter the castle. Go northwest for a steel shield, then go up and grab the thunder rune piece. Go north, northwest, grab the treasure, then go northeast for the Old Book Vol. I. Go down, get the Half Armor and gauntlet. Then rest, go up, east, and get the Gale crystal. Go west, then go up into a large court. Make sure your characters are ready for battle, then proceed north and fight the Dragon.

---

Boss: Dragon-3500 bits, Half Armor

Recommended Level: 30

Attacks: Lightning, Red Breath, Charge.

Strategy: This boss is not as challenging as it may seem. In fact, it can be easily vanquished provided you have an effective troop arrangement that can heal and attack. Thus, if your healers die, you can't win, and if your attackers die, you can't win. Cooperatively, however, it is easy for the party to kill the Dragon. Use the Water Rune, Medicines, the Falcon Rune, and any high-class attacks to finish the battle.

---

After the battle, outfit your hero with the best equipment and heal him. Then head north, north, and south onto a terrace. Here, your hero will face Kwanda Rosman in a 1-1 duel.

---

DUEL: HERO VS. ROSMAN



In the duel, you and your opponent, the Iron Wall, have three options: Attack, Defend, and Desperate Attack. Attack works well against Defend, Defend Works well against Desperate Attack, and Desperate Attack works well against Attack. However, it may be wise, at this point, to use Defend against Attack. (In case you are wondering, if you defend and Rosman attacks, you will dodge and counterattack).

Kwanda Rosman, being the Iron Wall, has a high defense rating and a mediocre attack rating. At level 30-32, your hero should be strong enough to gain the upper hand, even if you foul up a bit. However, a guide, provided by A. Nickerson (see credits), will give you the name of the attack Rosman will use that goes with his monologue.

#### Attack

~~~~~

Heh, now it's my turn.  
What's the matter? If you don't attack I will!  
At a loss are you? But I'll show now mercy!  
Taste the sharpness of my blade.  
Well done. But can you take this?  
Ha ha. You'll have to do better than that.  
You're better than I thought. But how about this?

#### Defend

~~~~~

Can you break my invulnerable defenses?  
Don't bore me. Show me what you can do.  
Carefully...

#### Desperate Attack

~~~~~

Victory is near. I strike with all my might.  
We're getting nowhere. Here I come!  
Impossible! You can't avoid my blows!  
Take that!

-----  
When you defeat Rosman, those who have been ruined by the general want to exact revenge. Stuningly, Kwanda accepts. You are given a choice:

[!] Vengeance! Your time is up!  
    {Kill Kwanda. Don't do this}  
    Something's wrong.  
    {Don't kill him}

Since Kwanda is a playable Star, don't kill him. Listen instead. He'll tell you about the Black Rune, which gives Windy power over her subjects. It was given to Rosman after the War, and allowed him to control the Kobolds. After this, you are given a second choice:

[!] You're right.  
    I want you to join us.  
    {Kill him. Again, don't do this}  
    {Recruit him}

With Kwanda recruited, you are done with this portion.

---

A.) The Herbalist

Characters: Gon, Fu Su Lu, Lorelai, Apple, Hellion, Gen, Kamandol, Lotte, Chapman, Jeane, Mina, Jabba, Kimberly, Tesla, Luikan

Treasures: Blinking Mirror, Medicine, Yellow Paint, Blue Paint, Black Paint, Fake Orders, Silver Necklace, Old Book Vol. VI, Antitoxin, Opal, Nameless Urn

Enemies:???

Major Battles: Battle at Garan, Battle at Scarleticia Castle

---

First, there are several characters you are going to want to get. Go to the Great Forest Village (entering from the east plateau, near Pannu Yakuta) and enter the inn. Pay Fu Su Lu's meal price (10,000 bits) for him to join. Then, go to the bottom house and grab Gon, Kuromimi's little brother. After getting the warriors, head for Kouan and get Lorelai from the inn, if you hadn't done so already. Now, head to Seika and get Apple from Mathiu's schoolhouse. Finally, save and head for the castle.

You'll soon learn that your friend, Flik, has returned. Meet him at the castle strategy room with Mathiu. Here, he will inquire as to Odessa's fate, and you will be given a choice:

[?] But Odessa's last request...

{Be given a speech about something and he'll tell them anyway}

You're right.

{Allow him to tell them}

Flik will leave, but Mathiu will send you after him. With Viktor, you must head for Kaku and enter the house flanked by Liberation Guards. Talk to Flik once you are inside. Flik wants to merge forces, and you are given a choice:

[?] No.

{Refuse to join him, but get asked again}

Of course.

{Accept his offer}

After accepting his offer, head back to the castle and save. A plan for liberating the bottleneck of Garan and entering Milich's territory is broached, and you, again, are given an option:

[?] Prepare to depart.

{Go and fight}

It's not yet time for battle.

{Wait for a while}

---

MAJOR BATTLE AT GARAN

Imperial Troops: 6000

Liberation Army: 7785

Provided you recruited everyone you could have by now, you will outnumber the Imperial forces, making this battle rather easy. Remember, however, that the AI is better here than at Pannu Yakuta, so the trick may not work.

---

Immediately after your victory, your foolhardy forces will charge General Milich Oppenheimer's Scarleticia Castle. Prepare for the third major battle.

---

MAJOR BATTLE AT SCARLETICIA CASTLE

Imperial Troops: 12000

Liberation Army: 7785

No matter how hard you try, your forces will be milled down by Milich's flower's poison, throwing your campaign back.

-----

After the fiasco, you should rendezvous in Garan, where you will form an infiltration Party. Viktor cautions Gremio to stay back, but he asks you instead:

[?] Stay here, Gremio.  
    {Try to get him to stay behind}  
    Okay. Come with us.  
    {Allow him to come along}

Well, Gremio must join anyway, so just let him come. Also, Viktor and Flik should be in your party. Here are Flik's stats:

Lv. 33 381/381  
0/106/112  
154/107/95  
90/80/89  
W: 9/45 Odessa +  
Lighting Rune

After this, exit Garan and head north to Teien. There are several good characters here, so pay close attention. First, go to the inn and get Hellion. Also, get the Blinking Mirror and Medicine. You may want to get the Yellow Pain from the store. Now, go to the town south of here, Rikon. Here, get the Blue Paint at the store. Now go to the docks. Board the boat and head out for sea. Follow the tributaries until they lead you to a whirlpool that you cannot pass. Now, return to Rikon and head to Teien. Speak to Gen, the shipbuilder, about your predicament:

[?] We have no business with you.  
    {Get told to go away}  
    We need a boat that can beat the rapids.  
    {Enlist his aid}

Pick choice two, and he will join your party:

Lv. 23 269/269  
0/89/63  
136/99/33  
87/76/66  
W: 9/49 Peguir Steel

After this, he'll take you next door to get Kamandol, his alchemist friend. Consequently, this alchemist is working on an engine that will propel a boat across the Rapids of Dunan (the whirlpools is called that). He will join your party as well.

Lv. 22 204/204  
0/60/52  
67/96/65  
47/40/49  
W: 3/7 Steel Rod

These friends will ask you to take their precious engine to Rikon for them, so, after saving, embark on the short trek. Unload the engine, and the two will get to work, while your party rests at the inn. In the morning (after Gremio's

speech), the boat is ready to go. Take it back to the rapids, and you will notice that this time, you can cross them. Dock at the small house, where Luikan is, and enter. Grab the black paint, then exit. Mounted on a dragon, General Milich will grab the hermit and take him to Soniere Prison. Use the Blinking Mirror to return to the castle.

After a short conversation with Mathiu, in which you will learn of Kimberly, and Tesla the Scrivener, you are free. Your mission is to retrieve Kimberly and Tesla, master forgers, so you can bust Luikan out of Soniere under the imperial guise. First, remove Gen and Kamandol and install two good characters. This next saga will take time, but is necessary for the best ending.

Teleport to Rikon as quickly as you can, then talk to Jabba the appraiser, as well as everyone in the town. You will be informed that there is an urn that Jabba cannot appraise. In the upper floor of the inn, you can talk to Lotte, who lost her cat. Now, head to Antei (west). Here, after asking around, you will learn that the Holly Fairy carries this urn. Not too fast, though. First, go to the armor shop and get Chapman. Then (making sure your hero has toe shoes) head for the inn. Talk to Mina, the dancer, and she will ask the hero to dance with her. Do so, and you can recruit her. At the rune store, get Jeanne on your team, then outfit your troop. Now, leave Antei, and walk around in the desert-like area a few screens east of Rikon (sandy area). Here, you may run into the Holly Fairies who carry the Nameless Urn that you need to get Jabba. After a while of slaughtering, you will get the Urn, some levels, and money for sharpening and/or buying armor. After getting the urn, teleport to Kaku. Do you notice the cat running around. With the Holy Rune equipped, Chase it to the corner and press X to grab it. Now, teleport to Rikon. Go to the appraisal shop and recruit Jabba. Then, go to the inn and recruit Lotte. Finally, go back to Teien and sharpen your weapons. Now, after saving, return to Antei.

Your business here is to find Kimberly. She is northeast of the Inn, in a house. She agrees to read Mathiu's letter (actually, Flik reads it to her) if Flik and her go out on a date. After this sequence, she tells you that Tesla the Scrivener is masquerading as Albert. Go find Albert, and Viktor will trick him into revealing that he is indeed Tesla. He will join you at the castle, where you will get the Fake Orders. Now, save, and head to the Soniere Prison facility. You will be able to enter with ease. Go right, save, then go through the hall, getting the Silver Necklace and the Old Book Vol. 6. Go south, north, south, north, south, get the antitoxin, head south and fight three Veteran Soldiers. Then, fight three more when you attempt to continue. Go right and fight five of the soldiers to get the Half Helmet, then return and go left. Fight five more soldiers for the Sound Setting 0. Now, get Luikan.

Along your descent, you should have fought the Nightmare creatures. They drop Opals. Opals, as you recall, are what Esmeralda, in the Antei Inn, would like. If you don't have any, I suggest you get some. Also, de-equip Gremio. You will know why soon enough. Return to the top floor of the Soniere Prison.

Here, tragedy strikes. As you walk through the lever door, you'll see Milich Oppenheimer (bad news). However, he doesn't fight you. Instead, he releases the spores of agony in the cell, leaves, and cranks the lever. These man-eating spores will make short work of your party, so you need to escape. But someone needs to hold the lever. That someone is Gremio. He sacrifices his life to save your party here (yes, he dies, and is not coming back for a long time). During this scenario, you are faced with a decision:

[?] Open the door, Gremio!

{Attempt to get him to open the door. Fail}

This is an order, Gremio!

{Attempt to order him to open the door. Fail}

Finally, Mathiu arrives to save you, and notices Gremio's robe and axe. Sadly, your party leaves, but Viktor picks up these talismans. Fueled by revenge, and with Luikan at your side, you're now ready to make short work of Milich's forces.

---

B.) The Mystery Deepens

Characters: Milich, Qlon, Esmeralda, Ivanov, Kasios, Anji, Kanak, Leonardo  
Treasures: Red paint, magic robe, magic rune piece, window setting 1, spark crystal

Enemies:

Major Battles: Battle at Scarleticia Castle

Boss: Pirate Trio (Anji, Kanak, and Leonardo)

---

Luikan prepares the medicine that will save your army from the pollen attack. You have the duty to give the order for attack:

[?] All right. Let's begin assembling the troops.

{Go fight}

I just don't feel like it right now.

{Be depressed and wait a while}

Now, it's time to take down Milich's army.

---

MAJOR BATTLE AT SCARLETICIA CASTLE

Imperial Troops: 12000

Liberation Army: 9395

There is no definite patter here, although predictability still exists. I charged, fired arrows, charged, and fired arrows. Then, the army surrendered.

---

Now that the main attack has been launched, the infiltration team must be chosen (Viktor and Flik are a must). Enter the castle at your own leisure. The dungeon isn't difficult, and there's quite a bit of treasure lying around. In the three door entrance, go northwest and grab the red paint. Return to this hall and go northeast for a magic robe. Return and go through the middle door. Go northwest for a magic rune piece and Window Setting 1. Go north, then southeast. In this area, there is a large portrait ("Portrait of Milich"). Here, you are faced with a decision.

[?] Milich, too, is a victim...

{Open up the secret room}

What a creep.

{Ignore it}

Choose number one to open up a secret room where you can get the spark crystal. Return to the portrait hall, and go south to the balcony. Here, Mathiu will arrive and tell you to burn the flowers. As they are set on flames, Milich arrives to try to stop you. As he sticks his hand near the fire, something in his arm melts. It turn's out to be the black rune that Kwanda had. Realizing what he's done, Milich kneels before you. Flik asks you what to do with him:

[!] Gremio must be avenged.

{Kill Milich. Bad thing to do}

This man is not at fault!

{Let Milich live}

This is important! Choose choice b, or else you can never save Gremio (ironic, isn't it?). Now, Milich tells you he wants to join. Again, a choice arises:

[!] I can't.

{Refuse to let him join and never see him again}

I understand.

{Let him join}

Once again, choose B. Now Milich is part of your army. This...uh, joyous...moment is destroyed when Stallion arrives with news of General Teo McDhol's army arriving at Toran.

You immediately arrive at Toran, but rather than pursuing the plot, there's some stuff you should do. First of all, take Pahn and Milich with you. Go to the three towns in Milich's lands so Pahn can be outfitted to the top (if you haven't already done so). Then, go on a recruiting quest. Swing by Antei to pick up Qlon (who's overjoyed that she can pronounce the town name) and Esmeralda (with the opal, of course). Then go to Scarletia Castle and get Ivanov and Kasios. Return to Toran now. Remove two characters (but leave Pahn and some healer in). Put in Tai Ho and Yam Koo. Save, then warp to Rikon and take the boat to the Pirate's Den (north of Toran, I believe).

Here, Tai Ho and Yam Koo will run into some old friends, namely some pirates. Anji, their leader, challenges you to a battle after Tai Ho insults him:

[?] Fight.

{Rise to the challenge}

Don't fight.

{Be a wimp}

You must fight them in order to get all 108 stars, so go ahead.

-----  
Boss: Pirate Trio

Recommended Level: 33

Attacks: Physical Attack, Spin blow, Various Spells

Strategy: These three can be defeated in several ways: (1) magic attacks, (2) physical attacks, (3) both. Methods one and three are the best ways to finish off the pirates-actually, 1 is the best (if you bring all mages, they can quickly eliminate all three). Chances are, though, that you'll beat them by method three. Use Black Shadow, the Soul Eater Lv. 2 attack with your hero, the Boar Rune w/ Pahn, and the Fishermen Attack with Tai Ho and Yam Koo. Killing Anji won't end the battle, but he seems to be the lead fighter, with Kanak and Leonardo hybrid warriors (i.e. they attack w/ magic and weapons). Kill them in order of your weakest defensive ability.

-----  
With the pirates defeated, they acquiesce to join your movement. Double check Pahn's stuff one more time, then go to the Castle (via the Mirror, of course).

-----  
CHAPTER 7. LOYAL TO THE END  
-----

A.) The Fire Spears

Characters: Kasumi, Georges, Sarah, Lester, Blackman, Ledon, Kessler, Kage, Kun To, Ronnie Bell, Mose

Treasures: Earth rune piece, Old Book Vol. 8, Antique [Flower Painting], Sound Crystal, Window Setting 0

Enemies: Siren, Grizzly Bear, Shadow, Demon Hound, Hawkman, Dragon

Major Battles: Battle with Teo

Duel: Pahn vs. Teo

---

As Stallion informed you before your spontaneous recruiting spree, Teo's legion has gathered near Toran. A new character, Kasumi (your ninja ally from Rokaku), has dropped in and joins your cause.

You know that Imperial Legion will make short work of your army. But the rebel leaders are not so sure, and decide to test this. Mathiu gives you this choice:

[?] Fine.

{Go and fight}

But I'd rather not fight my father.

{Attempt to refuse, but be told about duty and so forth}

The liberation army challenges Teo's army, of course, near the shores of Toran.

---

MAJOR BATTLE WITH TEO

Imperial Troops: 14000

Liberation Army: 11125

You have underestimated you father. The cavalry of the empire can easily crush your army, causing massive casualties. Hold out for three turns, then retreat.

---

Its not over yet. Pahn volunteers to hold Teo off for you, and you are given a choice:

[?] Pahn, I'll see you later.

{Apparently, this is telling him to come with you. He won't, though}

Good luck.

{Leave him and run off}

Obviously, Pahn will fight Teo.

---

DUEL: PAHN VS. TEO

Unlike the other duels in this game, THIS one is actually tough. Teo, the famous Imperial Hero, fighting Pahn, his servant? Please! However, if you did as I told, Pahn will have enough Def and attack to beat the crap out of Teo. Again, you can judge Teo's next move through his speech:

Attack

~~~~~

Did you see me coming?

All you can do is defend yourself, Pahn? No mercy!

My sword's not rusty yet.

That was a good one, Pahn. Now it's my turn.

Is that all you've got? Now it's my turn!

Defend

~~~~~

Come on, Pahn. See if you can kill me.

Good work, Pahn. I'll have to be more careful.

I'll see that coming next time!

I'm losing my cool. Better be careful.

Strike me, Pahn!

## Desperate Attack

~~~~~

My killer blade...  
Finish me with a single blow!  
Hmmm. Here I come again.  
Impossible! Take that!  
That's...no good.

If you desperate attack his attack, attack his defend, and defend his desperate attack, you'll win. The only problem arises if you take too much damage desperately attacking when Teo attacks. You need to win this battle, though, or Pahn dies and Gremio dies for good.

-----

Once Teo has been vanquished, he'll order a retreat. You'll appear in your castle. Go to your quarters and rest. After a brief hiatus, Lenkaat will appear and inform you that you have to fight, even without Gremio. You ask her this:

[?] Why must I?  
    {Ask her why, and be told about her sister}  
Perhaps, but...  
    {Trail off and get the same answer}

You now learn that Lady Windy, the sister of Lenkaat, is looking for the Soul Eater rune in order to obtain supreme power. Both sisters have portions of the Rune of the Gate, Entry and Exit. Essentially, Windy wants to have supreme power. Now, you'll wake up. When you get up, go to the strategy room. Here, your Army will reveal plans to obtain the Fire Spear (a weapon that can defeat Teo's Cavalry). Agents at the Secret Factory north of Kirov have been manufacturing these. Of course, you're going to go get them. Make your party (put Tai Ho in), save, rest, outfit yourselves, then head to the docks.

Tai Ho has made a faster boat with the help of Kamandol that may seem to have no purpose, but it really will help. Tai Ho will ask you what to do:

[?] Yes, I'll take a test ride.  
    {Take it for a spin}  
Correction Maybe later.  
    {Do a few other things first (eg. be grammatically challenged)}

Once you get the boat, head up and north to Kirov (a small town near the coast, surrounded by little islands-you'll pass a whirlpool on the way). Once inside the town, go straight to the inn. You'll notice a card player named Georges lying around. Speak with him, and he'll challenge you to a game. Here's how it works: You flip over a card to uncover a picture. As you do this, all the cards surrounding the flipped card flip too (redundant, I know). If any of these cards have the same picture as the flipped one, they all flip again. To win, you have to match all cards together. If you beat a record, Georges will join. Now save at the inn and go into the center of Kirov. You should see a woman washing clothes. Yes, this is the woman from the loading scene. Now, talk to her and say "Recruit". She'll say she's out of soap. You need to find the soap. You could ask around, but I'll tell you that the man standing near the armor shop has some. But before he hands it over, he needs some soy sauce. So go to the man on the left of Sarah. He has some sauce but he wants some salt. Now, go to the girl near the corner of town (I think it's bottom right, could be top). She wants a yardstick for her salt. Hence, go to the inn and talk to the visitor in the right lodge. He wants sugar for



the yardstick. So go to the item store and buy the sugar. Then, deliver the items in reverse order. When you get to Sarah, she'll say she found soap, but is delighted that you helped. Recruit her.

To get another star, go to the houses on the left and right of Sarah. Inside each is a cauldron of stew. Taste some, then go to Kun To's manor (large house near the docks). Talk to the cook, Lester, for him to join. Now that your recruiting frenzy is over, it's time to get back to business. Head north of Kirov into the ruins of Kalekka. This town is just a maze of brick, sprinkled with treasures and some worthy opponents. Later, when you need to build up minor characters, this is a great place to do it. The home on the southwest side is Leon Silverburg's abode (can't get him yet). Go southeast and grab the Earth Rune piece and Old Book Vol. 8. Work your way through the homes, and get the Sound Crystal and Antique [Flower Painting] from the north east home. Near the exit, you'll find Blackman, the farmer. Don't step on his seeds. Instead, recruit him. With that accomplished, head north. After a short trip, you'll arrive at the Secret Factory (note: the Dragon enemies around here drop Dragon Armor). Once inside, you'll run into Ledon and Kessler (Mt. Tigerwolf) and Ronnie Bell. You are given a choice of words:

```
[?] Hey, it's Ledon and Kessler.  
    {Get Ledon and Kessler's attention}  
    Hey, giant woman.  
    {Get Ronnie Bell's attention}
```

Either way, you'll get all three of them to turn. Tai Ho will ask you if you know the thieves:

```
[?] Yes.  
    {Admit it}  
    I've never seen them before.  
    {Get Ledon to remind you}
```

Once Ronnie Bell realizes who you are, she talks about the Fire Spear progress and goes in to tell Mose. Recruit Ledon and Kessler, then follow her. Inside the main complex, find Kage and recruit him (at the hefty price of 20,000 bits). If you don't have the money, fight in Kalekka to earn it. Also, grab the Window Setting 0. Then go farther into the interior. Talk to Mose and tell him about Odessa. Then he'll give you the Fire Spears. Now, head back to Kirov.

Once you reach Kirov, save in the inn and head to the bottom left corner of town. Give Melodye the sound crystal to recruit her. Now, go to Kun To's manor (where you picked up Lester). Tai Ho will begin to talk about old times with the merchant, and beg him to give you boats. Kun To agrees and joins. Mose and Ronnie Bell load the spears on to the boat, and you head back to the castle.

```
-----  
B.) Patricide  
Characters: Alen, Genseal  
Treasures: None  
Enemies: None  
Major Battles: Battle with Teo  
Duel: Hero vs. Teo  
-----
```

At the castle, Tai Ho heads for his pier house and you head for your quarters. In the morning, get up and save. Check out your hero's equipment and

make sure it's at its max. Go to the strategy room and talk with Mathiu. It's time to challenge Teo's Imperial army! (Yes, that was cheesy)

[?] Order all troops to advance.  
    {Go and fight Teo again}  
Let's wait a while.  
    {Do some other stuff first}

You are launched into a major battle.

---

MAJOR BATTLE WITH TEO

Imperial Troops: 14000

Liberation Army: 12395

Armed with the Fire Spears, you can crush the imperial phalanx. Since this battle is mostly physical, be sure to boost your attack power before charging. If you believe the enemy will try magic, use Kasumi and Kage to find out their next move. Not a hard battle, but requires mild strategy

---

Despite the loss, Teo is not ready to give up. You'll find yourself facing Teo and his lieutenants, Alen and Grenseal. Teo will challenge you to a duel:

[?] I accept.  
    {Accept his challenge}  
I'd rather not fight you.  
    {Be insulted, then fight anyway}

Prepare to kill your father.

---

DUEL: PAHN VS. TEO

You have the edge in this fight because Teo has only 1/2 his normal HP. Still, he has a higher attack power than the hero, and you can die here. If you calculate his next move via speech, you should win:

Attack

~~~~~

We're getting nowhere. Here I come!  
Here I come, my son.  
Do you see how much better I am?  
Is defending yourself all you can do? You'll never win that way.  
You're soft...soft! This is how you attack!  
That was nothing. Now it's my turn.

Defend

~~~~~

Show me what you've learned.  
Leader of the Liberation Army! No wonder you're careful.  
Come on! Show me what a man you've become.  
Is that all you've got?

Desperate Attack

~~~~~

My deadly sword...  
My sword is the Emperor's sword. I'll show no mercy!

The next one will be more painful.

---

Sadly, Teo dies this time, but not before convincing Alen and Grenseal to join your cause. The third imperial general has fallen.

---

## CHAPTER 8. VAMPIRICAL BASTION

---

### A.) The First Breach

Characters: Kirke, Marco, Moose, Fukien, Morgan, Zen, Eikei (If you can), Rubi (if you can)

Treasures: Old Book Vol. III

Enemies: Hellhound, Gravemaster, Sorcerer

Boss: Neclord

---

After your victory over Teo, the Liberation Army's morale is high. Many uprisings across the Empire have also sparked the morale. Now, Lepant suggests you to attack the fortress of Lorimar to gain the aid of the Warrior's Village.

[?] Let's attack the fortress of Lorimar!

{March to Lorimar}

Let's wait a little longer.

{Wait for nothing in particular}

When you reach the fortress, however, it is deserted. You decide to investigate the fortress. In addition to Viktor and Cleo, you need to take three characters. I took Pahn, Flik, and Kwanda (you'll need Flik for lots of places, and Pahn you already leveled up). Your search bears no fruits, so you decide to head on to the warrior's land. After exiting the fortress, return and recruit Kirke, a gravedigger/executioner. Head to the Warrior's Village (Flik's hometown), southwest of Lorimar. Once inside, Zorak will greet you. Find Marco (who got there all the way from Rockland), and play against him. If you win more than 5,000 bits, you recruit him. Head for the items store and grab the flower seed. Now, go to Zorak's home. After a courteous welcome, he'll go into the history of his village (though no one cares). Now, go outside and to Tengaar, who is worried about Hix and the foe of the castle. Go to Hix, who's worried that he's not good enough for Tengaar. Go inside the bedroom and talk to Viktor, who's staying up late- his family was killed by Neclord. Then go to bed yourself. In the morning, you will find the vampire, Neclord, waiting for you. He's taken Tengaar, and you can't let that happen. Thus, after Zorak fails, Viktor leads the party at this undead beast.

---

Boss: Neclord-No Prize

Recommended Level: 40

Attacks: Bloodsuck, Lighting blast, slash

Strategy: I'll only say it once. You cannot win here! There is no conceivable way for your motley band of rebels to overthrow a 400 year old man who wasn't killed correctly in the first place. So don't try. Don't waste your items and whatnot on this guy. Just let him be-until he decimates you.

---

Once you loose, Neclord vanishes (to his castle, of course) and you go to Zorak's home. You'll learn that the monks at the Temple of Qlon can help you defeat the vampire. Before heading to Qlon, teleport to the castle and put the three blacksmiths in your party. Also, be sure to get all three seeds (from Chandler, or from Teien, Rikon, and Warrior's Village).

Teleport back to the Warrior's Village and head for the smithery. Recruit Moose, who can take your weapon to level 15 (second to best). Then, head to the Temple of Qlon (west, like Zorak said). Inside, you'll talk to the monk, Fukien, who'll join your entourage and lead you to the entrance of the Caves of the Past. Of course, you don't go in yet. Rather, you talk to Zen, who is raking nearby. Give him the seeds and he will join. Enter the temple and locate Morgan, the blind monk. He'll join as well. Now find Hugo the librarian. You can't recruit him yet, but check the bookshelf to his left to get Old Book Vol. III. Exit the temple, then warp to the castle and then to Antei. If you are level 40, pick up Eikei near the docks. Warp back to the castle, and then head to the Great Forest. Get Rubi if Kirkis is greater than Lv. 39. Finally, at the castle, reformat your party and outfit them to a suitable level (12-15 weapons, at least one piece of new armor). Now, return to the Temple of Qlon and enter the cave.

---

B.) A Trip Down Memory Lane

Characters: Hugo, Window, Hix, Quincy, Eikei (if you haven't), Rubi (if you haven't)

Treasures: Crimson Cape, medicine, Flowing Crystal, Headgear, Window Crystal, Old Book Vol. II, 5,000 bits, escape talisman, War Scroll, Mega Medicine, Boar Rune, Champion's Rune

Enemies: Clay Doll, Banshee, Red Elemental

---

This dungeon is full of treasure, and the enemies, while frequent, are easily subdued. Go west, save, go north, go down, go upstairs, and grab the Crimson Cape. Now, go northeast for a medicine and flowing crystal. Go southeast for the headgear. There is a secret passage in this area below the entrance (forget if it is in the main room or not). Follow it to get the Window Crystal. Return, then go northeast for Old Book Vol. II. Head south, grab the 5,000 bits. Now head north and get the escape talisman. Go down, south, and northeast for the War Scroll. Go south, then northeast for the silverlet. Go down, north, north, and get the skill rune piece and mega medicine. Go east, north, and down. Now follow the path. Then, when you try to take the Black Dragon Sword, you'll be sent to another time.

You arrive in a large wooden hut suspended over a village. Leave the tower and walk northeast. Follow the boy to the well, and talk to him. He'll ask you if you're here for...the treasure (oooo!)

[?] What treasure?

{Admit that you have no clue what he's talking about}

No.

{Attempt to reassure him, I guess}

Obviously, you're not, so choose 1. The boy is called away. Cleo thinks the boy reminds her of Ted and asks you if you share that opinion:

[?] He did remind me of Ted.

{Agree that something weird is happening}

No, it must be someone else.

{Attempt to deny that it was Ted you just spoke to}

Go meet the elder, who'll lead you to his home. Get the mega medicine from the chest, then talk to him. Then, Windy arrives and the villagers run to stop her. Yuber will destroy the village, torching it into flames. You'll end up in the back room of the Elder's house, where the old man quickly passes the Soul Eater down to Ted. Escape through the back. Yuber will confront you, but he shall be

unable to pick a fight when Neclord tells him that Windy is waiting. You'll appear in the middle of the village. Grab the boar rune from the path that Yuber blocked, and get the Champion's Rune from the house to the east of the tower. At the foot of the tower, you'll be asked what to do with Ted:

[?] We'll take him along.  
    {Take him with you}  
We can't take him along.  
    {Leave him behind}

Either way, Ted will disappear in the teleportation. You, on the other hand, return to the caves, where you'll get the Black Dragon Sword. If you have a reasonably strong party, walk back out the cave to earn money and experience.

At the temple, find the librarian, Hugo, and recruit him with the War Scroll. At the Warrior's Village, you can grab Window with the Window Crystal. Rest at the inn, and sharpen your weapons/buy armor. Now go to Zorak's abode and learn of the attack on Neclord's bastion. The castle is southwest of the Warrior's Village. Upon entering, Zorak will start talking about the attack. Neclord will arrive, saying that only Viktor's group can enter the castle (now bound by magic), and must save Tengaar by sundown (or she'll become Neclord's wife). The vampire then teleports away. Hix will now try to join:

[?] You'll just be in the way.  
    {Attempt to refuse}  
All right. Come with us.  
    {Take him along}

Hix joins:

Lv. 38 395/395  
0/108/199  
167/104/75  
170/89/135  
W: 10/59 Tengaar +

After he joins, exit the castle area and return to Toran. Outfit the newbie, then make sure that someone in your party has the Flowing Rune (preferably with the ability to cast 4th level spells). Now, warp to Garan and recruit Quincy. If you haven't gotten either Eikei or Rubi, you can now (and also later). Now, when you are ready, return to Neclord's bastion and begin the invasion.

-----  
C.) End of a Dark Legacy

Characters: Hix, Tengaar

Treasures: Full Helmet, Antitoxinx2, Medicine, Sound setting 1, Earth Boots, Green Paint, Earth Rune Piece, Cape of Darkness, Magic Rune Piece, Rage Rune

Enemies: Larvae, Hell Unicorn, Demon Sorcerer

Boss: Neclord  
-----

This dungeon, like the caves before it, is full of good treasure. In the start, go northeast, go down, then save. There is a man here that will sell you tips for a price. Since your using the faq, don't bother. Then, go northwest, go down, and get the Full Helmet. Now, head north, north, south, then north. Take the left door for the antitoxin. The southeast door has a medicine, the far left door has Sound Setting 1. At the hall of the paintings, you'll find a simple puzzle. These paintings are aligned like this:

A, B, C, D

- A-"King of the Knight"
- B-"Peasant in the Early Afternoon"
- C-"Chestnut Tree"
- D-"Peasant Girl"

A man in the crypts of this castle (you may have met him earlier) gives you the hints to this puzzle, for a hefty price. Here's the answer:

- C
- B
- D
- A

After you've bested this fearsome mind puzzle, head north out of the room. Go north, south, and then southeast. You'll find a pair of Earth boots. Go southwest for the Green Paint. Now go through the middle, go north, north, and take the antitoxin. Go southwest for an earth rune piece. Now head northeast, north, south, south, and go southeast. Get the Cape of Darkness. Go north for a magic rune piece. Okay, now it's time to check yourself. Equip all the equipment you've gotten in the castle (if you haven't), then hand Viktor some Antitoxins and Medicines. Neclord is extremely easy given the right attention, but if you get careless, he can effectively whoop you. Level 47 was my level when I destroyed him, and I had no trouble at all. Go up. Follow until you reach the chapel.

-----  
Boss: Neclord-10,000  
Recommended Level: 47  
Attacks: Bloodsuck, Lighting blast, slash  
Strategy: On the first turn, have everyone attack. Since Neclord's shield is still active, don't be surprised if you miss. Viktor, however, will destroy this shield. Now, use Black Shadow with the hero, and, depending on your other characters, runes or spells. Neclord doesn't seem to have any affinity, so fire away. Some good spells are Raging blow and Dancing Flames. Remember to heal poison when Viktor is unbalanced (after a clone attack), and use whoever has the flowing rune for healing.  
-----

Once you send Neclord back to hell (till SU2), Tengaar joins.

Lv. ?? ???/???  
0/77/106  
105/120/154  
119/97/67  
W: 7/28 Ray Knife

Search the middle stained glass windows for a Rage Rune. Heal up, then return to the bottom of the castle (long walk). At the entrance, Zorak will thank you for rescuing Tengaar, Tengaar is impressed with Hix. They both join your cause. Then Viktor, who has avenged his family, wishes to visit his hometown of North Window. What do you do?

[?] That could be a problem.  
    {Tell him it could be a problem}  
All right. Come back soon.  
    {Let him go}

He leaves anyway. Now, head back to Toran.  
-----

A.) The Disease

Characters: Fuma, Kreutz, Milia

Treasures: Goldlet, Old Book Vol. V, Power Gloves, Old Book Vol. IV, Window

Setting 2

Enemies: Black Elemental, Magic Shield, Sunshine King, Ivy, Shadow Man, Mirage

Boss: None

---

As soon as you come to the castle, you should head for the strategy room-don't stop off at the stores yet. Here, talk to Mathiu. The board will suggest that you visit the Dragon's Den and enlist the aid of their warriors.

[?] I'd rather not go.

{Attempt to refuse}

Let's go meet these Dragon Knights.

{Agree to go}

Since you need all the allies you can get, say okay (like you have a choice). Since Humphrey and Flik have a connection with the Dragon Knights, they will come with you for this mission. You've been using Flik, here are the stats for Humphrey:

Lv. 20 ???/???

0/91/42

125/58/28

107/100/51

W: 7/34 Murasame

Ouch! Humphrey is bad. Well, you really have no other choice. Put in a character with the flowing rune, a good long distance attacker, and a character with the lightning rune. If Flik has the lightning rune, throw in some other character (I used: Hero, Flik, Humphrey, Cleo, Kwanda, and Kage). Now, save and rest at the inn. Before rushing off to sharpen Humphrey's weapons, think about it. You'll never use him again (unless you've been using him)...is it worth it to blow your cash on him? Instead, sharpen the weapons of your other characters (that you will be using) to Lv. 15. Also, outfit them to the newest stuff, and give the old helms, armor, and accessories to Humphrey. You may want to give him the Holy Rune so you can dash. Now, find Hellion and warp to Antei.

From Antei, head west into the mountains. You will reach the Dragon Gate. Unfortunately, the Gatekeeper will not allow you inside. You must return to Antei. Here, you'll notice a heated brawl between a "nobleman" Vincent de Boule and the Innkeeper. Vincent hasn't paid for his meal. He'll turn to you:

[?] Greetings, sir.

{Pull off an imitation of an aristocratic fool}

Sure, I'll bet.

{Refuse to believe him, with good cause}

Vincent will run away and you'll pay 200 bits to the innkeeper. Now, save and head back to the Dragon Gate. Here, Vincent will show you a secret passage (that he found when he was a kid) that leads into the Den. He'll distract the Gatekeeper while you go in.

Well, here you are-the Dragon's Den. If you look in the Bestiary, you'll see that you can pick up some good shields (Earth Shields) from the Magic Shield enemies, as well as Cyclone Crystals from the Sunshine King. Good deal. Anyway, here's what you do. Go north, grab the goldlet. Now, go north, north,

and get the Old Book Vol. V. Go up and get the Power Gloves. Go southwest, west, and south. During this time, you should have seen a large grotto full of sleeping Dragons. Milia and Futch, both Dragon Knights, will lead you to the Dragon Knight's Fortress.

Once at the fortress, talk to Fuma, who is at the northeast corner of the entrance screen. Since you found him (he was supposed to be invisible, he'll join you. Inside the complex, talk to Kreutz (first floor, northwest). He and Humphrey fought on different sides of the War of Succession (I assume this was when Barbarossa overthrew Gail and established himself as the Golden Emperor-correct me if I'm wrong). However, Humphrey convinces him to join. Go into the main room.

Joshua will be waiting for you. He'll ask why you are here:

[?] We need your help.

{Try to enlist his aid}

Please let me fly on a dragon.

{Sound like a silly little kid and force him to confess}

He will then proceed to inform you of the ailment that befalls the Dragons of the Dragon Den. Here, there is a problem. The first time I played, Luikan was already in the Dragon's Den. The second, third, and fourth times-he wasn't. Strange. If he isn't there, go get him and bring him to Joshua. Then, you'll go into the cave. Lukian will say he needs three ingredients in order to cure the dragons. The first two are the Moonlight Grass and the Black Dragon Orchid. The third...he'll wait on that one. Moonlight Grass grows in the isolated Seek Valley, while the Black Dragon Orchid is only available in Barbarossa's hanging gardens. Milia will join you (throw out your weakest character-probably Humphrey).

Lv. 52 601/601

0/48/92

204/93/51

160/44/66

W: 9/56 Valhalla

Unlike Humphrey, Milia is actually pretty good. Now, return to the Dragon's Fortress, go to Joshua's room. Get the window setting 2 from the chest and search the bookshelf on the right for Old Book Vol. IV. Head for the castle and get a holy rune on someone (if you don't have one) and sharpen Milia's weapon to Lv. 12-13. Equip her with either stuff from the guy you kicked out, or new stuff. Now, save, rest, and head for the Dragon's Fortress.

-----  
B.) The Drakes' Panacea

Characters: Joshua, Futch

Treasures: Master Robe, Sound Setting 2, Mega Medicine, Cyclone Crystal, gold Necklace, Moonlight Grass, Black Dragon Orchid

Enemies: Rockbuster, Queen Ant, Ivy, Wyvern

Boss: Crystal Core  
-----

Once you reach the Dragon's Fortress, get on Thrash (Milia's dragon) and head for Seek valley (auto). One again, the dungeon isn't too hard, and there are some good treasures here. Head east, grab the master robe, then head south. Go up, northwest, and north. Get Sound Setting 2. Now, go through the middle and get the mega medicine. Take a look at your party to see if they are reasonably strong. Now, head north.



Boss: Crystal Core-70,000

Recommended Level: 50

Attacks: Crystal Jab (phys), Fire Pound

Strategy: At the beginning of the bout, six crystals will be revolving a blue center-the core. They are all, however, the same enemy. Start out by slashing away at the creature (Crystal Jab doesn't do that much). Once the surrounding crystals disintegrate, the core becomes blood red. Now, it won't hesitate to fry your party with Fire Pound. Thus, keep a healer on reserve. The hero should use black shadow, while someone uses Raging Blow. Everyone else, use whatever they got. If you heal, it's easy.

Once the foe is dead, grab the cyclone crystal and save. Now, head north, get the gold necklace, and go north. When you attempt to get the Moonlight Grass, Ted will arrive. As your friend, he'll ask you to return the rune to him.

[?] Return Soul Eater.

{Begin to give the rune to him}

Don't return Soul Eater.

{Begin to refuse to give it to him}

Whatever happens, you'll be sucked into the soul dimension. Ted will be there, and so will you. Ted will tell you that Windy has taken control of his body with the Conqueror Rune (sort of like the black rune), but his soul still has a byway to enter the body. Also, he can control the soul eater as a past user. With that said, he'll ask you to forgive him, and ask you for the rune again:

[?] I will not give you the Soul Eater.

{Refuse to give it to him}

All right. I'll give it to you.

{Agree to give it to him and get Windy's hopes up}

He'll take control of it and command it to kill himself. Windy will run up, but you'll use the Soul Eater to imbue her with dark energy, and she'll vanish. As Milia gets the grass, you'll learn Judgement, the 4th level soul eater spell. Return to Thrash to rendezvous with Joshua.

You'll learn that Futch has left for the Imperial Capital. You'll see Black flying there. When you land, dash down (as Futch-he can dash) and look at the first plant on the right side of the gardens. This is the Black Dragon Orchid. As soon as you get it, the golden emperor will arrive and tell the miscreant to leave. Run north and get onto Black. As you take off, Windy will appear and knock the dragon and rider out of the air.

Futch will wake up in the Dragon Fortress. Luikan will arrive and tell everyone that the dragon's have been cured. In a quasi-emotional moment, he will tell everyone that the third ingredient was Dragon's Liver-which he got from Black's carcass. Black took the bullet for Futch, who can no longer be a Dragon Knight. Joshua will join, and tell Futch to do the same. Milia will take you back to Toran (if you accept the offer).

---

## CHAPTER 10. BLUE MOON KASIM

---

### A.) Invasion

Characters: Taggart, Crowley, Pesmerga, Mace, Leon, Clive, Griffith, Max, Sancho

Treasures: Old Book Vol. VII

Enemies: Same as old dungeons

Boss: None

Major Battle: Battle at Northern Checkpoint

---

At the castle entrance (interior), Kasumi and Krin will be arguing about a plan of attack and notification. They'll leave shortly after your arrival. Save at the inn, then teleport to Kalekka. (Note: Leon Silverburg is a versatile character, and to get him you to relay messages between him and Mathiu. This can be very difficult if you delay it, so get him as soon as you can!) At Kalekka, talk to Leon (he'll consider joining you because you are lv. 4 castle size). Head back to the castle. At the strategy room, you'll find Taggart, who will only talk to you. He'll tell you that Warren, a local rabble-rouser, and Viktor, your pal, have been captured by General Kasim Hasil. Since they are "instrumental to the revolution" you must rescue them from Moravia Castle. However, Mathiu says your troops need for training. Do you agree?

[?] I don't know.

{Be told about how wrong you are, until you agree}

I agree.

{Agree}

He'll tell you that you need rest. Locate Mathiu again, before going to bed, and talk to him (he's in his room). He'll give you a letter for Leon. Give the character that has the holy rune (in your party) the champion rune (to ward off attacks), then put Maas, Meese, Mose, and Moose in your party. Give the holy rune to one of them. Save, then head down to the teleportation chamber. Go to Qlon. Here is the path you should take: Go north, north, east, north, north, south, east (until cave), south, upstairs, downstairs, south (through the wall) to Crowley.

With him recruited, head back to the surface. Go to Neclord's Castle. Follow the path all the way up to the organ (refer to the Vampiric Bastion chapter for that). Here, recruit Pesmerga.

Return to the castle and go to the Dragon Knight's Fortress. Here, fly to seek valley. Go east, south, west, east, east, and inside the house. Get Mace.

Return to the castle and go to Kalekka. Get Leon w/the letter.

Return to the castle and teleport to Rikon. Head into the inn. If there is a man standing there (w/ a cloak) talk to him and recruit him-his name is Clive. Otherwise, exit Rikon and try again. Keep trying (remember to exit the town) until you get him.

Finally, you can get back to business. Go to your room (like Mathiu told you to a while back) and Mathiu will enter. He'll tell you that there is a leak in the system- a spy in the army. Thus, he wants to take over training tomorrow (you know he'll do something radical):

[?] No.

{Refuse, but he'll just ask again anyway}

As you wish.

{Allow him to do what he wants}

In the morning, get up and save at the inn. Talk to Mathiu, and he'll say that the troops are ready for training:

[?] Good. Let's go.

{Go to battle}

I forgot something.

{Do some other stuff first}

Surprise surprise! Mathiu launches a sudden attack on the weary troops at the

imperial garrison called Northern Checkpoint.

---

MAJOR BATTLE AT NORTHERN CHECKPOINT

Imperial Troops: 3700

Liberation Army: 15365

There is no way to lose here, unless deliberately try to. Just use a ninja and do the opposite attack to kill them in one, or at most, two turn(s).

---

With the garrison defeated, Griffith, who's grumbling about breakfast, captures your attention. What to do with him?

[?] Recruit.

{Get him to join you}

Cut off his head.

{Get Mathiu to intervene before you can}

Of course, you recruit him. You'll go back to the castle, where you will review an infiltration plan of Moravia (btw-isn't it strange that the dungeon is at the top of the castle? Couldn't a dragon ride in and pick up the prisoners before Kasim could react?). Griffith will take in Mathiu (as a supposed prisoner) to see Kasim, while your forces (disguised as troops) free Viktor and Warren. Krin and Kasumi have to come for this one, and they are not too good.

Krin-Lv. 7 59//59

0/15/53

23/31/11

13/11/13

W: 2/8 Needle

Kasumi-Lv. ?? ???/???

0/105/154

136/120/92

100/88/76

W: 6/31 Big Solera

Shrike Rune

Okay, you can outfit them later. You'll be warped to the Northern Checkpoint, where Mathiu will review the plan. Now leave. Warp back to the castle and outfit the two jokers (make sure that someone-not one of them-has the Flowing Rune). It's best to have someone with the Holy Rune. Return to the Northern Checkpoint and get the Old Book from the chest. Also, recruit Max and Sancho (if they aren't there, forget it for now). Now, it's time to go on with the plot.

---

B.) Rescue

Characters: Viktor, Warren, Kasim, Vincent

Treasures: Pink paint, Taikioku wear, Mega medicine, needle, mother earth crystal

Enemies: Mirage, Ninja, Elite Soldier, Hell Hound, Magus

Boss: None

---

As you can see in the bestiary, the enemies in Moravia drop some really good treasure and gold. Keep that in mind when you need to sharpen your weapons to lv. 16 for the final battle.

Get the pink paint, save, rest, and go west. Get the Taikioku Wear, go north,

north, north, southwest, south, south, north, east, north, north, and get the mega medicine. Now head south, northwest, and get the needle. Go southeast and north to reach the prison facility. You'll release Viktor and Warren.

In the throne room, you'll see the generals convincing Kasim to join the army. He finally does. Now, you might as well head back to the jail and recruit Vincent and get the Mother Earth crystal. If you haven't gotten Max or Sancho yet, get them from the Northern Checkpoint. Then head back to the castle.

---

## CHAPTER 11. THE LAST GENERAL

---

### A.) The Navies Clash

Characters: None

Treasures: Binoculars

Enemies: None

Boss: None

Major Battle: Battle at the Floating Fortress

---

Once at the castle, rest, save and give all the paints to Ivanov. You'll get the Binoculars, after looking at the completed murals. They allow you to mess around with the battle view. Now talk with Mathiu. He will say that the floating fortress, Shasarazade, is the only real obstacle stopping the Liberation Army from destroying the Empire (other than, of course, the standing army at Gregminster). Thus, you must destroy it. Mathiu says he will have a 500 boat armada ready by tomorrow:

[?] That's impossible.

{Be dumbstruck along with the rest of them}

All right. Let's get to work.

{Agree to his plan}

After this, you will see old friends gathering and speaking across the castle. After this, you'll be in your room. Viktor will give you Gremio's equipment (i.e. the axe and cloak). When you wake up, save at Marie's inn. Go to the docks and you can see the 500 boats (of ice) that were made overnight. Will you give the order to strike?

[?] Wait a moment.

{Go and do some stuff first}

All Right. Move forward.

{Attack}

---

## MAJOR BATTLE AT THE FLOATING FORTRESS

Imperial Troops: 17000

Liberation Army: 18380

You outnumber the Imperial Army here, so think of that as an advantage. Start off by using the Dragon Knights (Sonya almost always uses her magic first). This can take out anywhere from 5000-7000 troops. Next, use Kage to find out what she is doing next. Counter it. Now, use Kasumi to find the next move. Counter it. Finally, back it up with Fuma's spying tactic. Counter this move. Remember, if you're charging, use the strategists.

---

You have destroyed the army, but you now need to find Sonya. Save, then talk to Mathiu. You're going to have to form an infiltration team. Put in Viktor, Flik, the Hero, and the three most used characters other than them. Make sure that Viktor has the clone rune, Flik the lightning rune, someone the Flowing

Rune, another person the Mother Earth Rune, and finally, the Cyclone rune. Give everyone a mega medicine (for emergencies). Head back to the castle, buy the latest armor (for Viktor and others who don't have it). Blow the rest of your cash on sharpening weapons. Now rest and return to the fortress.

-----  
B.) A Clam, an affair, and a spy

Characters: Sonya

Treasures: Chaos Shield, Guard Ring, Master Garb, Mega Medicine, Thunder Crystal

Enemies: Elite Soldier, Kerberos, Siren

Boss: Shell Venus, Sonya Shulen  
-----

Once you enter, go west and get the Chaos Shield. Go southeast, then southwest. Get the guard ring and master garb. Then, head southeast, stroll southwest, walk west, and get the medicine. Before going south at the fork, you might want to fight around to get the Sound Setting 3 from Sirens. Also, make sure everyone is ready. Now head south. You'll meet a clam guarding a chest.

-----  
Boss: Shell Venus-100,000 bits

Recommended Level: 56

Attacks: Lightning blast, pearl shot

Strategy: Start off with a protection spell from the Mother Earth Rune, and follow up with earthquakes. Use on Judgement spell, the ball of lightning spell, and mega medicines for healing. The others should attack or heal. Though strong, the Shell Venus will die.  
-----

After destroying the beast, grab the Thunder Crystal as Viktor closes the floodgate. During your return trip, Sonya Shulen, the fifth and last general of the Imperial Army will confront you. She'll ask about your father, and how you killed him:

[?] What you are saying is not true.

{Believe that you are right}

That is...

{Get interrupted by exploding oil barrels}

The oil was not supposed to be lit this early! Was it the spy? Gee, I wonder. Anyway, Sonya will attack you.  
-----

Boss: Sonya Shulen-1500

Recommended Level: 57

Attacks: Attack, Tidal Wave

Strategy: Compared to the Shell Venus, she's fast but not strong-in terms of hit points. If you have a guardian earth spell, use it. Use any remaining powerful spells (3rd or 4th level), or just attack. Of course, the healer should heal. This general is not that tough.  
-----

After her defeat (you know she loved Teo and he loved her, right?) she'll try to jump into the fire over her loss, but is stopped by Viktor. You'll exit the fortress, only to find Mathiu injured and Flik furious. It turns out that Sanchez was the spy all along! He lit the barrels to try to kill you, and as Mathiu tried to stop him, he injured Mathiu. Flik then tries to behead Sanchez, but Mathiu says that morale can't be damaged before the final battle. Thus said, you return to the castle.

Immediately go to the basement and to the jail. Talk to Sonya.

[?] I have no business with you.

{Don't talk to her}

I want you to join us.

{Attempt to enlist her}

She'll say that she hates you for killing Teo.

[?] You have a point there.

{Stop talking to her, and don't recruit her}

I don't mind.

{Allow her to join}

Now, with her recruited, you should have 107 stars-alive, that is. Go to the tablet and look. If all spaces are full, and only Gremio's is dark, you're set. Time to finish the game!

---

## CHAPTER 12. THE FALL OF THE EMPIRE

---

### A.) The Sixth General

Characters: Gremio

Treasures: None

Enemies: Ninja Master, Simurgh, Orc

Boss: Ain Gide

Major Battle: The Last Battle

---

You should head to the strategy room and talk to Mathiu. He wants to attack the capital city of Gregminster (remember that place?):

[?] Let's wait and see what happens.

{Get Mathiu to beg you to attack until you agree}

March to the capital.

{Go and attack}

This said, all the major troops will assemble. Lenkaat will arrive to give some inspirational speech. Then, if all 107 stars are alive and in your army, she will say something like "All 108 stars are gathered!" and resurrect Gremio! Yeah, it's about time. But good nonetheless.

Now, go rest and save. Return and talk to Mathiu:

[?] Wait a minute.

{Do some stuff first}

All right. Let's go!

{Attack}

AS you prepare your troops near Gregminster, you'll see Yuber and Kanaan (remember him?) gathered with the standing imperial army. Yuber will use his rune to summon monsters from the netherworld, adding 80,000 troops to his army. Kirkis will report this inflation to you.

Lenkaat, with the Enter (I think) portion of the Rune of the Gate, will attempt to throw out the monsters. She'll fail. What shall you do?

[?] The Soul Eater...

{Suggest using the Soul Eater}

Then what...

{Trail off}

If you suggest the Soul Eater, she will tell you never to use the rune...Too bad, it's the best damn rune in the game. To your luck, Joshua, who holds the True Dragon Rune, will join forces with Lenkaat and destroy the monsters. When the standing army is reduced to 20,000 troops, it's time to attack.

---

#### THE LAST BATTLE

Imperial Troops: 20000

Liberation Army: 18710

This is the last, but not the most difficult, battle. Definitely use the Dragon Knights first (kills of about 4500-5000 troops). Use Kage, then Kasumi, then Fuma (with attacks in-between, of course). A popular attack is Yuber's Charge, which is easily countered with Children of the Runes. Strategists help against the enemy's arrow attacks when you charge.

---

Yuber will flee when he sees his phalanx crushed, and your troops will move in to secure the town of Gregminster. But first, you'll meet Hanzo, the ninja lord of Rokakku, Zorak, and the Chief of the Dwarves. These three leaders have loaned you the troops that helped you get this far. Now, you get to Gregminster. Your mission is to kill Barbarossa, the Golden Emperor...sure. Viktor, Flik, and of course the hero are required. I took Cleo, Kwanda, and Pahn.

Pahn-Boar Rune

Viktor-Clone Rune

Flik-Mother Earth Rune

Hero-Soul Eater

Kwanda-Killer Rune

Cleo- Flowing Rune

I know, I know. You're thinking this party is lacking in magical prowess, such unlike the mystical party you used to eliminate the foes in Shasarazade. The truth is, you're right. But there is a reason. The last boss has several magical affinities/immunities: Fire, Lightning. My party won't run into any trouble here. Either way, you'll want to visit the armories in Gregminster to buy the best armor. Give either Viktor or Pahn all mega medicines. Then, there is a challenge. You must have everyone you're using at weapon lv. 16-very expensive. Luckily for you, the new enemies around Gregminster are very rewarding (see Bestiary). Use hell if you're in trouble. You'll soon rack up the cash.

Once this is completed, rest, save, and head for Gregminster. Once inside, stroll north past the broken fountain and into the bridge area. Here, you'll find Ain Gide, another old pal-like Kanaan, who just ran off. He'll start talking about being loyal to the emperor. You'll say that you don't want to fight him, but he will say that he is the sixth Imperial General, loyal to the reign of Barbarossa. Well, can't say you didn't warn him....

---

Boss: Ain Gide-2000

Recommended Level: 58

Attacks: Meteor Attack

Strategy: Even if he is a general, there is a reason that Ain Gide was stuck in Kwaba-he's not that strong (well, he is fighting six troops). He'll open up with a meteo-like attack that will hit everyone. In retaliation, cast Jugdement, use the boar rune and clone rune, cast earthquake, and attack with the others. The next turn, do the same-except for those who are unbalanced. Finally, at the last turn, repeat turn one.

-----  
Despite the fact that you beat him as sorely as you beat Sonya, he'll die. You'll walk pass his body onto the compound of the Imperial Palace. Note: if you walk back, his body is gone. Rather than challenge the last dungeon, head back and rest/save. Return to the grounds of the imperial palace.  
-----

#### B.) The Final Showdown

Characters: None

Treasures: Windspun Armor, Horned Helmet, Power Ring

Enemies: Phantom, Collosus, Ekidonna, Imperial Guard

Boss: Golden Emperor Barbarossa, in the form of Golden Hydra(x3)  
-----

This is it. The last strain. Once on the palace grounds, enter the palace (that was profound). Go north and get the Windspun Armor after fighting 4 Imperial Guards. Go northwest, northeast, and fight two packs of Imperial Guards, four each. Head north and defeat yet another group of Imperial Guards (4). As you head through this room, you'll have to fight and decimate two more factions of Imperial Guards. Head northwest. In this area, you will have to fight five groups of Imperial Guards, five each. They'll be spaced apart. Now, head upstairs and clash swords with another five-strong group of Imperial guards. Thankfully, that was the last of the Palace patrols. Now grab the horned helmet and go northwest (northeast leads to the final battle). Grab the power ring and save. Head back to the cross roads and go northeast. You'll enter a hall with no battles. Once you near the northern exit of this hall, make sure that your characters are outfitted to the max and at reasonable health. Take a deep breath and head north.

You will confront Barbarossa in the hanging gardens. You'll ask why he continues to fight, despite the disadvantage. He'll give some stupid reply, then use the Dragon King Sword (in the beginning, his trusted sword was Prakk-though he gave it to Teo, I'm certain Teo dropped it off before hunting his son) and the Sovereign Rune to fight you. He'll become a large, three headed Golden Hydra.

-----  
Final Boss: Golden Hydra, Golden Hydra, Golden Hydra

Recommended Level: 60

#### Attacks:

Right Head-Earth/Fire attack (1), Fire attack (all)

Middle Head-Thunder attack (all)

Left Head-Resurrection

#### Immunities/Affinities:

Right Head-Fire (immunity), Earth (affinity)

Middle Head-Lightning (immunity)

Left Head-All Magic (Very Slight Affinity)

Strategy: Well, this is essentially the hardest battle in the game. AN AFFINITY IS NOT THE ANTONYM OF IMMUNITY-IT IS NOT A WEAKNESS! So no one email me saying: "Earth isn't the right head's weakness!" An affinity is the elemental affiliation of an object or whatnot.

Notice that the left head is the healer-if you kill the right head, it will heal all hp and bring the head back. So, kill it first. Start off by using Judgement (only 1) on the head, following up with the Boar and



Clone attacks. Flik should use the Guardian Earth spell, and then hammer it with earthquakes. Cleo should attack, only using spells when necessary, and Kwanda should attack. Once he has used Judgement on the left head, the hero should use Black Shadow on everyone (keep the two judgements for later). Once the left head is defeated, take out the middle head. Start with judgement, and follow up in the same way. Finally, take out the right head with everything you've got.

-----

Once the right head dies, Barbarossa reverts to his normal form. The four surviving generals will arrive and plead the emperor to give up. Then Windy will teleport in. She will try to take the soul eater from you, but will be thrown away and imbued-the same thing happened in Seek Valley (can't teach an old dog new tricks :)). Windy will turn on Barbarossa, but her magic can't hurt him-his sovereign rune does not take damage to magic (wait, you just beat him and you used some magic...). Windy will start crying, saying that Barbarossa only trusted her because she resembled Claudia. This the Golden Emperor will deny. He'll say that he was her friend, and then jump off the palace with her. The explosion will rock the chambers, and you will have to run. Proceed out. During this exodus, you'll face another squadron of Imperial Soldiers. Viktor will offer to hold them off:

[?] Don't be ridiculous, Viktor.  
    {Attempt to dissuade him}  
Hurry.  
    {Let him do what he wants}

AS you leave him behind, journey further into the castle. Flik will take an arrow for you and tell you to be more careful. He'll then offer to hold off the assassins:

[?] I can't leave you here.  
    {Try to stop him}  
Stay alive, Flik.  
    {Let him stay there}

You will automatically leave.

Now sit back and watch the ending.

-----

## II.) THE 108 STARS OF DESTINY

-----

Throughout the course of Suikoden, you'll come across many characters. 108 of those characters are really Stars of Destiny, characters that can be recruited and added to the rebellion.

=====

### 1. Tenkai Star: Hero

Location: Gregminster

Description: The protagonist of Suikoden, the Hero is the son of Teo McDohl, one of the five Imperial Generals. He lives with his father, his friend Ted, and his attendants Pahn, Cleo, and Gremio.

Recruitment Criteria: N/A

=====

### 2. Tengou Star: Lepant

Location: Kouan

Description: Mathiu's friend, an important nobleman.

Recruitment Criteria: Return the Kirinji to him in Kouan.

=====

3. Tenki Star: Mathiu Silverberg

Location: Toran/Seika

Description: The chief strategist, Odessa's brother.

Recruitment Criteria: Joins automatically after you accept leadership of the Liberation Army.

=====

4. Tenkan Star: Luc

Location: Toran

Description: An apprentice magician.

Recruitment Criteria: Joins automatically after you capture Toran.

=====

5. Tenyu Star: Humphrey

Location: Toran

Description: A rebel swordsman.

Recruitment Criteria: Joins automatically after Kwanda's defeat, when Flik and Sanchez show up.

=====

6. Tenyu Star: Kasim Hazil

Location: Moravia

Description: Blue Moon Kasim, the Empire's most talented swordsman. Also an Imperial General.

Recruitment Criteria: Joins after you spring Viktor and Warren.

=====

7. Tenmou Star: Kwanda Rosman

Location: Pannu Yakuta

Description: The iron wall, he is planning to kill the Kobolds, Elves, Dwarves, and everyone else with the Burning Mirror.

Recruitment Criteria: After defeating him, choose "Something's wrong." Then choose to let him join.

=====

8. Teni Star: Pesmerga

Location: Neclord's Castle.

Description: A knight who is searching for Yuber.

Recruitment Criteria: Talk to Mathiu after defeating Neclord, then head to the organ in Neclord's Castle and recruit Pesmerga.

=====

9. Tenei Star: Gremio

Location: Gregminster

Description: The hero's personal assistant.

Recruitment Criteria: If you have 107 stars before the last battle, then Lenkaat will revive him (after his untimely death).

=====

10. Tenki Star: Warren

Location: Moravia

Description: A Liberation Army sympathizer that is captured with Viktor by Kasim.

Recruitment Criteria: Joins after you rescue him in Moravia.

=====

11. Tenfu Star: Kun To

Location: Kirov

Description: A merchant who deals in the black market.

Recruitment Criteria: Talk to him with Tai Ho after getting the Fire Spears from Mose.

=====

12. Tenman Star: Cleo

Location: Gregminster

Description: Teo's servant.

Recruitment Criteria: Joins automatically after Gremio.

=====

13. Tenko Star: Viktor

Location: Gregminster

Description: A trickster and adventurer with the Liberation Army.

Recruitment Criteria: Talk to him while trying to escape Gregminster.

=====

14. Tensyo Star: Valeria

Location: Village of the Elves

Description: An ex-imperial who wants to foil Kwanda's plans.

Recruitment Criteria: Joins you after you escape the Elven Prison.

=====

15. Tenritsu Star: Griffith

Location: Northern Checkpoint

Description: An imperial garrison commander.

Recruitment Criteria: Recruit him after his defeat at the Northern Checkpoint.

=====

16. Tensyo Star: Clive

Location: Rikon's Inn

Description: Stalking somebody in the Scarleticia area.

Recruitment Criteria: Once your castle is maximum size, go to the Rikon Inn.

If he's not there, exit the town, and re-enter the Inn. He'll turn up eventually, when he does, talk to him.

=====

17. Tenan Star: Flik

Location: Kaku

Description: The vice-commander of the Liberation Army.

Recruitment Criteria: Talk to him in Kaku with Viktor in your party.

=====

18. Tenyu Star: Camille

Location: Kaku

Description: Knows Tai Ho well.

Recruitment Criteria: Joins automatically in Kaku's Tavern.

=====

19. Tenku Star: Kreutz

Location: Dragon Knight's Fortress

Description: A veteran of the Kalekka Tragedy. Has a past with Humphrey.

Recruitment Criteria: Talk to him with Humphrey in your party.

=====

20. Tensoku Star: Stallion

Location: Pannu Yakuta

Description: The fastest man alive.

Recruitment Criteria: Joins automatically after defeating Kwanda.

=====

21. Teni Star: Kage

Location: Secret Factory

Description: A ninja-for-hire.

Recruitment Criteria: Hire him at the Secret Factory for 20,000 bits.

=====

22. Tensatsu Star: Fu Su Lu

Location: Great Forest

Description: A Kobold Warrior who wears a tiger mask.

Recruitment Criteria: Pay 10,000 bits for Fu Su Lu's meal and he joins.

=====

23. Tenbi Star: Kirkis

Location: Toran

Description: An elven warrior.

Recruitment Criteria: Agree to help him after he turns up at Toran.

=====

24. Tenkyu Star: Milich Oppenheimer

Location: Scarleticia

Description: The "Flower" General.

Recruitment Criteria: Spare his life at Scarleticia (i know, it's hard).

=====  
25. Tentai Star: Pahn  
Location: Gregminster/Kouan  
Description: Teo's servant.  
Recruitment Criteria: After he leaves, locate him later at Kouan. Forgive him and he'll join.  
=====

26. Teniyu Star: Sonya Shulen  
Location: Toran  
Description: The leader of the Imperial Navy  
Recruitment Criteria: After beating her at the Floating Fortress, talk to her in the cell of Toran. Tell her you don't mind her feelings.  
=====

27. Tenken Star: Anji  
Location: Pirate's Island  
Description: The king of the pirates.  
Recruitment Criteria: Talk to him with Tai Ho and Yam Koo in your party to start a fight. (See Walkthrough)  
=====

28. Tenhei Star: Tai Ho  
Location: Kaku  
Description: A seasoned waterman.  
Recruitment Criteria: Win 1000 bits from him in Kaku.  
=====

29. Tenzai Star: Kanak  
Location: Pirate's Island  
Description: A pirate.  
Recruitment Criteria: Beat him, Leonardo, and Anji in battle (see walkthrough).  
=====

30. Tenson Star: Yam Koo  
Location: Toran  
Description: Tai Ho's best friend.  
Recruitment Criteria: Joins after you capture Toran.  
=====

31. Tenpai Star: Leonardo  
Location: Pirate's Island  
Description: A pirate.  
Recruitment Criteria: Beat him, Kanak, and Anji in battle (see walkthrough).  
=====

32. Tenrou Star: Hix  
Location: Neclord's Castle  
Description: A young Warrior.  
Recruitment Criteria: Joins before you enter Neclord's Castle.  
=====

33. Tensui Star: Tengaar  
Location: Neclord's Castle  
Description: Hix's sweetheart, daughter of Zorak.  
Recruitment Criteria: Joins after you kill Neclord and leave the area.  
=====

34. Tenbou Star: Varkas  
Location: Toran  
Description: The leader of the Mt. Seifu bandits.  
Recruitment Criteria: Joins automatically after the Lepant sequence.  
=====

35. Tenkoku Star: Sydonia  
Location: Toran  
Description: Varkas' right hand thief.  
Recruitment Criteria: Joins automatically with Varkas after the Lepant sequence.  
=====

36. Tenkou Star: Eileen  
Location: Kouan  
Description: Lepant's wife.  
Recruitment Criteria: Joins automatically with Lepant.

---

37. Chikai Star: Leon Silverburg  
Location: Kalekka  
Description: A great strategist.  
Recruitment Criteria: Once you castle is maximum size, talk to him and he'll tell you to congratulate Mathiu on the Liberation Army's strength. Tell this to Mathiu, and Mathiu should give you a letter. Take the letter to Leon and he'll join.

---

38. Chisatsu Star: Georges  
Location: Kirov  
Description: A card shark.  
Recruitment Criteria: Break a record while playing his game and you'll win. It's pretty easy on any level.

---

39. Chiyu Star: Ivanov  
Location: Scarleticia  
Description: A painter who'll paint you a banner if you give him the paints. Of he gets all the paints, he'll give you the binoculars. See walkthrough.  
Recruitment Criteria: Talk to him after defeating Milich.

---

40. Chiketsu Star: Jeane  
Location: Antei's Rune Shop  
Description: Opens a rune shop in Toran for you.  
Recruitment Criteria: Talk to her when you have 45 recruits.

---

41. Chiyu Star: Eikei  
Location: Teien  
Description: A trained martial artist.  
Recruitment Criteria: Talk to him once the hero is lv. 40 or higher.

---

42. Chii Star: Maximillian (Max)  
Location: Northern Checkpoint  
Description: A seasoned knight.  
Recruitment Criteria: Talk to him in Northern Checkpoint after rescuing Viktor.

---

43. Chiei Star: Sancho  
Location: Northern Checkpoint  
Description: Maximillian's servant.  
Recruitment Criteria: Joins once you get Max.

---

44. Chiki Star: Grenseal  
Location: Outside Toran  
Description: A lieutenant.  
Recruitment Criteria: Joins automatically after you kill Teo.

---

45. Chimou Star: Alen  
Location: Outside Toran  
Description: A lieutenant.  
Recruitment Criteria: Joins automatically after you kill Teo, too.

---

46. Chibun Star: Tesla  
Location: Antei  
Description: A scrivener.  
Recruitment Criteria: After getting Kimberly, talk to him (northern house). Viktor tricks him into exposing his identity; then he joins.

=====  
47. Chisei Star: Jabba  
Location: Rikon's Appraise Shop  
Description: Opens up an appraise shop in the castle, if you can show him something he can't appraise.  
Recruitment Criteria: Give him the Nameless Urn. The man outside the shop will tell you about a Nameless Urn, and someone in Antei mentions that Holly Faeries carry it. Now, leave Antei, and walk around in the desert-like area a few screens east of Rikon (sandy area). Here, you may run into the Holly Fairies who carry the Nameless Urn that you need to get Jabba. After he fails to appraise it, he joins.  
=====

=====  
48. Chikatsu Star: Lorelai  
Location: Kouan's Inn  
Description: Another warrior.  
Recruitment Criteria: Talk to her after the hero is lv. 25 or higher.  
=====

=====  
49. Chitou Star: Blackman  
Location: Kalekka  
Description: A farmer, protective of his crops.  
Recruitment Criteria: Talk to him without stepping on his plants and he'll join.  
=====

=====  
50. Chikyou Star: Joshua  
Location: Dragon Knight's Fortress  
Description: The Commander of the Dragon Knights.  
Recruitment Criteria: Joins automatically after the dragons are cured.  
=====

=====  
51. Chian Star: Morgan  
Location: Qlon  
Description: A blind monk/warrior.  
Recruitment Criteria: Talk to him.  
=====

=====  
52. Chiziku Star: Mose  
Location: Secret Factory/Kirov  
Description: A secret agent who makes firespears and can sharpen your weapons to lv. 12.  
Recruitment Criteria: Joins automatically once the Fire Spears are loaded.  
=====

=====  
53. Chikai Star: Esmeralda  
Location: Antei's Inn  
Description: Wants an opal.  
Recruitment Criteria: Give her the Opal that you can recieve from butchering Nightmare's in Soniere.  
=====

=====  
54. Chisa Star: Melodye  
Location: Kirov  
Description: Once she joins, she can change sound effects if you give her the Sound Settings.  
Recruitment Criteria: Give her the Sound Crystal from Kalekka (see walkthrough).  
=====

=====  
55. Chiyu Star: Chapman  
Location: Antei  
Description: Opens an armory that sells armor that armories that you've visited sell. Visit all of them, and this shop becomes the ultimate armor shop.  
Recruitment Criteria: Talk to him in the armor shop.  
=====

=====  
56. Chirei Star: Liukan  
Location: N/A  
Description: A healer.  
=====

Recruitment Criteria: Joins after you get the ability to withstand Millich's pollen attack.

=====  
57. Chijyu Star: Fukien

Location: Qlon

Description: A master priest who manages the tablet of Stars.

Recruitment Criteria: Talk to him in the temple.

=====  
58. Chibi Star: Futch

Location: Dragon Knight's Fortress

Description: A young Dragon Knight who rides Black.

Recruitment Criteria: Joins with Joshua, after the Dragon Knight's portion of the walkthrough.

=====  
59. Chikyu Star: Kasumi

Location: Toran

Description: A ninja who warns you about Teo's ambush.

Recruitment Criteria: Joins automatically.

=====  
60. Chibaku Star: Maas

Location: Great Forest Smithery

Description: An apprentice blacksmith who can sharpen your weapons to lv. 5.

Recruitment Criteria: Talk to him.

=====  
61. Chizen Star: Crowley

Location: Caves behind Qlon

Description: The master wizard.

Recruitment Criteria: Hidden in the caves around Qlon, castle must be maximum size. See walkthrough.

=====  
62. Chikou Star: Fuma

Location: Dragon Knight's Fortress

Description: Master ninja.

Recruitment Criteria: Talk to him (eastern corner of the fortress, partially hidden).

=====  
63. Chikyou Star: Moose

Location: Warrior's Village Smithery

Description: A blacksmith who can forge your weapons to lv. 15 (penultimate).

Recruitment Criteria: Bring Maas, Meese, and Mose to him.

=====  
64. Chiki Star: Meese

Location: Village of the Dwarves Smithery

Description: A blacksmith who can forge your weapons to lv. 9.

Recruitment Criteria: Joins if Maas has been recruited.

=====  
65. Chisou Star: Sergei

Location: Kaku

Description: An inventor, puts an elevator in the castle.

Recruitment Criteria: Talk to him after capturing Toran.

=====  
66. Chikou Star: Kimberly

Location: Antei

Description: A master forger (is that a word?).

Recruitment Criteria: Talk to her, let her have a date with Flick. Get the Fake Orders to her for her to become a Star.

=====  
67. Chimei Star: Sheena

Location: Seika's Inn

Description: Lepant's son.

Recruitment Criteria: Interrupt his flirting with Lepant in your party (heh).

=====  
68. Chisin Star: Kessler

Location: Secret Factory

Description: A friend of the Liberation Army, Ledon's master.

Recruitment Criteria: Talk to him at the Secret Factory.

=====  
69. Chitai Star: Marco

Location: Warrior's Village

Description: Allows you to play the cup game, which is a great source of money.

Recruitment Criteria: Win 5000 bits from him (piece of cake).

=====  
70. Chiman Star: Gen

Location: Teien

Description: A shipbuilder who's friends with Kamandol.

Recruitment Criteria: Talk to him in Teien after trying to pass the Rapids of Dunan.

=====  
71. Chisui Star: Hugo

Location: Qlon

Description: A librarian; he'll let you read the Old Books.

Recruitment Criteria: Give him the War Scroll (see walkthrough).

=====  
72. Chisyu Star: Hellion

Location: Teien's Inn

Description: A wise old wizard, who brings a Blinking Mirror along, which lets you return to the castle at any time!

Recruitment Criteria: Accept her proposition and she'll join.

=====  
73. Chiin Star: Mina

Location: Antei

Description: A dancer.

Recruitment Criteria: Equip the hero with the Toe Shoes, then talk to her. After the dance, she joins.

=====  
74. Chii Star: Milia

Location: Dragon Knights Fortress

Description: The second in command of the Dragon Knights who rides Trash.

Recruitment Criteria: Joins after Liukan examines the sick dragons.

=====  
75. Chiri Star: Kamandol

Location: Teien

Description: An alchemist who's Gen's friend, though they constantly argue.

Recruitment Criteria: After getting Gen, knock at Kamandohl's door to recruit him.

=====  
76. Chisyun Star: Juppo

Location: Lepant's Mansion

Description: A trickster who made the contraption in Lepant's Mansion.

Recruitment Criteria: Joins automatically during the 'Lepant' sequence (thinking of original ways to repeat this, you'll see it as a common criteria. I'll shut up now.)

=====  
77. Chiraku Star: Kasios

Location: Scarletia

Description: A singer and Milich's lover, once she joins she'll play music from the game.

Recruitment Criteria: After getting Milich, put him in your party and talk to her.



78. Chitatsu Star: Viki

Location: Great Forest (Path)

Description: She can teleport you to any city, dungeon, or area you've visited.

Recruitment Criteria: Recruit her when you meet her in the Great Forest.

=====

79. Chisoku Star: Rubi

Location: Great Forest

Description: A warrior elf.

Recruitment Criteria: Once Kirkis is Lv. 40, put him in your party and talk to Rubi to get him/her/it.

=====

80. Chichen Star: Vincent de Boule

Location: Moravia

Description: A "nobleman."

Recruitment Criteria: After rescuing Viktor (and getting Kasim), retrace your way to the cell area and get Vincent.

=====

81. Chikei Star: Meg

Location: Kaku

Description: Juppo's niece.

Recruitment Criteria: With Juppo in your party, talk to her.

=====

82. Chima Star: Taggart

Location: Toran/Moravia

Description: Warren's servant.

Recruitment Criteria: Shows up at Toran, but only appears as a star after rescuing Viktor and Warren.

=====

83. Chiyou Star: Giovanni

Location: Kouan

Description: Lepant's servant.

Recruitment Criteria: Joins automatically with his master.

=====

84. Chiyu Star: Quincy

Location: Garan

Description: A powerful hunter.

Recruitment Criteria: She'll join you if you have at least 80 recruits.

=====

85. Chifuku Star: Apple

Location: Mathiu's Schoolhouse, Seika

Description: Mathiu's pupil and a good strategist.

Recruitment Criteria: Talk to her in Seika after defeating Kwanda, and choose either response.

=====

86. Chihi Star: Kai

Location: Garan

Description: The Hero's instructor.

Recruitment Criteria: Talk to him after capturing Toran.

=====

87. Chiku Star: Lotte

Location: Rikon's Inn

Description: A magician who lost her cat...

Recruitment Criteria: After having 45 recruits, go talk to her at Rikon's Inn and she'll tell you that she lost cat. Her cat, Mina, is the cat running around in Kaku. Go up and catch it (you'll have to run). Now talk to Lotte again.

=====

88. Chiko Star: Mace

Location: Seek Valley

Description: \*The\* master blacksmith. He sharpens your weapons to Lv. 16.

Recruitment Criteria: Talk to him at Seek Valley with Maas, Meese, Moose, and Mose in your party.

=====  
89. Chizen Star: Onil

Location: Seika

Description: Spreads gossip.

Recruitment Criteria: Talk to her (west of Mathiu's school) after capturing Toran.

=====  
90. Chitan Star: Kuromimi

Location: Great Forest

Description: A Kobold who was not swayed by Kwanda's Black Rune.

Recruitment Criteria: Joins automatically in Great Forest after the Village of the Elves is burnt down.

=====  
91. Chikaku Star: Gon

Location: Great Forest

Description: Kuromimi's brother, wants to be a Kobold hero.

Recruitment Criteria: Talk to him with Kuromimi in your party, after defeating Kwanda. He's in the south house.

=====  
92. Chisyu Star: Antonio

Location: Seika's Inn

Description: A cook.

Recruitment Criteria: Talk to Marie at your inn until she reveals that she needs a cook to help out. That done, recruit him from Seika.

=====  
93. Chizou Star: Lester

Location: Kirov

Description: Another cook, who makes good stew.

Recruitment Criteria: Taste the stews in the houses to the left and right of Sarah, then head into Kun To's mansion and tell Lester that the stews were good.

=====  
94. Chihei Star: Kirke

Location: Lorimar

Description: A gravedigger/decapitator.

Recruitment Criteria: After exiting Lorimar (after finding it deserted), re-enter and locate Kirke, who is standing in the west. Tell him that you'll accept him even though all he does is chop off people's heads (that's all you do to).

=====  
95. Chison Star: Rock

Location: Lepant's Mansion, Kouan

Description: A storage guard, he'll manage the castle vault when he joins.

Recruitment Criteria: Talk to him during your infiltration of Lepant's Mansion.

=====  
96. Chido Star: Ledon

Location: Secret Factory

Description: The trickster who attempts to steal from you in the beginning of the game.

Recruitment Criteria: Talk to him at the Secret Factory.

=====  
97. Chisatsu Star: Sylvina

Location: Pannu Yakuta

Description: Kirkis' girlfriend.

Recruitment Criteria: Joins after the defeat of Kwanda.

=====  
98. Chiaku Star: Ronnie Bell

Location: Secret Factory

Description: A strong rebel agent who has the Hate Rune.

Recruitment Criteria: Joins automatically after loading the Fire Spears.

=====

99. Chisyu Star: Gaspar

Location: Basement of Kaku's Tavern

Description: A dice shark who's out to con you, but can be defeated at his own game.

Recruitment Criteria: After defeating Kwanda, win 5000 bits from him at his own game.

=====

100. Chisu Star: Window

Location: Warrior's Village, Item Shop

Description: A windowmaker who has extreme talent at his job(...). He can change window when you give him the various window settings.

Recruitment Criteria: Give him the Window Crystal (see Walkthrough).

=====

101. Chiin Star: Marie

Location: Seika

Description: An innkeeper. After she joins, she opens up an inn at the castle.

Recruitment Criteria: Talk to her after capturing Toran.

=====

102. Chikei Star: Zen

Location: Qlon

Description: A gardener.

Recruitment Criteria: Have the Red, Yellow, and Blue seeds in your inventory. You can pick them in Teien, Rikon, and the Warrior's Village.

=====

103. Chisou Star: Sarah

Location: Kirov

Description: Does laundry.

Recruitment Criteria: Now, talk to her and say "Recruit". She'll say she's out of soap. You need to find the soap. You could ask around, but I'll tell you that the man standing near the armor shop has some. But before he hands it over, he needs some soy sauce. So go to the man on the left of Sarah. He has some sauce but he wants some salt. Now, go to the girl near the corner of town (I think it's bottom right, could be top). She wants a yardstick for her salt.

Hence, go to the inn and talk to the visitor in the right lodge. He wants sugar for the yardstick. So go to the item store and buy the sugar. Then, deliver the items in reverse order. When you get to Sarah, she'll say she found soap, but is delighted that you helped. Recruit her.

=====

104. Chiretsu Star: Sansuke

Location: Westernmost house in Great Forest

Description: An experienced bathmaker(...). After joining, you can access the castle bath.

Recruitment Criteria: Talk to him in Great Forest.

=====

105. Chiken Star: Qlon

Location: Antei

Description: He says the names of various places (wherever he is).

Recruitment Criteria: After defeating Milich, return to Antei. Qlon will join out of gratitude for removing the difficult town names.

=====

106. Chimou Star: Templeton

Location: Village of the Elves (Burnt)

Description: A mapmaker who loans you the Suiko Map (world map).

Recruitment Criteria: After the Village of the Elves is destroyed, exit and return. Talk to him.

=====

107. Chizoku Star: Krin

Location: Kouan

Description: A thief who's infiltration abilities come in handy at certain points.

Recruitment Criteria: He joins automatically after Lepant joins.

=====  
108. Chikou Star: Chandler

Location: Kwaba

Description: A merchant who is looking for a place to sell his goods. He'll sell you items that are offered in items shops you have visited; visit them all and he'll become the ultimate items shop.

Recruitment Criteria: Talk to him after capturing Toran.

-----  
III.) RUNES AND SPELL LIST  
-----

A.) Elemental Runes  
-----

Earth Rune: Rikon Item Shop, Eileen, Lotte

Clay Guardian: Defense +25% to one character

Voice Of Earth: Damages all enemies (300 maximum damage)

Copper Flesh: Defense +50% to one character

Earthquake: Damages all enemies (700 maximum damage)

Mother Earth Rune: Moravia, Hellion

Voice Of Earth: Damages all enemies (300 maximum damage)

Copper Flesh: Defense +50% to one character

Earthquake: Damages all enemies (700 maximum damage)

Guardian of Earth: Defense +50% to all characters

Fire Rune: Magician's Island, Kirov Item Shop

Flaming Arrows: Damages one enemy (100 maximum damage)

Firestorm: Damages all enemies (200 maximum damage)

Dancing Flames: Damages all enemies (400 maximum damage)

Explosion: Damages all enemies (700 maximum damage)

Rage Rune: Neclord's Castle, Alen

Firestorm: Damages all enemies (200 maximum damage)

Dancing Flames: Damages all enemies (400 maximum damage)

Explosion: Damages all enemies (700 maximum damage)

Final Flame: Damages all enemies (950 maximum damage)

Lightning Rune: Zombie Dragon, Flik, Sheena

Angry Blow: Damages one enemy (300 maximum damage)

Rainstorm: Damages all enemies (200 maximum damage)

Raging Blow: Damages an enemy (900 maximum damage)

Ball of Lightning: Damages an enemy (2000 maximum damage)

Thunder Rune: Shasarazade, Grenseal

Rainstorm: Damages all enemies (200 maximum damage)

Raging Blow: Damages an enemy (900 maximum damage)

Ball of Lightning: Damages an enemy (2000 maximum damage)

Thunder God: Damages all enemies (1000 maximum damage)

Resurrection Rune: Fukien

Scolding: Damages one enemy (70 maximum damage)

Yell: Cures one character's status

Scream: Cures all characters (300 maximum recovery)

Charm Arrow: Damages all enemies (500 maximum damage)

Soul Eater: Gregminster  
Deadly Fingertips: Instant death to one enemy  
Black Shadow: Damages all enemies (500 maximum damage)  
Hell: Instant death to all enemies  
Judgement: Damages one enemy (1500 maximum damage)

Water Rune: Sarady Item Shop, Seika Item Shop  
Drops of Kindness: Fully heals one character  
Fog of Deception: Power -20% to all enemies  
Rain of Kindness: Heals 300 HP to all.  
Water of Kindness: Completely heals the party.

Flowing Rune: Caves behind Qlon  
Fog of Deception: Power -20% to all enemies  
Rain of Kindness: Heals 300 HP to all.  
Water of Kindness: Completely heals the party.  
Mother Ocean: Completely heals the party and removes status ailments.

Wind Rune: Toran, Great Forest Item Shop, Luc  
Wind of Sleep: Casts sleep on all enemies  
The Shredding: Damages one enemy (400 maximum damage)  
Healing Wind: Heals all HP of one ally  
Storm: Damages all enemies (500 maximum damage)

Cyclone Rune: Seek Valley, Crowley  
The Shredding: Damages one enemy (400 maximum damage)  
Healing Wind: Heals all HP of one ally  
Storm: Damages all enemies (500 maximum damage)  
Shining Wind: Damages all enemies (500 maximum damage), heals the party fully

---

## B.) Action/Ability Runes

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Boar Rune: Pahn, Hidden Village  
Allows your character to inflict twice the damage, if used the character is unbalanced.

Champion's Rune: Warrior's Village Item Shop, Hidden Village  
Scares off weak enemies.

Clone Rune: Mt. Tigerwolf  
Allows your character to inflict twice the damage, if used the character is unbalanced.

Counter Rune: Lepant's Mansion, Great Forest Item Shop, Morgan  
Doubles the chance that your character will counter the enemy's attack.

Double Beat Rune: Eikei  
Allows two attacks in a row.

Falcon Rune: Valeria  
Performs an attack that deals double damage.

Fortune Rune: Kirov Item Shop  
Double's experience gained.

Gale Rune: Pannu Yakuta  
Doubles speed.

Hate Rune: Ronnie Bell  
Performs an attack that deals double damage.

Hazy Rune: Toran, Kai, Great Forest Item Shop  
Enemy hit rate-50%.

Holy Rune: Kaku Item Shop  
Allows you to walk quickly.

Killer Rune: Dwarf Trail, Teien Item Shop  
Doubles critical hit rate.

Phero Rune: Won from Beast Commanders  
Makes characters of the opposite gender protect you in battle.

Prosperity Rune: Won from Sirens  
Doubles bits recieved after battle.

Shrike Rune: Kasumi  
Performs an attack that deals double damage.

Spark Rune: Scarleticia  
Changes the order of attacks, I'm not sure how (yet).

Sunbeam Rune: Dwarf Vault  
Gradually restores HP as you walk.

Trick Rune: Juppo, Death Machines  
Performs a special attack. Not sure what it does (yet).

Turtle Rune: Dwarf Village Item Shop  
Protection from status abnormalities.

True Holy Rune: Stallion  
Allows you to walk quickly on the world map.

---

#### C.) Attribute Rune Pieces

---

Ocasionally, you'll be lucky enough to find these rune pieces, which increase your attributes.

Defense: Increases Defense, Won from Snails on Mt. Tigerwolf

Fortune: Increases Luck, Won from the ? square at Lepant's Mansion(?)

Magic: Increases Magic

Power: Increases Strength

Skill: Increases Skill

Speed: Imcreases Speed, Won from Red Elementals at Qlon

---

#### D.) Elemental Rune Pieces

---

Sometimes, you'll find shards of runes, called rune pieces. Take them to the

blacksmith and have them attached to your weapons, as they have very useful advantages.

Earth: Occasionally casts Clay Guardian when attacked, Won from Black Wild Boars

Fire: Increases attack power

Lightning: Increases attack power

Water: Heals 5 HP per round, Won from Slimes on Mt. Tigerwolf

Wind: Occasional Magic Protection, Def +3

---

#### IV.) UNITE ATTACKS

---

In Suikoden, your characters have the ability to unite their attack with another to create a more powerful blow. Below is a list of all the Unites.

| NAME                 | CHARACTERS                 | TARGETS        |
|----------------------|----------------------------|----------------|
| Bandit Attack        | Sydonia, Varkas            | One            |
| Beat 'Em Up Attack   | Pahn, Ronnie Bell          | One** (Pahn)   |
| Beauty Attack        | Cleo, Eileen, Sonya        | All            |
| Beauty Attack        | Cleo, Eileen, Valeria      | All            |
| Blacksmith Attack(a) | Mace, Maas, Meese, Moose   | One            |
| Blacksmith Attack(b) | Maas, Meese, Moose, Mose   | One            |
| Blacksmith Attack(c) | Mace, Maas, Moose, Mose    | One            |
| Blacksmith Attack(d) | Mace, Maas, Moose, Mose    | One            |
| Blacksmith Attack(e) | Mace, Meese, Moose, Mose   | One            |
| Bumpy Attack         | Humphrey, Krin             | One            |
| Carpenter Attack     | Gen, Sasuke                | One            |
| Couple Attack        | Eileen, Lepant             | One            |
| Dragon Knight Attack | Futch, Milia               | One            |
| Elf Attack           | Kirikis, Stallion, Sylvina | One            |
| Fatal Attack         | Gen, Kamandol              | One            |
| Flash Attack         | Fukien, Kai, Liukan        | One*           |
| Fisherman Attack     | Tai Ho, Yam Koo            | One*           |
| Kobold Attack        | Gon, Kuromimi              | One            |
| Kobold +1 Attack     | Fu Su Lu, Gon, Kuromimi    | One            |
| Lepant Family Attack | Eilenn, Lepant, Sheena     | One            |
| Martial Arts Attack  | Eikei, Morgan, Pahn        | All            |
| Master-Pupil Attack  | Hero, Kai                  | All            |
| Ninja Attack         | Fuma, Kage, Kasumi         | One            |
| Pirate Attack        | Anji, Leonardo, Kanak      | One            |
| Pretty Boy Attack    | Alen, Flik, Grenseal       | One            |
| Pretty Girl Attack   | Camille, Kasumi, Tengaar   | One** (Kasumi) |
| Talisman Attack      | Gremio, Pahn               | One            |
| Trick Attack         | Juppo, Meg                 | All            |
| Warrior Attack       | Hix, Tengaard              | One            |
| Wild Arrow Attack(a) | Kirkis, Rubi               | All*           |
| Wild Arrow Attack(b) | Kirkis, Stallion           | All*           |
| Wild Arrow Attack(c) | Kirkis, Sylvina            | All*           |

\*: The characters involved in this attack are unbalanced afterwards

\*\* : The named character is unbalanced afterwards

---

#### V.) SPELL COMBINATION ATTACKS

-----  
This section contains a list of the five spell combination attacks in Suikoden, and gives them a name based on their description (I give them the names, and also a description if you can't figure out the name).

Old Book Vol. II, "Ancient Teachings", says that Crowley revolutionized magic methods by learning how to combine spells. The spells combine must be the paramount, ultimate spells from two runes in harmony. Here is a list of elements and their opposites:

Opposing Elements:

Fire-Water

Wind-Lightning

Earth-Lightning

Earth-Water

Here is a list of Harmonious Elements:

Harmonious Elements:

Fire-Earth

Earth-Wind

Wind-Water

Water-Lightning

Lightning-Fire

Here is a list of Rune-Element Correspondence:

Runes-Elements Affinity

Fire-Fire

Rage-Fire

Wind-Wind

Cyclone-Wind

Water-Water

Flowing-Water

Earth-Earth

Mother Earth-Earth

Lightning-Lightning

Thunder-Lightning

With that said, you should be able to figure out the spell combinations you can use. Well, here's a list of the spell- combos and effects (required spells must be cast in same turn):

**Igneous Strike:** A large, white ellipse illuminates the ground beneath the enemies. Flame pillars will begin to shoot out of the ground, while red-hot rocks smash into the enemy from above.

Possible Spell Combinations: Final Flame + Guardian of Earth, Final Flame + Earthquake, Explosion + Guardian of Earth, Explosion + Earthquake

**Gaea's Gale:** A large group of boulders hovers above the enemies, rotating like a whirlwind. As the boulders amalgamate into a larger boulder, a gale shatters it, pounding the enemies below.

Possible Spell Combinations: Shining Wind + Guardian of Earth, Shining Wind + Earthquake, Storm + Guardian of Earth, Storm + Earthquake

**Blessing of the Squall:** A beam of light will illuminate your party, while a dark ray will swing over the party. White snowflakes will sprinkle over your party, healing it, as icebergs smash the enemies.

Possible Spell Combinations: Shining Wind + Mother Ocean, Shining Wind +



Water of Kindness, Storm + Mother Ocean, Storm + Water of Kindness

Shockwave of the Sea: Your party is protected by the glow of Mother Ocean, while a large thunder bolt slams into one opponent, siphoning his hp to your party. Not that strong (can't even kill the orcs outside of Gregminster).

Possible Spell Combinations: Thunder God + Mother Ocean, Thunder God + Water of Kindness, Ball of Lightning + Mother Ocean, Ball of Lightning + Water of Kindness

Thor's Inferno: A black triangle rotates into place below the enemies. This triangle ignites and is strafed by red-hot lightning bolts. Extremely strong.

Possible Spell Combinations: Thunder God + Final Flame, Thunder God + Explosion, Ball of Lightning + Final Flame, Ball of Lightning + Explosion]

Finally, the book says that there is a way to unite three souls to release the ultimate power of the rune. You can see this numerous times in story points with the Soul Eater.

---

## VI.) HEADQUARTERS

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### A.) Books

---

Scattered across the globe are volumes of an ancient collection (well, outdated).

Old Book Vol. I "27 True Runes and their Creation"

Location: Pannu Yakuta

Summary: In the beginning, there was Darkness. Out of loneliness, Darkness shed a Tear. The Tear split into a Sword and a Shield. The Sword cut anything, and the Shield could defend anything. They battled. Finally, they were both destroyed. The parts of the Sword became the sky, the parts of the Shield became the earth, and the sparks became the stars.

The 27 jewels decorating the two become the 27 True Runes and the world began.

Old Book Vol. II "Ancient Teachings"

Location: Caves of the Past

Summary: See Spell Combination Attacks

Old Book Vol. III "Strategy of War"

Location: Bookshelf to the left of Hugo at the Temple of Qlon.

Summary: See Army Units

Old Book Vol. IV "The Knights of the Dragon's Den"

Location: Bookshelf to the right of Joshua at the Dragon Knights' Fortress.

Summary: Joshua Levenhelt, commander of the Dragon Knights, possesses the Dragon Rune. If a child does not bond with a Dragon by the age of six, they'll never become a Dragon Knight. If the bond is made, it is un-breakable. If a Knight dies, the dragon kills itself. If the Dragon dies, the Knight is exiled.

Old Book Vol. V "Craftsman's Profile"

Location: Dragon's Den

Summary: It lists some of the various craftsmen around the world, giving you tips on recruiting.

Old Book Vol. VI "Black List"

Location: Soniere Prison

Summary: A list of the demi/super-secret characters in Suikoden (i.e. Pesmerga, Clive), with hints as to where they are.

Old Book Vol. VII "Antique Prices"

Location: Northern Checkpoint

Summary: See Art

Old Book Vol. VIII "The Kalekka Tragedy"

Location: Kalekka

Summary: During the war between the Scarlet Moon Empire and Jowstone City-State, the Jowstone forces were able to capture Kalekka. When forces under Barbarossa and strategist Leon Silverberg recaptured the city, they found in ruins.

Spurred by the anger, the Imperial Troops pushed Jowstone's forces out of the Empire.

-----  
B.) Paints/Binoculars  
-----

If you collect all the various paints throughout the game and give them to Ivanov, he will paint a banner for you and give you the Binoculars. Here is a list of paints, as well as information on the Binoculars.

-----  
List of Paints, In order of collection  
-----

White Paint: Lepant's Mansion in Kouan

Yellow Paint: It can be bought from the item shop of Teien.

Blue Paint: Pick this one up at the item store in Rikon.

Black Paint: Stowed away in a box in Luikan's abode.

Red Paint: Located in Scarleticia Castle.

Green Paint: A chest in the rotting Neclord's Castle.

Pink Paint: Moravia Castle is the location of the final paint.

-----  
Binoculars  
-----

Once you give the paints to Ivanov, he'll give you the Binoculars. These nifty tools allow you to change the perspective in the battle mode (party). To do this, you must have a second controller plugged. BY pressing certain buttons in this area, you can rotate the view. Here is a list <thanks to Anickerson>:

Square: Rotates left

Triangle: Rotates up

Circle: Rotates right

X: Rotates down.

You can use this to see some pretty weird spell effects. For example, if you cast hell, pan to the right and down. You'll see the view from behind the characters. Some of their heads will be sucked into the vortex (now an ellipse looking straight on). In addition, you can see more of the enemy and characters. Fun to fool around with.

---

### C.) Window Settings

---

You can give these window settings to Window to get new window options.

Window Setting 0:Secret Factory

Window Setting 1:Scarleticia

Window Setting 2:Dragon Knight's Fortress

Window Setting 3:Won from Sunshine Kings in the Dragon's Den.

---

### D.) Sound Settings

---

You can give these sound settings to Melodye to get new sound effects.

Sound Setting 0:Cell next to Liukan in Soniere

Sound Setting 1:Neclord's Castle

Sound Setting 2:Seek Valley

Sound Setting 3:Won from Sirens in Shasarazade

---

### W.) Army Units

---

In a major battle, the 108 companion characters are divided up into prearranged groups for fighting. Each group consists of three characters: one commander and two that are second in command. Some groups may be missing characters who have not yet joined the party. In this case, the fighting strength of the group will be lower.

Note: In "Strategy of War" (Old Book Vol. III), it has some useful stratagems. If you are outnumbered by the army, merchant will work extremely well. Also, magic will work better. If the enemy is few, arrows will work well. If you are equal, all attacks will function at a normal level.

Attacks are divided into four categories. Listed below are the groups in each category, when seen at normal strength (no strategist or boosting).

---

#### Charge Groups

---

These attacks are good against arrow attacks, but are crushed by magical spells.

1.) Knights Party: Max, Sancho, and Qlon

Max Strength: 30

2.) Lepant Family: Lepant, Eileen, and Sheena

Max Strength: 26

3.) Commander's Team: Hero, Pahn and Gremio

Max Strength: 26

4.) Old Soldiers: Kai, Liukan, and Fukien

Max Strength: 24

5.) Wild Geese: Kreutz, Morgan, and Kirke

Max Strength: 24

6.) Humphrey's Team: Humphrey, Alen, and Grenseal

Max Strength: 24

7.) Viktor's Team: Viktor, Warren, and Taggart

Max Strength: 23

8.) Pirates: Anji, Leonardo, and Kanak

Max Strength: 23

9.) Former Imperial Team: Kasim, and Griffith, and Valeria

Max Strength: 22

10.) Invulnerable Defense: Kwanda, and Eikei, Gaspar

Max Strength: 21

11.) Fellows: Blackman, Zen, and Ivanov

Max Strength: 21

12.) Bandits: Varkas, Sydonia, and Kessler

Max Strength: 21

13.) Fishermen: Tai Ho, Yam Koo, and Kimberly

Max Strength: 19

14.) Warrior's Village Kids: Flik, Tengaar, and Hix

Max Strength: 17

15.) Good Buddies: Marie, Onil, and Sansuke

Max Strength: 16

16.) Black Golds: Maas, Meese, and Moose

Max Strength: 15

17.) Carpenters: Gen, Kamandol, and Tesla

Max Strength: 14

18.) Secret Factory Team: Mose, Ronnie, and Sarah

Max Strength: 14

19.) Kobolds: Fu Su Lu, Kuromimi, and Gon

Max Strength: 13

20.) Tricksters: Juppo, Jabba, and Meg

Max Strength: 6

-----  
Arrows Groups

-----  
These attacks decimate the enemy wizards, but die in the face of a good charge.

1.) Forest Protectors: Kirkis, Sylvina, and Stallion

Max Strength: 21

2.) Experts: Clive, Pesmerga, Mace

Max Strength: 19

3.) Adventurers: Lorelai, Quincy, and Mina  
Max Strength: 17

4.) Cooks: Antonio, Lester, and Rock  
Max Strength: 14

5.) Engineers: Sergei, Hugo, and Templeton  
Max Strength: 12

6.) Archers: Rubi, Georges, and Marco  
Max Strength: 8

---

#### Magicians

---

These spell casters will destroy a charging foe, but the wizards are susceptible to arrows.

1.) Children of the Runes: Crowley, Luc, and Lotte  
Max Strength: 25

2.) Magicians: Jeane, Hellion, and Viki  
Max Strength: 20

3.) Soldier Beauties: Sonya, Cleo, and Camille  
Max Strength: 20

4.) Narcists: Milich, Vincent, and Esmeralda  
Max Strength: 18

5.) Musicians: Kasios, Melodye, and Window  
Max Strength: 14

---

#### Special

---

There is a variety of special attacks for your troops:

1.) Strategists: Mathiu, Leon, and Apple  
Effect: They boost the power of charging attacks over three-four turns.

2.) Ninja: Kage, Kasumi, and Fuma  
Effect: Finds out the enemy's next move with 100% accuracy. (note: very useful!)

3.) Dragon Knights: Joshua, Milia, and Futch  
Effect: Summons a dragon that ravages the enemy. However, arrows will kill the dragons.

4.) Merchant: Kun To, Chapman, and Chandler  
Effect: They attempt to coerce the enemy into coming to your side.

5.) Thieves: Krin, Ledon, and Giovanni  
Effect: They will either loot the opponents coffers or attempt to learn the next move.

---

#### F.) Music List

---

Once you recruit Kasios from Scarletia Castle, she will be able to sing songs from the game. She is located on the first floor. Take a left onto the rock

intersection-she'll be gazing over the sea.

Imperial Court-----Played in the Imperial Palace before you flee Gregminster.

Capital-----Played in Gregminster until you flee the area (i.e. post Ted)

Rock Rockland-----Played in the city of Rockland.

Distant Hills-----Played at Mt. Seifu and the Bandit Fort located therein.

Black Forest-----Played at the Magician's Island and Lenkaat's Mansion.

Eternal Flow-----Played in most towns: Kaku, Seika, Kouan (generic).

Mystic forest-----The strange, foreboding tunes of the Village of the Elves.

Dwarf Mines-----Played at the village of the Dwarves (hmmmm...)

A Moment of Peace--Played in the town of Antei.

Gorgeous Scarleticia-Played in Scarleticia Castle (another tough one).

Gathering of Warriors-Played at the Warrior's Village

In the Stillness---Played at the Temple of Qlon.

Bride in Black-----The tunes echoing from the cursed organs of Neclord's Castle.

Dragon Knights-----Played at the Dragon Knights' Fortress (such confusing names)

Dancing Girl-----Played in Kirov.

Lost Days-----Played in the Village of the Cursed Rune.

-----  
G.) Art  
-----

In the world of Suikoden, there are many antiques you can acquire and appraise. Some are trash, while others are extremely valuable. You can also place them in Sansuke's bath area. They are all listed in Old Book Vol. VII, "Antique Prices."

-----  
Urns, Vases and Lamps  
-----

Failure Urn: 50  
Octopus Urn: 500  
Flower Urn: 2500  
Wide Urn: 4000  
Persian Lamp: 7500  
Blue Dragon Urn: 8000  
Celadon Urn: 10000  
Black Urn: 20000  
Fine China: 60000  
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Dishes, Figurines, and Constructions  
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Hex Doll: 60  
Japanese Dish: 3000

Chinese Dish: 6000  
Peeing Boy: 16000  
Bonsai: 25000  
Knight Statue: 30000  
Goddess Statue: 100000

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### Paintings

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Graffiti: 100  
Flower Painting: 7000  
Landscape Painting: 40000  
Nature Painting: 200000  
Lover's Flower Garden: 29000

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## VII.) ARMOR LIST

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Here you will find a list of the various armor pieces found in Suikoden. There are four types of armor: armor, helmets, shields, and accesories. If two armors have the same defense value and no other effect, they are listed alphabetically.

### A.) ARMOR

| NAME:          | FUNCTION              |
|----------------|-----------------------|
| Robe           | +1 Def                |
| Tunic          | +2 Def                |
| Leather Coat   | +4 Def                |
| Brass Armor    | +5 Def, +Speed        |
| Guard Robe     | +7 Def                |
| Karate Uniform | +10 Def               |
| Leather Armor  | +14 Def               |
| Half Armor     | +18 Def               |
| Magic Robe     | +22 Def               |
| Ninja Suit     | +28, +Magic           |
| Dragon Armor   | +37 Def               |
| Master Robe    | +37, Auto Hp-Recovery |
| Full Armor     | +45 Def               |
| Taikoku Wear   | +48 Def               |
| Master Garb    | +55 Def, +Speed       |
| Windspun Armor | +63 Def               |

### B.) HELMETS

| NAME:         | FUNCTION                  |
|---------------|---------------------------|
| Bandana       | +1 Def                    |
| Headband      | +2 Def                    |
| Pointed Hat   | +5 Def, Null-Balloon      |
| Half Helmet   | +9 Def                    |
| Head Gear     | +14 Def                   |
| Full Helmet   | +20 Def                   |
| Silver Hat    | +27 Def, Auto Hp-Recovery |
| Horned Helmet | +35 Def                   |

### C.) SHIELDS

| NAME:         | FUNCTION |
|---------------|----------|
| Wooden Shield | +2 Def   |

Steel Shield +13 Def  
Chaos Shield +27 Def  
Earth Shield +45 Def

D.) ACCESORIES

| NAME:            | FUNCTION        |
|------------------|-----------------|
| Wooden Shoes     | +1 Def          |
| Cape             | +2 Def          |
| Gloves           | +2 Def          |
| Leggings         | +2 Def          |
| Boots            | +3 Def          |
| Circlet          | +3 Def          |
| Gauntlet         | +4 Def          |
| Shoulder Pads    | +4 Def          |
| Blue Ribbon      | +6 Def          |
| Necklace         | +7 Def          |
| Emblem           | +8 Def, +Magic  |
| Fur Cape         | +8 Def          |
| Feather          | +9 Def          |
| Toe Shoes        | +9 Def          |
| Silver Ring      | +11 Def         |
| Silverlet        | +11 Def         |
| Cape of Darkness | +13 Def         |
| Rose Broach      | +13 Def         |
| Speed Ring       | +13 Def, +Speed |
| Guard Ring       | +15 Def         |
| Power Gloves     | +16 Def, +Power |
| Silver Necklace  | +17 Def         |
| Earth Boots      | +18 Def         |
| Goldlet          | +18 Def         |
| Crimson Cape     | +21 Def         |
| Gold Necklace    | +25 Def         |

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IX.) SECRETS/TRICKS  
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The world of Suikoden is full of secrets. Below is a list of some of them.

A.) Hidden Scenes

There are several sub-scenes in Suikoden that tell you some more about the characters themselves.

- 1.) With Krin in your party, talk to the man in the northeast corner of the second story in Lenankamp's Inn.
- 2.) With Meg in your party, go to the first house on the west.
- 3.) With Flik in your party, go to the Warrior's Village and talk to the man near the building in the northeast corner.
- 4.) With Clive in your party, examine one of the tombstones in Rockland (I think it is the southwestern one)

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X.) BESTIARY <monster hp, individual bit/item info courtesy of Shinkuu>  
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| NAME:              | HP:  | BITS: | ITEM:                           | LOCATION:         |
|--------------------|------|-------|---------------------------------|-------------------|
| FurFur             | 18   | 50    | Wooden Shoes                    | Magicians' Island |
| Holly Boy          | 10   | 10    | Robe                            | Magicians' Island |
| Golem              | 300  | 1500  | Medicine                        | Magicians' Island |
| Bon Bon            | 15   | 70    |                                 | North             |
| Crow               | 30   | 50    | Bandana?                        | North             |
| Mosquito           | 15   | 20    | Medicine                        | North             |
| Red Soldier Ant    | 30   | 60    | Pointed Hat                     | North             |
| Wild Boar          | 60   | 300   | Bandana?                        | North             |
| Bandit (green)     | 34   | 70    | Medicine                        | Mt. Seifu         |
| Bandit (red)       | 34   | 80    | Shoulder Pads?                  | Mt. Seifu         |
| Bandit (yellow)    | 40   | 150   | Shoulder Pads?                  | Mt. Seifu         |
| Black Wild Boar    | 60   | 300   |                                 | Mt. Seifu         |
| Soldier Ant        | 28   | 30    | Pointed Hat                     | Mt. Seifu         |
| Giant Snail        | 120  | 250   | Defense Rune Piece              | Mt. Tigerwolf     |
| Killer Slime       | 40   | 100   | Water Rune Piece                | Mt. Tigerwolf     |
| Slasher Rabbit     | 90   | 70    | Karate Uniform                  | Mt. Tigerwolf     |
| Beast Master       | 90   | 200   | Blue Ribbon                     | Kwaba-Garan       |
| Flying Squirrel    |      | 100   | Holy Crystal                    | Kwaba-Garan       |
| Killer Rabbit      |      | 30    | Hex Doll/Japanese Dish          | Kwaba-Garan       |
| Roc                |      | 70    | Feather                         | Kwaba-Garan       |
| Robot Soldier (b)  | 150  | 400   | Vase/Persian Lamp/Pointed Hat?  | Lepant's Mansion  |
| Robot Soldier (r)  | 190  | 350   | Vase/Persian Lamp/Pointed Hat?  | Lepant's Mansion  |
| Slot Man           | 190  | 700   |                                 | Lepant's Mansion  |
| Holly Boy          | 150  |       | Toe Shoes?                      | Great Forest Path |
| Holly Spirit       | 500  |       | Toe Shoes?                      | Great Forest Path |
| Kobold (g)         | 150  |       |                                 | Great Forest Path |
| Kobold (r)         | 150  | 200   | Wooden Shield                   | Great Forest Path |
| Death Boar         |      |       | Boar Crystal                    | Dwarf Trail       |
| Holly Fairy        | 400  | 800   | Nameless Urn                    | Garan West        |
| Mad Ivy            |      | 200   | Head Gear                       | Garan West        |
| Creeper            | 400  | 600   |                                 | Garan West        |
| Nightmare          |      |       | Opal                            | Soniere Prison    |
| Nightmare          |      |       | Opal                            | Scarletecia       |
| Siren              |      | 2000  | Prosperity Crystal              | Kirov             |
| Dagon              |      | 1100  | Water Crystal                   | Kirov             |
| Grizzly Bear       | 360  | 1200  |                                 | Kirov             |
| Demon Hound        |      | 900   |                                 | Kalekka           |
| Hawk Man           | 300  | 1300  |                                 | Kalekka           |
| Shadow             | 280  | 2000  | Silverlet                       | Kalekka           |
| Demon Sorceror     |      |       | Mega Medicine                   | Neclord's Castle  |
| Larvae             |      |       | Fine Bone China/Blue Dragon Urn | Neclord's Castle  |
| Black Elemental    | 120  | 1600  |                                 | Dragons' Den      |
| Magic Shield       | 190  | 2700  | Earth Shield                    | Dragons' Den      |
| Sunshine King      | 1500 | 6000  |                                 | Dragons' Den      |
| Mirage             | 400  | 2400  | Master Garb                     | Checkpoint        |
| Earth Golem        | 600  | 3000  | Speed Ring                      | Checkpoint        |
| Rabbit Bird        | 300  | 2200  | Sacrificial Buddha              | Checkpoint        |
| Ninja              | 600  | 5500  | Cape of Darkness                | Moravia           |
| Magus              | 300  | 7000  | Fortune Crystal                 | Moravia           |
| Hell Hound         | 300  | 700   | Bonsai/Hex Doll                 | Moravia           |
| Whip Master        | 700  | 8000  | Bonsai/Hex Doll                 | Moravia           |
| Elite Soldier      | 450  | 2800  | Rage Crystal                    | Moravia           |
| Ninja Master       | 400  | 5500  | Crimson Cape                    | Late North        |
| Orc                | 1500 | 7000  | Lover's Flower Garden           | Late North        |
| Simurgh            | 700  | 6500  | Thunder Crystal                 | Late North        |
| Colossus           | 800  | 15000 |                                 | Gregminster       |
| Phantom            | 550  | 6500  | Earth Boots                     | Gregminster       |
| Imperial Guards    | 600  | 4500  |                                 | Gregminster       |
| Imperial Guards(s) | 500  | 5000  |                                 | Gregminster       |

## MONSTER APPEARANCE LIST

## Gregminster Area

Bonbon x3-70

Wild Boar-300

Red Soldier Ant-60

## Mt. Tigerwolf

Killer Slimex3-300

Slasher Rabbitx6-420

Giant Snail-250

Giant Snailx2-500

## Seika Area

Flying Squirrelx3, Beast Commander-500

Flying Squirrelx2-200

Flying Squirrelx6-600

Flying Squirrelx3, Killer Rabbitx2, Beast Commander-600

Roc-70

Killer Rabbit x3, Beast Commander-440

## Castle of Toran

Giant Slugx3, Ghost Armor-1350

Oannesx3-600

Giant Snailx3-750, Defense Rune Piece

Ghost Armor-600

Oannesx3, Ghost Armor-1200

Giant Slugx2-500

## Lepant's Mansion

Robot Soldierx6-2250, Pointed Hat

Robot Soldierx4-1500, Failure Urn

Robot Soldierx3-1150

Slotman-700

## Great Forest

Koboldx3-600

Kobold-200

Holly Boyx6-30

Holly Spirit, Holly Boyx5-950

## Path of the Dwarves

Deathboarx3, Dwarf-2800

Dwarfx2-800

Death Boarx3, Eaglemanx2-3500

Deathboarx2-1600

Eagleman-550

Eaglemanx3-1650

Dwarf-400

## Dwarf Area

Koboldx3, Strong Arm-1050

Joboldx4-850

## Dwarven Vault

(Red/Blue) Death Machine-400

(Color) DeathMachinex3-1650

Crimson Dwarf-600  
Deathboarx3-2400  
Deathboarx2-1600  
Crimson Dwarf<sub>x3</sub>, Death Machine<sub>x2</sub>-2900  
Crimson Dwarf<sub>x3</sub>, Death Machine-2350

Pannu Yakuta  
<Collecting Data>  
Scarleticia

Kirov Area  
Siren-2000  
Grizzly Bear-1200

Kalekka  
Shadow<sub>x4</sub>-3000, Rose Brooch  
Demon hound-900  
Hawkman<sub>x3</sub>-3900  
Hawkman<sub>x2</sub>-2600  
Hawkman<sub>x2</sub>, Shadow<sub>x4</sub>-6600

Secret Factory Area, Kalekka Area  
Dragon<sub>x3</sub>-3300, Dragon Armor  
Siren<sub>x2</sub>-4000

Lorimar, Warrior Village Area  
Hellhound-700  
Hellhound<sub>x2</sub>-1400  
Gravemaster-1900  
Sorcerer-3000

Caves of the Past  
Clay doll<sub>x2</sub>-3000, Full Armor, Escape Talisman  
Banshee, Clay doll-3700  
Banshee<sub>x2</sub>, Clay Doll-5900, ? Painting [Landscape Painting]  
Banshee<sub>x2</sub>, Red Elemental<sub>x3</sub>-8300  
Banshee<sub>x2</sub>-4400  
Banshee<sub>x3</sub>-6600  
Banshee-2200  
Clay Doll, Red Elemental<sub>x3</sub>-5400  
Banshee, Red Elemental<sub>x3</sub>-6100

Neclord's Castle  
Larva<sub>x3</sub>, Hell Unicorn, Demon Sorcerer-14500, ?pot [Failure Urn]  
Larva<sub>x2</sub>-4000  
Larva<sub>x3</sub>, Hell Unicorn-11000  
Larva<sub>x3</sub>, Demon Sorcerer-9500  
Larva-2000

Dragon's Den  
Black Elemental<sub>x3</sub>, Magic Shield-10200  
Magic Shield-2700, Earth Shield  
Black Elemental<sub>x3</sub>, Sunshine King-10800, Cyclone Crystal  
Sunshine King-6000, Cyclone Crystal  
Magic Shield<sub>x2</sub>-5400

Dragon Knights Fortress Area  
Ivy<sub>x3</sub>, Shadow Man, Mirage-10900

Seek Valley

Rockbusterx2, Queen Ant-11500  
Ivyx3-8000, ? Ornament [?]  
Ivyx2, Wyvern-9500, ? Ornament [?]  
Rockbusterx3-7500

Moravia Castle  
Miragex2-14000, Fortune Crystal  
Ninjax3, Magusx2-30500  
Elite Soldierx2, Ninja, Magusx2-25100  
Hell houndx3, Whipmaster-18100  
Nnjax3, Magus-23500  
Ninja-5500, Cape of Darkness  
Elite Soldier-2800, Rage Crystal  
Hellhoundx3, Elite Soldierx2, Whip Master-15900  
Elite Soldierx2-5600  
Magus-7000

Shasarazade  
Elite Soldierx2-7000, Mega Medicine, Horned Helmet  
Kerberos-4000  
Sirenx3-18000, Sound Setting 3  
Sirenx2-12000  
Elite Soldierx3-10500

Gregminster Area (2)  
Ninja Masterx2-11000  
Ninja Masterx3, Simurgh-23000, Crimson Cape  
Orcx2-14000  
Ninja Masterx3, Orc-23500  
Simurgh-6500  
Ninja Masterx3, Simurghx2-29300  
Orcx3-21000, ? Painting [Graffiti]  
Ninja Materx3, Orcx2-30500  
Ninja Master-5500

Imperial Palace  
Phantomx3, Collosus-34500  
Phantomx2-13000  
Imperial Guardx3, Ekidonna-35000  
Phantom-6500

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XI.) CREDITS/DISCLAIMER  
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A. Nickerson <bzcharkl@hotmail.com>: He has written the best Suikoden walkthrough thus far. Thanks to him for Duel Battle Quotes, Dialogue Boxes, and Binocular controllers!

Konami: For making an awesome game

Kurt <kurt\_1981@hotmail.com>: The location of the Rage Rune in Neclord's Castle.

Shinkuu <shinkuuakuma@usa.net> and <http://members.aol.com/wyvernshdw/>: A great source of information and a good Suikoden site where Shinkuu was kind enough to lend me monster stats, some unite information, and some rune information.

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