

Suikoden FAQ/Walkthrough

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Gensou Suikoden FAQ ver. 0.5
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This FAQ was created just because I felt that this game is kinda underated and not enough people like it. I hope that those of you who do like it can get a good use out of this FAQ/walkthrough. It's not complete, and if anyone would like to help, than I'd gladly welcome your contributions and give you credit. Oh yeah, this also contains spoilers, so if you don't want to be spoiled, go somewhere else ^_^

OK, this took me a long time to write, so if you want to use it on your web page, than I'd really appreciate it if you ask my permission first and give me credit. Also, this is to be distributed FREELY, meaning you CAN'T charge people for it. That was not my purpose in writing this (this is totally non-profit).

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I. REVISION HISTORY

Version 0.1 (12/30/99):

- First version; released only to friends and other "special" people ^_^

Version 0.5 (1/30/00):

- Finished walkthrough
- Added town info
- Added info on reviving Gremio
- Added Sections IV. and VI.
- Changed previous Section IV. into Section V.
- Added Marco's Patterns
- Added Suikoden II Secret
- Finished equipment info
- Added some more FAQs

II. FREQUENTLY ASKED QUESTIONS

Heh, not very many here now...but there are some.

Q. What do Antiques do?

A. They really don't do anything. You can sell them for money or display them in your bath, once you get one. There are special things that happen when you get certain combinations of the antiques in the bath (see the Miscellaneous Info. section).

Q. What's the difference between a Rune Piece and a Rune?

A. A rune piece is forged into your weapon to give it that trait (i.e. fire rune piece gives the weapon the fire trait, etc.) A Rune can be attached to a character to allow them to use magic.

Q. What's the difference between Runes and Crystals?

A. Well, technically, a Crystal becomes a rune once you equip it, but I tend to use the two words interchangeably. If this really makes you mad, or you prefer I just call them all crystals, than feel free to complain to me (I love to hear rants as much as I love to make them.)

Q. You said I need Mathiu's Letter to get Leon. Where is it?

A. To get Mathiu's Letter, you have to have at least 95 recruits. Talk to Leon when you do and he'll mention Mathiu. Go talk to Mathiu and he'll give you his letter.

Q. What do the binoculars do?

A. The binoculars are an item that let you change the view of the battle field. You have to have the second controller plugged in for them to work. On the second controller, if you press one of the four buttons on the right side (Triange, O, X, or Square), then the view shifts.

III. WALKTHROUGH

Introductions

Items: 100 bits, Fortune Rune, Prosperity Rune

People: Hero, Pahn, Cleo, Gremio

After you choose New Game on the menu, you'll be able to name your character. When you have control of your character, talk to your father, Teo. He'll talk to you and soon you'll be called in for your audience with the Emperor. After your audience, leave the Throne Room and go down the stairs in the upper right. Walk down the hallway, and when your father stops you, go into the right room and examine the far right suit of armor to get 100 bits. Then go into the left room and introduce yourself to Kraze. After your introduction, talk to Teo and you'll be guided home. Here you have a choice to get one of two really cool runes: the Fortune Rune and the Prosperity Rune. This is the only time in the game I've found either of these runes. To get these runes, you need to go to Sarady, a town enclosed by some mountains southwest of Gregminster, the town you start at. To get the Fortune Rune, you must go there by yourself. To get the Prosperity Rune, you need to bring Ted with you. To get to the mountain near Sarady, you need to walk southwest of Gregminster and across a bridge. North of the bridge is Mt. Tigerwolf. This is no easy task, because these guys hit you hard. I suggest leveling up, which is really easy, especially since you only have one or two characters at the time. Also, buy the best armor you can and ungrade your weapons at Lenankamp, south of Gregminster. If you need money, than go to Rockland, which is east of Gregminster, and gamble with Marco at a

"find the coin under the cup" type of thing. It's pretty easy, especially since he has two really distinct patterns that I found he uses everytime. I've listed his patterns in the Miscellaneous Info. section of this FAQ. The walkthrough for the Mountain is under the title "Mt. Tigerwolf" of this FAQ.

Errand Boy

Items: Medicine, Leather Coat

At your house, go up the stairs. Ted will join you. If you want the Prosperity Rune, this is the time to get it, before you go to the room. If you accidentally go to the room, you can't get either rune. After a bit of dialogue between the hero and Ted, Gremio will call you to dinner. After dinner, you'll sleep and watch a cut scene of Teo leaving for battle. In the morning, go to the castle and report to Kraze. He'll send you to Magician's Island, via dragon, to retrieve the Astral Conclusions. He tells you to go to the barn and talk to the Dragon Knight there. The barn is to the right of the Palace entrance. Talk to Futch, the Dragon Knight. He'll take you to the island on Black, his dragon (which sounds like an elephant, for some reason ^_^;)

At the island, go up one screen. On the second screen, there is a chest behind a tree. You can kinda see it. It's Medicine. Continue to follow the path up one more screen. Go up until you reach a forked path. Go right for a Leather Coat. Take the left fork and you'll reach Luc, a Wind Rune master and Leknaat's apprentice. He'll summon a rock monster to attack you (How a wind master gets a rock monster, I'll never know...) If you went to Sarady earlier, this'll be really easy for you. Actually, even if you didn't, he's still pretty easy. Just attack him until he dies (you can't really do anything else). After the battle, follow Luc up into the tower. Go up the stairs until you reach the top. At the top, you'll meet Leknaat, the Seeress. She'll talk to you, then tell you to follow her. Go into her room and get the Astral Conclusions from her. After receiving them, leave the room and she'll have Luc teleport you to the beach where Futch and Black are waiting for you, after giving Cleo a Fire Crystal. Return to Kraze after flying back and you'll be given your next task.

Tax Thiefs

Items: Boot, Medicine x2, Antique, 1000 bits, Defense Rune Piece, Escape Talisman, Leggings, Thunder Rune Piece

You have to go to Rockland now. Unfortunately, Kanaan must go with you, and he doesn't even fight with you. He's just annoying -- At Rockland, go into the top house. Grady will explain that some thieves stole the tax money, and you need to track them down to get it back. The thieves are on Mt. Seifu to the east. If you didn't earlier, take the time to gamble with Marco and buy upgraded armor.

At the mountain, head up, following the path. Kanaan will stop you and talk to you a little, then you can continue up into a cave. In the cave, head up until you reach a branched off path. Go up and get some Boots and Medicine. Now go left and into another cave. The path here branches off 5 times. Go left and down to get an Antique, which you'll need to appraise later. Back at the path, take the left most path up. Here you'll get 1000 bits. Now take the third path from the left to get a Defense Rune Piece, which raises your defense (duh). Now take the second path. Keep going up until you reach a big cave. Go left and get some Medicine. Then head up (from the chest) to get an Escape Talisman. Now go right of the entrance to the room to get some Leggings. Then head up. Go up the stairs, then walk down (not down the stairs). Circle around the path to the Queen Ant in the middle. This is an unbeatable boss, so don't bother trying, you can't do it. After a couple of turns, the battle will end and Ted will ask if it's OK for him to try something. Have him do it and he'll get rid of the Queen Ant. Oh, if anyone's dead, Medicine brings them back, but ONLY out

of battle.

After some dialogue, during which Ted explains he'll tell you about what he did later, continue up. When you can't go up anymore, go right. At the fork, head up to get a Thunder Rune Piece. Then head down and left to the exit of the cave. To the far right is a save point. Save, then head up to fight the bandits. After the fight, you'll have to fight their leaders, Varkas and Sydonia. If you went to Sarady earlier, then they'll be pretty easy. Just have everyone attack, since you can't do anything else. After the battle, you'll be brought back near the entrance to the mountain. Leave and go back to Rockland. Take the two bandits to Grady and you'll get a gift of 10000 bits (which Kanaan then steals, that bastard). Then go back to Gregminster, taking any of Ted and Pahn's stuff off of them before you enter.

The Cursed Rune

Items: Cursed Rune

People: Viktor

Kanaan will force Ted to come to the Palace with him when you first get back into town. When you have control again, pay a visit to the appraiser and get your antique appraised. You can sell it if you're running out of room. The antiques really serve no purpose (see the Frequently Asked Question section). Then, make sure that there is no rune of the hero (or you'll lose it). Return to your house when you're done shopping. At the table, Gremio will come in, wondering what's taking Ted so long. Get up and go downstairs. You'll find Ted laying in the foyer with a bad wound made by magic. You'll bring Ted to his bed, where he'll explain what happened. When you have control again, talk to Pahn. He'll go out and get some "Medicine" (as if you don't have enough already --) Ted will wake up and explain about the Soul Eater. You have no choice but to take it (meaning you can't put another rune on the hero ;_;) Then the Imperial Guards will walk in with Pahn, the traitor. After some dialogue, Ted will walk out and offer himself as a decoy for you to escape with the Soul Eater. When you have control, go to the inn. Don't even worry about the guards, they won't go after you. At the inn, Marie will set you up with a room in the attic. Go downstairs and talk to Marie to save your game. Then try to leave. Some soldiers will walk in. You can either be inconspicuous or rude (^~) to them, either way, the results are the same. They'll think you look familiar and Gremio and Cleo will come help you. They get even more suspicious, but Viktor comes to you aid. He does it just to pull a Sanosuke (^_^ Rurouni Kenshin humor...) Talk to Viktor again, and he'll help you get out of town, but only if you promise to meet someone. He'll join you (make sure he's in the front row in the formation menu). Go to the front gate and he'll bribe the guard and you can escape.

The Liberation Army

Items: Medicine, Brass Armor, Antique, 1700 bits

Now go south to Lenankamp. Here you can upgrade your weapons and buy better armor. If you need more money, head to Rockland and gamble with Marco. After upgrading, stay at the inn. You'll wait for Viktor, but some guards will show up. A voice will come from the clock. Examine it (press X) and it'll open to some ::insert creepy music:: hidden stairs ^_^ How Scooby-doo-ish... Anyway, follow Odessa down the stairs. You'll be introduced to most of the major players in the Liberation Army: Odessa, Flik, Humphrey, Sanchez and Viktor. They'll ask you to join, but Flik doesn't trust you. Try to leave the HQ and you'll find a bandit who's been hurt by the guards. He'll explain that his bosses have been falsely imprisoned. Tell them that it's your fault, and they'll send you to go save them. Viktor will come with you again (make sure he's in the front again). Go to Rockland (Northeast of Lenankamp). Go to Grady's house. The guy won't let you in, so Viktor sets fire to the house ^_^

Now you can go into the house. Go through the first door and head left. You'll be attacked, but they guys here are easy. Go into the room the guy came from and get some Medicine. Continue up and you'll be attacked again. Go through the room to a hallway that branches off into 3 rooms (actually, 4, but only 3 doors face this hallway). In the one to the right of the door you came from, you have to fight, but there's Brass Armor in the chest. In the room below that one is an antique. In the room on the left is a battle. Now circle around the hallway to the other room and get 1700 bits. Now fight the guys and go outside. Talk to Varkas to release the bandits. Now just go out of the house (you can even go through the door that's on fire ^_^). When you get outside, the bandits will leave you and you can go back to Lenankamp for a new assignment.

Mt. Tigerwolf

Items: Cirklet, Medicine x2, Gloves, Wind Rune Piece, Antique, Clone Crystal, 1000 bits

You need to bring the plans for the fire spears to Sarady. This time, you'll have Odessa as well as Viktor with you. If you went to Sarady earlier, this'll be really easy for you. You need to cross Mt. Tigerwolf to get to Sarady. To get there, go northwest from Lenankamp until you reach a bridge. North of the bridge is the mountain. At the mountain, go up and turn right, getting the Cirklet out of the chest (only for girls). Then go up the steps, right, getting the Medicine, and up again. Go left, down the steps and left to get some Gloves. Then go up and right. Keep going up until you see a bridge. Go left to get a Wind Rune Piece, which you can use later. Then go around the path and across the bridge. Here you'll find an inn (if you're here at the beginning, it'll be locked). You'll be brought inside by Ledon. He'll poison you with the tea. When Kessler returns and finds Odessa, he'll tell Ledon to hurry and make an antidote for you. After you spend the night and talking to both thieves, continue to head up. Follow the curve of the path, picking up the antique. Continue to follow the path up, getting some more medicine. When the path forks, take the right onw to get a Clone Crystal. Now take the left path and go up, taking the 1000 bits along the way. Then you just need to go north to get to Sarady. (If you're here at the beginning, go to the house in the upper right. He'll give you your rune.) Stay at the inn. During the night, talk to Odessa. Soon, Kage will come and get the plans from you. In the morning, head back over the mountains to HQ.

Death and Rebirth

Items: Mega Medicine, Toe Shoes, Antitoxin x2, 2000 bits, Power Rune Piece, Pointed Hat, Medicine, Hazy Crystal, Wind Crystal

People: Mathiu, Camille, Tai Ho, Yam Koo

When you get back to the inn, you'll find the Keeper on the ground. The HQ has been attacked. Go down the stairs and left to fight some soldiers. Than head down and left to get into another fight. When you walk down, Odessa will scream. Fight the guys and you'll discover Odessa's been given a mortal wound. She gives you an earring to give to someone called Mathiu. She also askes to be thrown into the river. After you do, head to Seika to find Mathiu, Odessa's brother. Since Seika is past the Fortress of Kwaba, you'll have to sneak through. The fortress is to the south. You have to choose a fake name to pass through; it doesn't matter which, any will do. After you pass through, head south to Seika. Here, head up to near some stairs on the right side. Talk to the guy there (Mathiu) then go up the stairs. Talk to the kids inside and then talk to Mathiu again. He'll tell you he doesn't want the earring and he goes inside. Follow him inside and then talk to him again. Leave again and some soldiers will pass you. Follow them back inside and you'll have to fight them to protect the kids. After the battle, talk to Mathiu again and he'll join, telling you of a castle you can use as a base. But it's in the middle of the lake...so it's on to Kaku to get a boat. Go Southwest of Seika to get to Kaku.

In Kaku, go to the bar and talk to the red-head (Camille) and she'll join you. Tai Ho, the guy who owns the boat, is downstairs. You have to gamble with him to get his boat. You have to get a double with the dice and whatever the third die says is your score. If you get triples, then Tai Ho will pay triple, except if it's three 1's, than YOU have to pay three times. If you get a 4-5-6, then he'll pay double. When you win, him and his brother will get the boat ready for you. Talk to them again (on the docks) and they'll sail you to the castle. Tai Ho will join you once you get to the castle.

At the castle, go right and down to get Mega Medicine. Than go up into the cave. Go up and down near a pond. Go under the wall and get the chest for some Toe Shoes. Then go around the pond and down. Go right and and get some Antitoxin. Go down and get 2000 bits. Then go right and up some stairs. Go right, then down, when you can, and get a Power Rune Piece. Then go right and up to get a Pointed Hat. Now go down and get some Medicine. Go down then right up some stairs. Go left, up some stairs, then right to get Antitoxin and a save point. Go up and right. Then down into the wall, right, down, and left to get a Hazy Crystal. Next, when you're back in the main part of the room, go up and into the wall to the right to get a Wind Crystal. Now go down.

You're now inside the castle. Go down the stairs until you reach the boss, a Zombie Dragon. Deadly Fingertips (the Cursed Rune) won't work on him, so have the hero attack, as well as anyone who doesn't have an attack rune. If you have the Fire Rune the Leknaat gave you earlier, than use it; it's really effective on the dragon because he's undead. When you need healing, have either Camille or Tai Ho do it, because they're probably still weaker than any of your other characters (if they're not, have a weaker character heal). The dragon uses an attack that hits everyone for 30-40 so watch out for that. He also attacks just one person for 70-90. After you beat him, you might get a Lightning Crystal, but it's rare (I've only gotten it once out of ten times, but the odds might be worse). Upon defeat of the dragon, the fogs clears and everyone moves into the castle. The Liberation Army has been reborn. But before they do, you get to name the castle ^_^ After this, if you meet certain requirements, people will join you, if you ask them. See the 108 Stars section for each character's requirements.

Lepant

Items: Shoulder Pads, Medicine x2, 700 bits, Counter Crystal, Speek Rune Piece, Fire Rune Piece, White Paint, Water Rune Piece, Antique

People: Luc, Sergei, Chandler, Onil, Marie, Lorelai, Krin, Rock, Juppo, Lepant, Eileen, Giovanni

When you get your castle, Leknaat will come see you and give you two gifts: 1. Some stone tablets that list the 108 Stars and 2. Luc. Then you'll go to your room. When you have control, go see Mathiu in his room. He sends you to recruit Lepant. So you need to go to Kouan, where Lepant lives. But first, you have a chance to recruit 4 more people. Go back to Kaku. In the Bar (where you found Camille and Tai Ho) is Sergei. He'll build an elivator for you castle. Now back at Kwaba Fortress, is Chandler. He'll sell you items (the items he sells will be an accumulation of all the item shops you have visited). Then go to Seika. In a house (it's above the inn), you'll find Onil. She reminds you what you have to do. In the inn in Seika, you'll find Marie. She'll run an inn for you. Now you can go to Kouan. It's southwest of Kaku. The easiest way to find it is to follow the lake around.

Once you get to Kouan, try to get into Lepant's mansion. Giovanni will tell you that Lepant doesn't want guests. Go to the inn. If you're on a high enough level, you can recruit Lorelai. There, talk to Krin. He'll show you a way inside the mansion and get Lepant's attention. He'll go set up. When you have

control, leave the inn and go to Lepant's mansion. Krin will be outside. Talk to him and he'll get you inside. Cross the roof to the ladder. Take the first right, then down, getting the Shoulder Pads along the way. Go down through the door and into the door down from the one you just came through. Talk to Rock and he'll join you (he sets up a storage place in your castle). Then get the Medicine and the 700 bits. Walk into the room on the fight. Dont' walk in front of the dolls or you'll et into a pretty tough battle. Get the Counter Crystal out of the chest, then go up through the door.

Go right and get the Speed Rune Piece. Then go down the hallway and the stairs. Circle around the room above the stairs and get a Fire Rune Piece. Go into the room to the left and get Leather Armor. Now go left of that room and get Medicine. Left of that room is White Paint, which you'll need later to get a cool item. Now talk to Juppo. He'll join automatically. Now walk inside the room in the lower left. I found this to be very frustrating, this room. When you step on it, the wheel will spin. Here's a list of what will happen depending on what color it lands on:

Red - Monster

Blue - Treasure (usually Medicine)

Purple - -10 EXP

Green - +10 EXP

Orange - Random (I only got this once, which gave me a Dragon Incense Seal)

You want the wheel to stop on the path to the other side. Needless to say it can get VERY frustrating --

After you magange to get through, go through the doors and take the sword. Then leave the same way you came (no, you don't have to do the wheel to get back, thank the gods) and leave the house. You'll automatically be brought to the inn. Krin will then try to poison you tea, but you already know that trick. When you get Krin detained, Lepant is at the door, yelling for you to return his sword. Krin had already told Lepant about you. Tell Lepant that Mathiu recommended him. Return his sword and Giovanni will run in, shouting that the Military Commander kidnapped Lepant's wife, Eileen. Go help him. Before you go into the big room, go into the smaller one and get the Water Rune Piece. Than go into the big one and Lepant will join you. Beat the guys and go up the stairs. Go through the hallway and take the left room first to get an antique. Than go into the right room. Here is none other than our old friend Kraze. He'll call some soldiers for you to beat. After you beat them, he'll call for Pahn to come in. Pahn than begs for forgiveness and attacks Kraze. After Kraze leaves, talk to Pahn. Forgive him and let him join. Than talk to Lepant. He'll join, along with Eileen and Giovanni. Krin joins, too. Now you can go back to the castle.

Great Forest

Items: Gauntlet, Escape Talisman, Needle, Water Rune Piece, Fortune Rune Piece x2, Feather, Karate Uniform, Sacrificial Buddha, Guard Robe, Killer Crystal, Medicine

People: Varkas, Sydonia, Meg, Maas, Sansuke, Viki, Valeria

When you get to the first floor, Varkas and Sydonia will be there, too. They'll join the Army and that night you have a feast. Leave the room where the feast is and you'll be attacked by an assassin. This guy's easy easy after the battle, everyone comes to your rescue. When you have control again, go to bed. In the morning, go outside near the boat. You'll find Kirkis. He'll tell you that the elves are in danger and he needs help. Agree and you'll be sent out for reconaissance. Kirkis and Gremio will come with you. You can add others, if you want. If you bring Juppo, you'll be able to get his niece, Meg, is Kaku (she's near the inn). Head for Great Forest, which is Southeast of Kouan. When you arrive, Kirkis will tell you of a Elfin trail. But first, there's some recruiting you can do here. In the blacksmith shop is Maas. He'll be your

first blacksmith at your castle. In the house right next to the blacksmith's is Sansuke. He'll build a bath for you to display your antiques in.

The trail is on the right side of town. Just keep walking right until you can go up. Go right across a log. Suddenly, Viki shows up. Recruit her, too. Continue right to get a Gauntlet. Now go down the stairs and right to get an Escape Talisman. Go left across the bridge. Get the Needle out of the chest and go down, getting the Water Rune Piece from behind the tree, than go right. Continue right, picking up the Fortune Rune Piece along the way. Eventually, you'll end up in the Kobold village. Leave the village and head right and down. The tree is the Elf village. Go up the ladder and you'll watch Valeria get arrested by the elves. Go into the big house and the top of town. Kirkis will explain that he brought you to help the elves. Since you're humans, you'll get locked up, too. In jail, talk to Valeria. When you have control again, examine one of the doors. Sylvina will come and release you. Stallion will run out of jail. Don't worry, you can get him later. When you leave town, Valeria will ask to go with you. If your party is full, you'll have to get rid of someone. Head to the northwast to the Dwarf Trail. Here, follow the trail up one screen. Go up a little, walk behind the tree, and get the Feather. Than go up one more screen. Here, walk behind the tree again and get a Karate Uniform. Go up the fork and take the left path for a Sacrificial Buddha. Now take the right fork. Go left and up the forst ladder for a Guard Robe. Now go right and, hiddend behind a tree, is a Killer Crystal. Now go up the right ladder. Follow the path around and up one screen. Go up one more screen, picking up the Medicine along the way. Now head up and get a Fortune Rune Piece. Then go up the stairs and scross the bridge. You'll run into Kuromimi again here. Continue to follow the path, saving your game along the way, to get out of there. Head north to get to the Dwarf village.

Dwarf Vault

Items: Sunbeam Crystal, Blue Ribbon, Medicine x2, Magic Robe, Thunder Rune Piece, Skill Rune Piece, Pointed Hat, Mega Medicine, 5000 bits, Escape Talisman, Defense Rune Piece

People: Meese

In the Dwarf Village, you can recruit Meese, another blacksmith, in the blacksmith shop. He will join, but only if you got Maas earlier. Then go see the dwarf chief. When you tell him about the Burning Mirror, he'll say it's impossible for someone to steal something from the Dwarfs. Now you have to try to steal something. The Dwarf vault is north of the village.

When you get there, talk to the dwarf and go down the stairs. Keep going down stairs until you get to a room with 3 levers. Pull the 2nd and 3rd levers and get the Sunbeam Crystal. Then pull the 1st lever and leave the room throught the bottom. Go down some more stairs until you reach a maze-like room. Walk across the bottom of the room to get a Blue Ribbon. Go back to the left. Go up and around to the left to get Medicine. Then go right and circle around the room to get a Magic Robe. Than exit the room through the upper right corner. Go down more stairs. You'll now be in a room with tiles that move you around. Take the one furthest on the right. Than take the one on the left. Take the bottom one to get a Thunder Rune Piece. Go back to the first platform and instead of taking the left one, take the bottom one. Go down even more stairs. In the next room, go right and get the Skill Rune Piece and the Pointed Hat. Than go up, following the path and getting the Medicine. In the next room, you have to step on the 2 tiles in the right order to open the door. The order is LRRLLLRR. In the next room, go left to get Mega Medicine. Than go right and get 5000 bits. Now head up and down the stairs. Go left than down, but not down the stairs. Go left for an Escape Talisman, than down the stairs in the middle. Follow the path to the boss. I hate this guy. He's immune to magic, so just attack him (and use attack runes). He has an attack that hurts everyone

for 20-60 HP and another attack that hits one person for 100+ HP. After you kill it, go into the room it was guarding. Take the left path for a Defense Rune Piece than the middle path for the Running Water Root. Now you can head back to the dwarf village.

Burning Mirror Unleashed

Items: Suiko Map, Steel Shield, Thunder Rune Piece, Medicine, Old Book Vol. 1, Gale Crystal, Half Armor, Gauntlet

People: Templeton, Kuromimi, Sylvina, Stallion, Kwanda

When you get back to the village, talk to the chief. He'll start to build a weapon to stop the Burning Mirror, now that you've proven yourself. Go back to the Elf village. As you're crossing the Dwarf Trail, you'll see fire from the Elf village. Continue on to the village. When you get there, indeed you'll find the village burned down. Leave, then re-enter. Talk to Templeton. He'll join you and give you the Suiko Map. Now go back to your castle to prepare for your attack on Kwanda Rosman. As you pass through the Kobold village, you'll be accosted by some troops of Kwanda. Valeria will leave in exchange for you lives. Of course, they'll attack you anyways, but you get Kuromimi for this fight (which really isn't a good trade...) After you beat the battle, they'll attack again, but this time, Mathiu shows up. Than Sylvina and Stallion will run out, too. Now you'll have an Army vs. Army battle. It's like a glorified Janken game, really...Charge beats Bows, Bows beat Magic, Magic beat Charge. Just use Magic until you have no more, and then Charge (Kwanda Charges all the time). After the battle, Kwanda will try to use the Mirror, but the dwarves will show up and stip it. Now you'll have to go inside.

When you get inside, go into the left door to get a Steel Shield. Now go up the stairs. Go up and get a Thunder Rune Piece. Go through the door. Go into the upper left room for Medicine. Go into the upper right room to get Old Book Vol. 1. In the lower right room is a Gale Crystal. Go down the stairs. In the upper left room is some Half Armor. In the middle right room is a Gauntlet. Now go back up the stairs and up again. Go through the door and you'll run into yet another boss. He has an attack that hits everyone. He'll also use lighting on one person. After you beat the dragon, go through the door, up the stairs and through the other door in the back. Now you'll have a 1-on-1 battle with Kwanda. The easiest way to win these types of battles is by just defending. Never do desperate attacks, they're not really that good...After the battle, talk to Kwanda. Don't kill him! Forgive him and ask him to join. Then you'll be brought back to your castle.

Recruiting

Items: Blinking Mirror, Mega Medicine

People: Gaspar, Kai, Hellion, Lorelai, Apple, Antonio, Sheena, Gon, Fu Su Lu, Lotte, Jabba, Chapman, Jeane

Go inside your castle and you'll be warped to your room. The castle is now bigger, too (unless you haven't been recruiting people). Head over the the war room (it's on the 3rd floor). Here, Flik and the others will be here, looking for Odessa. Mathiu will explain about Odessa to them. Flik gets pissed and leaves for Kaku. Viktor will go with you to convince him to join the Army. Go to Kaku. Before you see Flik, head over to where you got Tai Ho. Gaspar will be there and challenge you to a game of dice. Win a least 5000 bits from him and he'll join. Then go see Flik. He'll "join forces" with you. Go back to the castle. Go to the war room. You'll be prompted to attack another region. This battle is easy. Just Charge than use Magic. Then you'll do one more battle. There's no way you can win this one. After 1 attack, you'll retreat. You'll send a recon team into the area. Flik, Viktor and Gremio have to go with you. Leave the bridge, then re-enter it. On the right side of the bridge is Kai. Talk to him and he'll join you. On the left side is Quincey. You

probably don't have enough people for him to join yet, so forget about him for now (I'll remind you about him later). Head left and up to get to Teien. Go into the inn. Recruit Hellion and get the Blinking Mirror and some Mega Medicine. Then leave and use the Blinking Mirror to go back to your castle. If you don't have Lepant, get him. Teleport to Kouan and get Lorelai (you should be on a high enough level now). Then go to Mathiu's house in Seika. Talk to Apple and tell her that Mathiu wanted to join. She'll then join you. Now go to the inn and get Antonio. If you have Lepant with you (like I told you earlier), you can also get Sheena at the inn. Go back to the castle and get Kuromimi. Now go to the Kobold village. Go into the bottom house and recruit Gon. Then go to the inn and recruit Fu Su Lu. Pay the 10000 bits (if you have enough), and he'll join you. Rubi is here, too, but Kirkis is probably not on a high enough level for him yet. Back at Teien, leave, then head south to Rikon. Go to the inn and go upstairs. Here, you'll find Lotte. She'll ask about her cat. Use the Blinking Mirror, then go to Kaku. If you have Stallion, chase after the cat and press X to catch it. Now go back to Rikon and give the cat to Lotte. She'll join you. If you have a Nameless Urn, you can recruit Jabba in the appraisal shop. If you don't, fight some Holly Spirits outside town until you get one. Now go to the town west of Teien. Here, enter the inn. Talk to Mina, the dancer. If you have Toe Shoes equipped, dance with her and she'll join. Upstairs in the inn is Esmeralda. If you got an Opal from the Dwarf Vault, she'll join you. If you didn't, there's a better opportunity to get it later, so forget about it for right now. Go to the armor shop and recruit Chapman. Now go to the Rune Master and recruit Jeane.

Goodbye

Items: Black Paint, Silver Necklace, Old Book Vol. 6, Antitoxin, Half Helmet, Sound Setting 0

People: Gen, Kamandol, Kimberly, Tesla

Go to Rikon. Take the boat and head south. Try to get through the rapids. Go back to Rikon. You'll discuss a way to get through them. Go to Teien and talk to Gen. Tell him you need a boat to beat the rapids. He'll take you to Kamandol. Kamandol will give you an engine. You'll have to carry it to Rikon (you can just use the Blinking Mirror and warp there). When you get there, Gen and Kamandol will get to work on the boat. You'll stay at the inn and there'll be a cut scene with Gremio. Now you can board the boat and pass through the rapids. When you get to Liukan's Hermitage, talk to Liukan. He'll then be kidnapped by Milich. Go inside the hut and get the Black Paint. Return to the castle and talk to Mathiu. He'll tell you to go to Antei and recruit Kimberly and Tesla. You have to recruit Kimberly first. Her house is the small one above the inn. After dinner with Flik, she'll join you. Tesla's house is above Kimberly's. Go back to see Mathiu. He'll give you the fake orders needed to get into Soniere Prison.

Go to Soneire (it's south of Antei) and get inside. Go up and right. Save your game. Go into the room with the beds and get a Silver Necklace. Then head left from the save point and down. Get the Old Book Vol. 6 out of the chest, then head left and up. Walk into the door to flip the switch and continue up and around and down the stairs. Keep following the path around and down the stairs. Go down and get some Antitoxin out of the chest. Then go right, up right and down. You'll run into some guards you have to fight. Continue down into another fight. Fight the guards at the first cell and enter it to get a Half Helmet. Fight the next set of guards to get to the Sound Setting 0 inside the cell. Now rescue Liukan. Make your way back up, but before going into the room with the switch, un-equip Gremio; he'll be leaving you shortly. When you get into the room, Milich will be there. He'll release some man-eating spores. Gremio will sacrifice himself so everyone else lives. (There is a way to revive Gremio, see the Reviving Gremio section in the Misc. Section.) Hours later, Mathiu shows up and gets you. You'll automatically return to the castle.

Fighting Teo

Items: Red Paint, Magic Robe, Window Setting 1, Magic Rune Piece, Spark Crystal
People: Liukan, Milich, Kasumi

At the castle, you'll be in your room. Go see Mathiu. Liukan will join and you're given the choice to attack Scarleticia. Do so. First use Magic, then bows, then charge twice. Now you'll have to go in and burn the flowers. Viktor and Flik will both go with you. Go inside and head left and up to get Red Paint. Go right and up to get a Magic Robe. Now go up the middle. Go left and look at the picture of Milich. Say that he's also a victim and go down the new set of stairs to get Window Setting 1 and a Magic Rune Piece. Go back up and go up the big set of stairs. Go left to get a Spark Crystal. Go outside and you'll run into Milich. Forgive him and invite him to join you. Stallion will then run in saying that the Imperials are marching to your castle. You'll return automatically. I recommend saving and resting before going to talk to Mathiu.

When you get to the war room, you'll meet Kasumi, a ninja. She'll join. You'll be informed that you have to fight Teo. You can't win this one. Pahn says that he'll hold off Teo while you run away. Now you'll have to fight Teo one-on-one with Pahn. The best technique for keeping Pahn alive is to just keep defending. If you do die, reset and gain Pahn some levels before talking to Mathiu. Also, buy him some good armor and upgrade his weapon, if you have enough money. Try to predict Teo's attacks by listening to what he says. After this battle, you'll be in the castle on the 3rd floor. Go to bed and rest. In the middle of the night, Leknaat will come see you. She'll tell you about her relation to Windy and of the 27 True Runes.

More Recruiting

Items: Sugar, Yardstick, Salt, Soy Sauce, Soap
People: Anji, Leonardo, Kanak, Ivanov, Kasios, Qlon, Esmeralda, Clive, Lester, Georges, Sarah

In the morning, talk to Flik in the war room. He'll remind you about the Fire Spears...if only you had some way north to the Secret Factory... Go outside your castle. Gen and Kamandol have souped up your boat, so now it goes faster. You need to bring either Tai Ho or Yam Koo. Bring both. On you map, you'll see a light on a small island northwest of your castle. Go there. Go inside and talk to Anji. You'll have to fight the pirates. If you win, they'll join you. Go back to HQ and get rid of Yam Koo. Take Milich and go back to Scarleticia. Go up and, before going up the stairs, take a right. Talk to Ivanov and recruit him. Now go upstairs and go right. Talk to Kasios and recruit her. Now go back to HQ and get rid of Milich. Take Kirkis so you can get his levels up. Go to Antei and talk to Qlon and recruit him. If you didn't get Esmeralda earlier, go to Soniere Prison and fight until you get an Opal (this will help raise Kirkis' level, so you can get Rubi later). Then bring her the Opal and recruit her. Then go to Rikon. Sometimes, you can find Clive in the inn. Check back every once in a while. I won't remind you to because he appears totally at random, and not at certain parts.

Now take your boat and go north of where you fought the pirates. You're now in Kirov. Go into the two small houses and taste the stews. Then go into the big house and recruit Lester, the stew chef. Now go to the inn and talk with Georges. To recruit him, you have to beat the record of one of his card games. It's like a strange version of concentration. When you beat the record, he'll join. The quickest way to win is the play the 5 different matches and start in the middle and work out. Now go try to recruit Sarah. She'll tell you she wants Soap. Talk to the guy near the armor shop. He'll give you Soap for Soy Sauce. Talk to the guy near a house. He'll give you Soy Sauce for Salt. Talk

to the lady near the bottom of town. She'll give you Salt for a Yardstick. Talk to the guy inside the room in the inn. He'll give you a Yardstick for Sugar. Go to the item shop and buy Sugar. Give the items to the people who want them and recruit Sarah.

Fire Spears

Items: Earth Rune Piece, Old Book Vol. 8, Antique, Sound Crystal
People: Blackman, Kessler, Ledon, Kage, Melodye, Mose, Ronnie Bell
Leave Kirov and head north to Kalekka. This is a good place to get money for right now. In the first house, you'll find Leon Silverburg. You probably don't have enough recruits for him yet (you need 95; I'll remind you about him later). For a fast way through the town, leave, use the Blinking Mirror and warp back, but I recommend going through it normally (you get more money and EXP, plus treasures). Go to the house on the right to get an Earth Rune Piece. Go to the house with no roof (it's in between Leon's house and the other one). Walk through to the other side. Go up into the two-door house. In here, there is Old Book Vol. 8. Leave through the left door. Enter the house on the left for an Antique. Head up and right and go inside the house. Get the Sound Crystal. Talk to Blackman. If you stepped on his plants, he won't join (just leave and re-enter if you did).

Head north to the Secret Factory. You'll run into two familiar faces here: Kessler and Ledon. They'll be "talking" with Ronnie Bell. Let her know that you know them. Ronnie will tell you to follow. Talk to Kessler and Ledon before you do to recruit them. Inside the factory, go to the back left and talk to Kage. For 20000 bits, he'll join. Now go right and down to get Window Setting 0 out of the chest. Talk to Mose. You'll get the fire spears. Go back to Kirov. Talk to Melodye and give her the Sound Crystal. She'll join you. Go to the big house and talk with Kun To. He'll join and give you 10 boats to transport the Fire Spears with. Ronnie will load the boats. Mose and Ronnie Bell will join, too. Go back to your castle and Tai Ho will say he's tired and you'll automatically be brought to bed.

In the morning, talk to Mathiu and advance the troops forward. You'll fight with Teo again. Just charge the whole battle. Now you'll have a one-on-one battle with Teo, again. He's much easier this time (plus he's missing half his life). After the battle, Teo tells Alen and Grenseal to join your army.

Warriors' Village

Items: Old Book Vol. 3
People: Kirke, Marco, Moose, Fukien, Quincey, Zen, Morgan
Back at your castle, talk to Lepant in the war room. You'll be sent to Lorimar. Kasumi will scout around and let you in. Viktor will go with you and you won't have control yet. You'll find nothing. Cleo will go with you, also, to scout the region better. Exit and re-enter. Talk to Kirke and recruit him.

South of Lorimar is the Warriors' Village. Enter and you'll see Hix and Tengaar having an argument. Tengaar's dad, Zorak, will walk out and yell at her. He will mention Neclord, which makes Viktor ask him about it. Zorak will then invite you to his home. First, walk to the right side of town. You'll run into Marco again. Win 5000 from him and he'll join. Return to HQ and put the Blacksmiths in your group. Warp back to Warriors' Village and enter the north most house on the right. Talk to Moose and he'll join. Go back to HQ and get your regular crew and go back to Warriors' Village. Go inside Zorak's house and talk with him. He'll explain about Neclord. After a long explanation, go talk to Tengaar. You'll then overhear Hix and Cleo talking. Talk to Viktor and he'll tell about his past with Neclord. You'll then go to sleep.

Cleo will wake you in the morning. Leave the house, and Neclord will attack the village. After the villagers' pathetic attempts, you'll have to fight him. You won't be able to hit him, so don't try (it takes too long). Tengaar agrees to go with him at this point. Viktor decides that he needs a better weapon if he wants to kill Neclord. Talk with Zorak, and he'll tell you about Qlon temple. It's west of the village. Enter the temple and talk to Fukien. He'll join and then show you where you can get a weapon needed to beat Neclord.

Don't go in the cave yet, there's some recruiting to be done. First, return to HQ. Go to Garan and get Quincey (you should have enough recruits by now). Then go to your item shop and buy one of each color seed. Go back to Qlon. Near the cave is Zen. Give him the seeds and he'll join. Go inside the temple. In the cack, on the right side, is Morgan. Ask him to join. On the left side, look at the skinny book shelf to get Old Book Vol. 3.

The Cave

Items: Crimson Cape, Medicine x2, Flowing Crystal, Window Crystal, Head Gear, Old Book Vol. 2, 5000 bits, Escape Talisman, Silverlet, Skill Rune Piece, Mega Medicine x2, Boar Crystal, Champion's Crystal

People: Hugo, Eikei, Rubi

Go into the cave. Go up and, at the first fork, head right to get to a save point. Take the north fork now and go down the stairs. Follow the path to another fork and go left. Go up the stairs and get the Crimson Cape. Now take the right fork until you come to another fork. Go up. Follow the path up, around and down to get Medicine and a Flowing Crystal. Now take the path leading down. Walk down and into the wall to get the Window Crystal. Go right of where you walked through the wall. Go up a short set of stairs to get Head Gear. Go back down the stairs and continue right until you reach a cave. Enter it and get Old Book Vol. 2. Go down until you reach a big room. Go left to get 5000 bits, and then go up a set of stairs and through a cave. Continue tp to get an Escape Talisman. Go down the stairs there. Continue down and walk through another wall. Work your way through until you get to Crowley. You probably won't have enough recruits yet (you need 95 to get him), but remember where this entrance is.

Outside of the wall, head right and take the north fork. Follow the path to the War Scroll. Now take the south fork. Follow the path until you reach a cave. Inside is Medicine and a Silverlet. Leave the cave and go up to reach some stairs. Go down and enter the cave on the left. Follow the path until you reach a cave. Inside is a Skill Rune Piece and Mega Medicine. Outside of the cave, continue right until you reach another cave. Go in and down the stairs. Follow the path until you reach a sword. The sword will then pull you into the past.

In the past, go up and you'll see a kid. Chase him around until he stops. Talk to him and you'll see that he looks like Ted. Go to the village elder. Follow him inside. Form outside, you'll hear Windy's voice. She'll have Yuber burn the village down. When you have control again, follow the path down and left. You'll run into Yuber. Just before he kills you, Neclord shows up and stops him. You'll be moved to the middle of town. Before you go into the light, go into the elder's house and get the Mega Medicine. Follow the path outside the back to get a Boar Crystal. Go into the lower right house for a Champion's Crystal. Then go into the light. You'll be back in Qlon cave. Go down until you get to the sword. Viktor wil get the Star Dragon Sword. Make your way back out of the cave.

Once you're out, go inside the temple. In the back on the left side is Hugo, the librarian. Give him the War Scroll and he'll join. Go to HQ and warp to Teien. On the right side of town is Eikei. If you're on level 40, he'll join.

Now go to the Kobold Village (you can't warp there; warp to the Burnt Elves Village, and then walk to the Kobold Village). You can recruit Rubi in the inn if Kirkis is on level 45.

Neclord

Items: Full Helmet, Antitoxin x2, Medicine, Earth Boots, Green Paint, Earth Rune Piece, Magic Rune Piece, Cape of Darkness

People: Hix, Tengaar

Back at the Warriors' Village, go into the item shop. Give the Window Crystal to Window and he'll join you. Then go outside and talk to Zorak. Go to Neclord's castle (it's southwest of the village). Neclord will invite you inside. Hix will join you. Keep him in the back row for now; his armor is weak and he's on a kinda wimpy level. Inside the castle, go up and into the right door. Go down the stairs and get the Full Helmet. The Zombie sells you hints, but you won't need them. Go into the left door, down the stairs and save your game. Now go up the stairs in between the two doors. Follow the path down, around and up. Go left and into the door. Follow the path down, right and up the stairs. Go into the room above the stairs to get Antitoxin. Go into the lower right room for Medicine. go to the left side of the room and up for Sound Setting 1. Now go into the room with four paintings. Number them 1 2 3 4. Look at 3 first, then 2, then 4, then 1. Go up then right and through the door. Go into the lower right and get the Earth Boots. Go into the lower left and get the Green Paint. Then go through the middle room and up the stairs. Go into the first room you come to to get Antitoxin. Go into the room below it to get an Earth Rune Piece. Then go into the door in the upper right. Go left and down. Go into the upper room for a Magic Rune Piece. Inside the lower room is a chest with a Cape of Darkness inside. Then go up the stairs to get to Neclord. Until Viktor attacks, everyone else's attack is useless. Use powerful magics to inflict the most damage quickly.

After the battle, Viktor will kill Neclord and Tengaar will thank Hix for saving her. Now just walk out of the castle. Outside, Viktor will announce that he's leaving to go tell his village of the news. Zorak will then give his permission for both Hix and Tengaar to join you. Return to HQ.

Dragon Knights

Items: Goldlet, Old Book Vol. 5, Power Gloves, Window Settings 2, Old Book Vol. 4

People: Fuma, Leon, Crowley, Pesmerga, Milia

Talk to Mathiu in the war room. Here, you'll discuss numbers of troops. Humphrey says that he's a friend of Joshua, leader of the Dragon Knights. Flik and Humphrey will go with you. Dragon's Den is northwest of Antei. Talk to the guard and you'll be informed that no one is allowed in. Go to Antei. Here, you'll see Vincent de Boule. He's trying to skip out on his bill. He says he's going to go see Joshua, then runs off, leaving you with the bill (it's only 200). Go back to Dragon's Den. You'll run into Vincent again. He'll show you a secret entrance inside. Inside the cave, go up. Go right for a Goldlet, then continue up. Go right, getting the Old Book Vol. 5, then up and left. Go up and up some stairs. Continue up. At the fork, go right for Power Gloves, then go left and down. Here, you'll find the dragons, sleeping. Milia will question you, and Futch will show up. Milia will tell you to go to the fortress. Go left and down to exit the cave. Head northwest to get to the fortress. Here, head to the upper right side. Talk to the red thing, which is really Fuma. He'll join you.

Enter the fortress. Go to the back left and talk to Kreutz. Humphrey will talk with him and get him to join. Go upstairs and talk with Joshua. Ask him for help and he'll tell you about the dragons. He also says he needs Liukan to cure

them. Get the Window Settings 2 out of the chest and look at the right book shelf for Old Book Vol. 4. Before you bring Liukan to Joshua, there's some recruiting that can now be done. Go to Kalekka and talk to Leon. Go back to HQ and talk to Mathiu. He'll give you a letter. Bring it back to Leon. Mathiu will show up and convince Leon to join. Now go to the place where Crowley is in the Qlon Temple cave and recruit him (refer back to The Cave section of the walkthrough if you don't remember how to get there). Now climb to the top of Neclord's castle again. Here, you'll find Pesmerga. He'll gladly join up with you at the chance to get to Yuber.

Go back to HQ and get Liukan and bring him to the Dragon Knight Fortress and up to Joshua. He'll look at the dragons and announce that they were poisoned. He'll tell you 2 of the 3 ingredients needed to revive them. The first one, moonlight weed, is in Seek Valley. Milia will go with you. Go to the fortress and get on Thrash, her dragon and one of 2 that are still awake (the other is Futch's Black). The dragon will take you to Seek Valley.

Seek Valley

Items: Master Robe, Sound Setting 2, Mega Medicine, Cyclone Crystal

People: Joshua, Futch

When you get there, go right and get the Master Robe from the chest and go down. Go left and up the ladder. From here, take the first path going right. Keep going right to get to a hut. This is where Mace lives. If you bring all the blacksmiths here later, he'll join. Go back to the left. Take the left path to get Sound Setting 2. Now go back and take the other right path. Here, the path splits. go right for a Mega Medicine, then take the left one. You'll have to fight a boss. As you inflict damage, the ice surrounding it will go away. After the ice is gone and you've hurt it for somewhere around 500 HP of damage, all that will be left is a red ball. After the battle, save at the save point to the left. Get the Cyclone Crystal out of the chest and go up. You'll find the moonlight weed and Windy will show up. As usual, se asks for your Cursed Rune. She then summons Ted. Ted asks for it back. Don't return it. The Soul Eater will do something (I'm not sure what, though) and the true Ted will speak with you. When it's over, Ted will ask for it again. Ted then tells what the Soul Eater does. He then tells it to take his soul. Windy will try to take the rune, but she'll be stopped by it and will run away. Milia will get the weed. Go back to Thrash.

When you get back, go upstairs and talk with Joshua. You'll discover that Futch went on without you. For the only time in the game, you get to control another character. Walk down and look at the first flower on the right. Barbarosa tells Futch that the flower he is looking at is the black dragon orchid. He also tells Futch to take the flower and go, before Windy shows up. Walk back up and get on Black. Just then, Windy does show up. Black will take off, but Windy will shoot him down.

Futch will wake up back at the Dragon Knight's Fortress. Liukan will inform him that the dragons are cured. Futch will ask about the 3rd ingredient. Joshua will tell him that it's a dragon's liver, which came from Black. Milia will tell Futch that Black was already dead and that they didn't kill him. Go back upstairs and speak with Joshua. He'll join and ask you to take Futch with you, too. Milia will offer you a ride home. Take it and go outside and you'll be brought home.

Rescue Viktor

Items: Old Book Vol. 7, Pink Paint, Taikioku Wear, Mega Medicine, Needle

People: Taggart, Griffith, Warren, Kasim, Max, Sancho

When you walk inside your castle, you'll run into Kasumi and Krin. They'll be

arguing. you'll get no answers as to what out of them, so go see Mathiu. Here, you'll meet Taggart. He'll explain what's going on with the Imperials. He'll tell you that both Viktor and his master, Warren, were taken prisoner. He'll then join. Mathiu suggests to give the troops training. Agree with him and then go to bed. As you enter your room, Mathiu tells you that he wants to talk to you. He tells you of a spy in the ranks. Mathiu asks permission to oversee the training tomorrow. Agree.

In the morning, talk to Mathiu in his room. Then tell him "Let's go." You'll go out to the site, and Mathiu will tell the troops to attack. You'll pull off a surprise attack. However, Griffith will try to surrender, but it's just a ploy. Attack anyways. First use bows, then charge. After the battle, recruit Griffith. Back at your castle, Mathiu will tell people where to go. Kasumi and Krin go with you. Back at the Northern Checkpoint, Mathiu explains the plan to Griffith. Re-enter the checkpoint and get Old Book Vol. 7. Then leave and head north to Moravia. You'll be let in. Griffith and Mathiu will leave. Go right to get Pink Paint. If you wanna rest and save, talk to the guy in the upper right room. Now go left until you reach a chest containing Taikioku Wear, then go up. Circle around and go down. Keep going down until you reach a medium sized room. Walk out on the skinny piece of walk way on the left. Walk right and into the window. Keep walking up until you get to a chest with Mega Medicine inside. Walk out of the window and Krin will set up a rope so you can get to the other side. Cross it and walk left and up into another window. Get the Needle out of the chest and leave through the right window. Walk right and into that window. Here, you'll release Viktor and Warren. Warren will join and you automatically are brought to Kasim Hazil. Everyone will convince Kasim to join. Go back to the Northern Checkpoint and you'll run into Max and Sancho. Recruit them. Now return to HQ.

Last General

Items: Mother Earth Crystal, Chaos Shield, Guard Ring, Master Garb, Mega Medicine, Thunder Crystal

People: Vincent, Mace

In the war room, talk with Mathiu. You will discuss your options. You'll see many talks between people. Then Viktor'll come in your room. He'll give you Gremio's axe that he saved from Soniere. In the morning, go outside. You'll see all the boats that you need. Mathiu will tell you to give the orders to go forward. Do so. In the battle, first use bows, then magic, then charge. Use the Dragon Knights found under "Others," then use Magic again.

Once the battle's over, save your game, then walk down and right. Viktor decides to go with you to go close the flood gate. Before going in, return to HQ. Warp to Moravia and make your way to the top, where you rescued Viktor and Warren. Get the Mother Earth Crystal out of the chest and talk to Vincent. He'll join you. Now leave Moravia and go back to HQ. Go to Shasarazade and change members, putting all of the blacksmiths in your group. Now go to the Dragon Knight Fortress and ride Thrash to Seek Valley. Go to Mace and he'll join. Go back to Shasarazade, changing members if you want, and go inside the fortress. Walk down the stairs. Go down, cross the bridge and go up for a Chaos Shield. Go down, cross a bridge and go up the stairs. Go right, down across a bridge, and left. Make your way left. Go up and get a Guard Ring, then go down, right, down, left and get Master Garb. Make your way right. Go down some stairs then go left. At the fork, go left to get Mega Medicine. Now go down at the fork. You'll have to fight a boss. It's not too hard.

After the battle, Viktor will close the floodgate. Grab the chest for a Thunder Crystal, then head out. As you're leaving, Sonya stops you. She asks you why you are "betraying" the Empire. After you answer, the oil is lit too early by someone outside. Then Sonya will attack you. She's much tougher than the clam.

After the fight, she'll try to throw herself into the fire. Viktor will stop her and take her with you. Go back upstairs. When you get outside, you'll discover Mathiu laying on the ground. Flik will be yelling at Sanchez, who is then revealed to be the spy. As Flik is about to kill Sanchez, Mathiu stops him. He tells Flik that if he kills Sanchez, moral will plummet. You then return to the castle.

End of the Empire

Items: Windspun Armor, Horned Helmet, Power Ring

People: Sonya

Go to the basement. Sonya and Cleo will be talking. Go into the cell and talk with her. Tell her you want her to join and that you don't mind if she hates you. She'll then join.

Go talk to Mathiu. Tell him to march on the capital. Everyone will gather in the war room. Leknaat will show up. If you got all the other 107 stars, she will revive Gremio. If you haven't got them yet, don't talk to Mathiu and go get them. If you haven't gotten Leon, it's too late. When you have control, talk to Mathiu. Tell him to go ahead and move forward. There'll then be a cut scene with Kanaan and Yuber. Kirkis will then report their numbers to you. Leknaat will tell you most of them are monster conjured by Windy and will try to get rid of them. She doesn't have enough power, so Joshua will show up and lend his power. Now you'll have your last army vs. army battle. First, use bows, then charge, then use magic twice, then use bows, then charge.

After the battle, Yuber will run away and the dwarf chief, Zorak, and Hanzo will all show up. Then you'll all go inside Gregminster. Flik and Viktor will go with you. Go to the armor shop to buy better armor. Then walk up to the castle. Ain Gide will be here. He'll fight with you. After the fight, continue up. Once inside, go into the lower right room and get Windspun Armor. Walk up the middle and you'll be attacked. Continue up and go left and up the stairs. Go left a little and down. Go left and up into the throne room. Go through the door to the left of the throne, then go right and up some stairs. Go to where the red carpet is and walk up. You'll be attacked 6 times before you can need to go left. When you go left, you'll be attacked 4 times before you reach the stairs leading up. Now go up the stairs, down, and right to get into another fight. Continue right and pick up the Horned Helmet. Go back to the left and up. At the fork, go left and up to get to a chest containing a Power Ring and a save point. Saving your game here will let you open up nifty secrets in the second game (see the Suikoden II Secret section for more info). Now take the right fork. Follow the path out into the gardens. You'll find Barbarosa there. He'll fight you, transforming into a 3-headed dragon. Concentrate on one head at a time. The first one on the right is immune to earth, the 2nd to lightning and the 3rd to fire. The first head also cures, so kill that one first. The heads also do a tetra-elemental attack, which is pretty strong.

After the dragon's defeat, all the remaining generals come to see Barbarosa. Windy appears and starts to insult the Emperor. She tries to take the Soul Eater (what's new?), but the souls of Odessa, Gremio, Teo and Ted stop her. The Emperor tells Windy that he loved her. He then jumps off the balcony with her. You now have to escape the castle. Just go back the way you came. There will still be random battles, though. When you reach the spot before the save, some soldiers will spot you; Viktor will hold them off. Keep trying to leave. As you walk through a hallway, someone will fire an arrow at you. Flik will take it for you. He'll tell you to go ahead. Viktor will catch up to Flik and they'll fight together. You'll be done with the game now. Everyone will talk about the victory, then there'll be a cut scene where Mathiu dies. After that, a brief epilogue for each character rolls. After the credits (some of those

people have weird names...), you'll see the Hero leave Gregminster, followed by Gremio, if you saved him. The End.

IV. 108 Stars of Destiny

In this game, there are 108 different people who will join you and live in your castle (109, if you count Sanchez, who isn't one of the stars). If you manage to get all 108 of them by the end of the game (which is not easy) than your ending will differ slightly (not very much, but it's slightly different).

Here's a run-down of the 108 stars and what they do for your castle.

SN: Star Name

CN: Character Name

Req: Requirements

Bat: Can you use them in battle

SN	CN	Req
Bat		

Tenkai	Hero	N/A
Y		
Tengou	Lepant	Joins Automatically
Y		
Tenki	Mathiu	Joins Automatically
N		
Tenkai	Luc	Joins Automatically
Y		
Tenyu	Humphrey	Joins Automatically
Y		
Tenyu	Kasim	Joins Automatically
Y		
Tenmou	Kwanda	Forgive him at Pannu Yakuta
Y		
Teni	Pesmerga	In Neclord's Castle, after defeat of Neclord
Y		
Tenei	Gremio	Joins Automatically
Y		
Tenki	Warren	Joins Automatically
Y		
Tenfu	Kun To	Joins Automatically
N		
Tenman	Cleo	Joins Automatically
Y		
Tenku	Viktor	Joins Automatically
Y		
Tensyo	Valeria	Joins Automatically
Y		
Tenritsu	Griffith	Joins Automatically
Y		
Tensyo	Clive	In the inn at Rikon; appears randomly
Y		
Tenan	Flik	Joins Automatically
Y		
Tenyu	Camile	Joins Automatically
Y		
Tenku	Kreuz	In Dragon Knight Fortress; must have Humphrey with you
Y		
Tensoku	Stallion	Joins Automatically
Y		

Teni	Kage	Pay 20000 bits at Secret Factory
Y		
Tensatsu	Fu Su Lu	Pay 20000 bits for his food at inn in Kobold Village
Y		
Tenbi	Kirkis	Joins Automatically
Y		
Tenkyu	Milich	Forgive him at Scarleticia
Y		
Tentai	Pahn	Joins Automatically
Y		
Tenjyu	Sonya	In your castle basement, after defeating her
Y		
Tenken	Anji	At Pirate Hideout; must have Tai Ho and Yam Koo with you
Y		
Tenhei	Tai Ho	Joins Automatically
Y		
Tenzai	Kanak	At Pirate Hideout; must have Tai Ho and Yam Koo with you
Y		
Tenson	Yam Koo	Joins Automatically
Y		
Tenpai	Leonardo	At Pirate Hideout; must have Tai Ho and Yam Koo with you
Y		
Tenrou	Hix	Joins Automatically
Y		
Tensui	Tengaar	Joins Automatically
Y		
Tenbou	Varkas	Joins Automatically
Y		
Tenkoku	Sydonia	Joins Automatically
Y		
Tenkou	Eileen	Joins Automatically
Y		
Chikai	Leon	In Kalekka; must have Mathiu's letter
N		
Chisatsu	Georges	Beat a record at his card game
N		
Chiyu	Ivanov	In Scarleticia, after beating Milich
N		
Chiketsu	Jeane	In Antei in Runemaster shop
N		
Chiyu	Eikei	In Teien; must be on level 40+
Y		
Chii	Max	In Northern Checkpoint, after going to Moravia
N		
Chiei	Sancho	In Northern Checkpoint, after going to Moravia
N		
Chiki	Greenseal	Joins Automatically
Y		
Chimou	Alen	Joins Automatically
Y		
Chibun	Tesla	In Antei, after Mathiu tells you about him
N		
Chisei	Jabba	In appraisal sho in Rikon; must have Nameless Urn
N		
Chikatsu	Lorelai	In inn in Kouan; must be on a high enough level
Y		
Chitou	Blackman	In Kalekka; must not step on his plants
Y		
Chikyou	Joshua	Joins Automatically
N		

Chian	Morgan	In Qlon Temple
Y		
Chiziku	Mose	Joins Automatically
Y		
Chikai	Esmeralda	In inn in Antei; must have Opal
N		
Chisa	Melodye	In Kirov; must have Sound Crystal
N		
Chiyu	Chapman	In armor shop in Antei
N		
Chirei	Liukan	Joins Automatically
Y		
Chijyu	Fukien	Joins Automatically
Y		
Chibi	Futch	Joins Automatically
Y		
Chikyu	Kasumi	Joins Automatically
Y		
Chibaku	Maas	In Great Forest
Y		
Chizen	Crowley	In Qlon Temple cave; must have at least 95 recruits
Y		
Chikou	Fuma	At Dragon Knight's fortress
Y		
Chikyou	Moose	In Warriors' Village; must have all blacksmiths in party
Y		
Chihi	Meese	In Dwarf Village; will only join if Maas joined
Y		
Chisou	Sergei	In bar in Kaku
Y		
Chikou	Kimberly	In Antei, after Mathiu tells you about her
Y		
Chimei	Sheena	In inn in Kouan; must have Lepant with you
Y		
Chisin	Kessler	At Secret Factory
Y		
Chitai	Marco	Win 5000 bits from him at Warriors' Village
N		
Chiman	Gen	In Teien, after you need a boat upgrade
Y		
Chisui	Hugo	In Qlon Temple; must have War Scrolls
N		
Chisyu	Hellion	In inn in Teien
Y		
Chiin	Mina	In inn in Antei; must have Toe Shoes
Y		
Chii	Milia	Joins Automatically
Y		
Chiri	Kamandol	In Teien, after you need a boat upgrade
Y		
Chisyun	Juppo	In Lepant's Mansion
Y		
Chiraku	Kasios	In Scarleticia; must have Milich with you
N		
Chitatsu	Viki	On the way to Kobold Village
N		
Chisoku	Rubi	In Kobold Village; Kirkis must be on level 45
Y		
Chichin	Vincent	In cell in Moravia
N		

Chikei	Meg	Near inn in Kaku; must have Juppo with you
Y		
Chima	Taggart	Joins Automatically
N		
Chiyou	Giovanni	Joins Automatically
N		
Chiyu	Quincey	In Garan; must have 85+ recruits
Y		
Chifuku	Apple	In Mathiu's house in Seika
N		
Chihi	Kai	In Garan
Y		
Chiku	Lotte	In inn in Rikon; get her cat from Kaku
Y		
Chiko	Mace	In Seek Valley; must have all Blacksmiths with you
Y		
Chizen	Onil	In house in Seika
N		
Chitan	Kuromimi	Joins Automatically
Y		
Chikaku	Gon	In Kobold Village; must have Kuromimi with you
Y		
Chisyu	Antonio	In inn in Seika; Marie must ask for cook
Y		
Chizou	Lester	In Kirov; must taste all the stews
Y		
Chihei	Kirke	In Lorimar
Y		
Chison	Rock	In Lepant's Mansion
N		
Chido	Ledon	At Secret Factory
N		
Chisatsu	Sylvina	Joins Automatically
Y		
Chiaku	Bell	(Ronnie) Joins Automatically
Y		
Chisyu	Gaspar	Win 5000 bits from him in Kaku
N		
Chisu	Window	In Warriors' Village; must have Window Crystal
N		
Chiin	Marie	In inn in Seika
N		
Chikei	Zen	In Qlon; must have red, blue and yellow seeds
N		
Chisou	Sarah	In Kirov; must have Soap
Y		
Chiretsu	Sansuke	In house in Great Forest
Y		
Chiken	Qlon	In Antei
N		
Chimou	Templeton	In Burnt Elves Village
N		
Chizoku	Krin	Joins Automatically
Y		
Chikou	Chandler	At Fortress of Kwaba
N		

V. Items and Equipment

Helmets

Name	Price	Defense	Effect
Bandana	50	+1	
Headband	300	+2	
Pointed Hat	1200	+5	Balloon Defense
Half Helmet	3300	+9	
Head Gear	6500	+14	
Full Helmet	13200	+20	
Silver Hat	27000	+27	Automatically recovers HP
Horned Helmet	43000	+35	

Armor

Name	Price	Defense	Effect
Robe	100	+1	
Tunic	200	+2	
Leather Coat	700	+4	
Brass Armor	1000	+5	
Guard Robe	1700	+5	Magic Bonus
Karate Uniform	3000	+10	
Leather Armor	5900	+14	
Half Armor	8700	+18	
Magic Robe	15000	+22	
Ninja Suit	22000	+28	Speed Bonus
Dragon Armor	37000	+34	
Master Robe	78000	+37	Automatically recovers HP
Full Armor	57000	+45	
Taikioku Wear	80000	+48	Speed Bonus
Master Garb	93000	+55	Skill Bonus
Windspun Armor	120000	+63	

Accessories

Name	Price	Defense	Effect
Wooden Shoes	100	+1	
Leggings	200	+2	
Gloves	300	+2	
Cape	400	+2	
Circlet	600	+3	
Boots	800	+3	
Gauntlet	1700	+4	
Shoulder Pads	2000	+4	
Blue Ribbon	1150	+6	
Necklace	1700	+7	
Emblem	2700	+8	Magic Bonus
Fur Cape	2800	+8	
Star Earrings	12000	+8	Automatically recovers HP
Toe Shoes	2800	+9	
Feather	4000	+9	
Silver Ring	5500	+11	
Silverlet	7000	+11	
Rose Brooch	7000	+13	
Cape of Darkness	8500	+13	
Speed Ring	13000	+13	Speed Bonus
Wing Boots	12000	+14	Speed Bonus
Power Ring	14000	+14	Power Bonus

Guard Ring	8500	+15	
Power Gloves	20000	+16	Power Bonus
Silver Necklace	6000	+17	
Goldlet	19000	+18	
Earth Boots	22000	+18	
Crimson Cape	32000	+21	
Gold Necklace	17000	+25	

Shields

Name	Price	Defense	Effect
Shield	300	+2	
Steel Shield	7300	+13	
Chaos Shield	32000	+27	
Earth Shield	68000	+45	

VI. Runes

In this section, the different attacks that the runes have are listed.

%%%%%%%%%%

Magic Runes

%%%%%%%%%%

Cursed Rune (Soul Eater)

Level	Spell	Effect
1	Deadly Fingertips	Instant death on 1 enemy
2	Black Shadow	Hurts all enemies for about 300 HP
3	Hell	Instant death on all enemies
4	Judgement	Hurts one enemy for about 1500 HP

Earth Rune

Level	Spell	Effect
1	Clay Guardian	Increases Def. of 1 character
2	Voice of Earth	Hurts all enemies for about 300 HP
3	Copper Flesh	Increases Def. of 1 character (more than Clay Guardian)
4	Earthquake	Hurts all enemies for about 700 HP

Fire Rune

Level	Spell	Effect
1	Flaming Arrows	Hurts 1 enemy for about 100 HP
2	Firestorm	Hurts all enemies for about 300 HP
3	Dancing Flames	Hurts all enemies for about 400 HP
4	Explosion	Hurts all enemies for about 700 HP

Lightning Rune

Level	Spell	Effect
1	Angry Blow	Hurts 1 enemy for about 150 HP
2	Rainstorm	Hurts all enemies for about 100 HP
3	Raging Blow	Hurts 1 enemy for about 600 HP
4	Ball of Lightning	Hurts 1 enemy for about 1000 HP

Resurrection Rune

Level	Spell	Effect
1	Scolding	Hurts 1 enemy for about 70 HP
2	Yell	Heals 1 character's status
3	Scream	Heals all characters for about 300 HP
4	Charm Arrow	Hurts all enemies for about 500 HP

Water Rune

Level	Spell	Effect
1	Drops of Kindness	Heals 1 character
2	Fog of Deception	Decreases enemies attack by 20%
3	Rain of Kindness	Heals all characters for about 300 HP
4	Water of Kindness	Completely heals all characters

Wind Rune

Level	Spell	Effect
1	Wind of Sleep	Casts Sleep on enemies
2	The Shredding	Hurts 1 enemy for about 400 HP
3	Healing Wind	Heals 1 character
4	Storm	Hurts all enemies for about 500 HP

%%%%%%%%%

Attack Runes

%%%%%%%%%

Boar Rune

Attack is twice as powerful. Makes the user unbalanced for one turn.

Clone Rune

Strong attack without chance of countering. Makes the user unbalanced for one turn.

Falcon Rune

Attacks enemy with multiple blows.

Hate Rune

Shoots a "screaming bullet" at the enemy.

Shrike Rune

Either instant kill or only 1 HP damage.

Trick Rune

Attacks with a puppet of the user.

%%%%%%%%%

Other Runes

%%%%%%%%%

Counter Rune

Doubles your chance to counter attack an enemy.

Killer Rune

Doubles your chance of getting a critical hit.

Turtle Rune

Protects you from all status abnormalities.

Prosperity Rune

Gives you double the bits you receive after battle.

Fortune Rune

Gives character who is equiped with it double the experience after battle.

Gale Rune

Doubles your speed.

Hazy Rune

Makes monsters miss you more often.

Holy Rune

Allows you to run fast in towns (while the O button is pressed)

True Holy Rune

Allows you to run fast wherever (while the O button is pressed)

Champion's Rune

You will only get into battle with strong enemies.

Sunbeam Rune

Restores HP while you walk.

%%%%%%%%%

Rune Pieces

%%%%%%%%%

Defense Rune Piece

Raises one character's defense by one.

Earth Rune Piece

Gives one weapon the earth attribute.

Fire Rune Piece

Gives one weapon the fire attribute.

Fortune Rune Piece

Raises one character's luck by one.

Magic Rune Piece

Raises one character's magic by one.

Power Rune Piece

Raises one character's power by one.

Skill Rune Piece

Raises one character's skill by one.

Thunder Rune Piece

Gives one weapon the thunder attribute.

Water Rune Piece

Gives one weapon the water attribute and replenishes character's HP a little.

Wind Rune Piece

Gives one weapon the wind attribute.

VII. Miscellaneous Info

Town Info

%%%%%%%%%%%%%%%%%%%%%%%%%

Gregminster (Beginning)

%%%%%%%%%%%%%%%%%%%%%%%%%

Inn: Free

Armor: Bandana

	Robe	100
	Tunic	200
	Headband	300
	Leather Coat	700
	Wooden Shoes	100
	Wing Boots	10200
Item:	Medicine	100
	Antitoxin	200

Rune Master

Appraise

%%%%%%%%

Rockland

%%%%%%%%

Inn: 30 bits each

Armor:	Headband	300
	Tunic	200
	Leather Coat	700
	Gloves	300
	Leggings	200
	Wooden Shield	300

Item:	Medicine	100
	Escape Talisman	500
	Antitoxin	200

%%%%%%%%

Lenankamp

%%%%%%%%

Inn: 70 bits each

Armor:	Headband	300
	Pointed Hat	1200
	Tunic	200
	Leather Coat	700
	Brass Armor	1000
	Cape	400
	Circlet	600

Item:	Medicine	100
	Antitoxin	200

Runemaster

Blacksmith: Up to level 5

%%%%

Sarady

%%%%

Inn: 50 bits each

Item:	Medicine	100
	Water Crystal	7000

%%%%

Seika

%%%%

Inn: 100 bits each

Item:	Medicine	100
	Antitoxin	200
	Water Crystal	7000

Runemaster

%%%

Kaku

%%%

Inn: 150 bits each

Armor:	Pointed Hat	1200
	Brass Armor	1000
	Guard Robe	1700
	Wooden Shield	300

	Cape	400
	Gloves	300
	Shoulder Pad	2000
	Leather Coat	700
Item:	Medicine	100
	Antitoxin	200
	Escape Talisman	500
	Holy Crystal	5000

Blacksmith: Up to Level 5

~~~~~

Kouan

~~~~~

Inn: 150 bits each

Armor:	Karate Uniform	3000
	Leather Armor	5900
	Steel Shield	7500
	Boots	300
	Gauntlet	1700
	Blue Ribbon	1150
	Emblem	2700

Appraise

~~~~~

Great Forest

~~~~~

Inn: 100 bits each

Item:	Medicine	100
	Mega Medicine	500
	Needle	200
	Counter Crystal	7500

Blacksmith: Up to Level 5

~~~~~

Elf Village

~~~~~

Inn: 200 bits each

Armor:	Headband	300
	Pointed Hat	1200
	Guard Robe	1700
	Magic Robe	15000
	Necklace	1200
	Feather	4000

Item:	Medicine	100
	Antitoxin	200

Runemaster

~~~~~

Dwarf Village

~~~~~

Inn: 200 bits each

Armor:	Half Helmet	3300
	Brass Armor	1000
	Leather Armor	5900
	Half Armor	8700
	Fur Cape	2800

Item:	Medicine	100
	Mega Medicine	500
	Turtle Crystal	15000

Appraise

Blacksmith: Up to Level 9

~~~~~

Teien

~~~~~

Inn: 150 bits each
Item: Medicine 100
Mega Medicine 500
Killer Crystal 8000
Yellow Flower Seeds 200
Yellow Paint 500

Rikon

Inn: 150 bits each
Item: Medicine 100
Antitoxin 200
Earth Crystal 6000
Blue Flower Seeds 200
Blue Paint 500

Appraise

Antei

Inn: 170 bits each
Item: Medicine 100
Mega Medicine 500
Needle 200

Runemaster

Kirov

Inn: 200 bits each
Item: Medicine 100
Sacrificial Buddha 5000
Fire Crystal 7000
Fortune Crystal 50000
Sugar 100
Armor: Half Helmet 3300
Head Gear 6500
Ninja Suit 22000
Dragon Armor 37000
Chaos Shield 32000
Silver Ring 5500
Silverlet 7000
Silver Necklace 6000

Warriors' Village

Inn: 100 bits each
Item: Medicine 100
Mega Medicine 500
Antitoxin 200
Lightning Crystal 8000
Champion's Crystal 200000
Red Flower Seeds 200
Armor: Head Gear 6500
Full Helmet 13200
Dragon Armor 37000
Full Armor 57000
Cape of Darkness 8500

Gregminster (End)

Item: Medicine 100

	Mega Medicine	500
	Sacrificial Buddha	5000
	Escape Talisman	500
Armor:	Silver Hat	27000
	Dragon Armor	37000
	Master Robe	78000
	Full Armor	57000
	Earth Shield	68000
	Cape of Darkness	8500
	Guard Ring	8500

Runemaster

Appraise

 Marco's Pattern

 Marco is a gambler who is also one of the 108 Stars. You can play his game in two places: one in Rockland and another in Warrior Village. He has a very distinct pattern that he uses everytime he plays. Actually, there are two. The best way to test which one he's using is by using a small amount of money to see where the coin is first. Here's his two patterns:

R, R, R, C, L, L, R, L, R, C, C, C, C
 L, C, C, L, C, L, C, L, C, L, C, C, C, R, C

Neither of these are complete. I've been too lazy to figure them out any more than this...Also, once he joins you, he seems to lose these patterns.

 Reviving Gremio

 Yes, it's true, you can revive Gremio after he gets killed, but there is only one way to do so, by collecting the other 107 Stars BEFORE all the characters are called together for the final battle. If you do bring him back, the ending will change (just slightly...see if you can tell the difference ^_~). This means that no character can die, because Gremio is the only one you can revive.

 Guardians

 Certain characters will have certain people who will guard them when their life gets low. Here's a list of all the characters and their guardians (BTW, both characters need to be in your party for this to work, duh):

Guarded	Guardian
Hero	Gremio
Hero	Cleo
Hero	Kasumi
Hero	Pahn
Cleo	Pahn
Gremio	Camille
Yam Koo	Tai Ho
Tai Ho	Yam Koo
Tai Ho	Kimberly
Eileen	Lepant
Lepant	Eileen
Sheena	Eileen
Sylvina	Kirkis
Tengaar	Hix
Kuromimi	Gon

 Weapon Names

 All of the Weapons have a specific name. Here's a list of all the names I could

find

%%%

Hero

%%%

Tiger Fang Staff

Dragon Fang Staff (Level 5)

Heaven Fang Staff (Level 12)

%%%

Cleo

%%%

Air Sword

Air Moon Sword (Level 4)

Air Moonstar Sword (Level 10)

%%%

Viktor

%%%

Taia Sword

Shiko Sword (Level 5)

Koten Sword (Level 12)

%%%

Viktor 2

%%%

Star Dragon Sword

King Dragon Sword (Level ??)

%%%

Gremio

%%%

Axe

Copper Axe (Level 9)

%%%

Pahn

%%%

Claws

Super Claws (Level 8)

%%%

Lepant

%%%

Kirinji

%%%

Luc

%%%

Wind Rod

%%%

Humphrey

%%%

Murasame

%%%

Kwanda

%%%

Alkaid Hatchet

%%%%%%%%

Valeria

%%%%%%%%

Seven Star Sword

%%%

Flik

%%%

Odessa+

Odessa++ (Level 13)

%%%%%%%%

Camille

%%%%%%%%

Galm

%%%%%%%%

Stallion

%%%%%%%%

Bow of Shiva

Bow of Vishnu (Level 13)

%%%%%%%%

Fu Su Lu

%%%%%%%%

Double Axe

%%%

Kirkis

%%%

Light Bow

%%%

Tai Ho

%%%

Satsuki

%%%%%%%%

Yam Koo

%%%%%%%%

Uranami Spear

%%%

Varkas

%%%

Lighting Hatchet

%%%%%%%%

Sydonia

%%%%%%%%

Ryuseisui

%%%

Eileen

%%%

Ruby Darts

%%%%%%%%

Lorelai

%%%%%%%%

Short Bow

%%%

Maas

%%%

Wooden Hammer

%%%

Meese

%%%

Chrome Hammer

%%%

Sergei

%%%

Wrench

%%%

Sheena

%%%

Rapier

%%%

Gen

%%%

Regular Steel

%%%

Hellion

%%%

Land Rod

%%%

Mina

%%%

Lovely Shawl

%%%

Kamandol

%%%

Steel Rod

%%%

Juppo

%%%

Iron Gear

%%%

Meg

%%%

Assassin's Dagger

%%%

Kai

%%%

Conjurer's Staff

%%%

Lotte

%%%

Silver Rod

%%%%%%%%

Kuromimi

%%%%%%%%

Sword

%%%

Gon

%%%

Cool Sword

%%%%%%%%

Antonio

%%%%%%%%

Milk Pan

%%%%%%%%

Sylvina

%%%%%%%%

Night Bow

%%%%%%%%

Sansuke

%%%%%%%%

Long Saw

%%%

Krin

%%%

Needle

Gold Needle (Level 4)

%%%%%%%%

Milich

%%%%%%%%

Rose

%%%%%%%%

Kasumi

%%%%%%%%

Big Sakura

%%%%%%%%

Kimberly

%%%%%%%%

Silver Kitchen Knife

%%%%%%%%

Liukan

%%%%%%%%

Stick

Oak Stick (Level 7)

%%%

Anji

%%%

Demon God Spear

%%%%%%%%

Kanak

%%%%%%%%

Sickle & Chain

%%%%%%%%%%

Leonardo

%%%%%%%%%%

Horse-killer Hatchet

%%%%%%%%

Lester

%%%%%%%%

Pan

%%%%%

Sarah

%%%%%%%%

Throwing Knife

%%%

Kage

%%%

Second Sword

%%%%%%%%%%

Grenseal

%%%%%%%%%%

Thunder Sword

%%%

Alen

%%%

Flame Sword

%%%%%%%%%%

Blackman

%%%%%%%%%%

Seeding How (probably should be Hoe)

%%%

Mose

%%%

Titanium Hammer

%%%%%%%%

Kessler

%%%%%%%%

Battle Axe

%%%%%%%%%%

Ronnie Bell

%%%%%%%%%%

Claw

%%%

Eikei

%%%

Wolf

%%%%%%%%

Morgan

%%%%%%%%

Talons

%%%%%%%%

Fukien

%%%%%%%%

Super Punishment

%%%%%

Moose

%%%%%

Copper Hammer

%%%

Rubi

%%%

Bow of Garuda

%%%%%%%%

Quincey

%%%%%%%%

Lightning

%%%%%%%%

Kirke

%%%%%%%%

Death

%%%

Hix

%%%

Tengaar+

%%%%%%%%

Tengaar

%%%%%%%%

Ray Knife

%%%%%%%%

Clive

%%%%%%%%

Tornado

%%%%%%%%

Kreuz

%%%%%%%%

Big Denta

%%%

Fuma

%%%

Ultra Shuriken

%%%%%%%%

Pesmerga

%%%%%%%%

Death Crimson

%%%%%%%%

Crowley

%%%%%%%%

Comet Rod

Meteor Rod (Level 7)

%%%%

Milia

%%%%

Valhalla

%%%%

Futch

%%%%

Sigmund

%%%%

Kasim

%%%%

Emerald Moonlight

%%%%

Warren

%%%%

Odin

%%%%%%%%

Griffith

%%%%%%%%

Black Blade

%%%%

Sonya

%%%%

Turquoise Blue

%%%

Mace

%%%

Platinum Hammer

Suikoden II Secret

When you start a new game on Suiko II, you can load data from Suiko I. You just have to have the game save at the final save spot in Gregminster. Here's a list of some things that'll happen:

- You can meet McDohl (the hero from Suiko I)
- If you saved Gremio, you can meet him, too
- You can recruit McDohl and Gremio, although neither of them are one of the 108 Stars again.
- Gremio has a recipe you can get
- The hero of Suiko II has a cool Unite he can do with McDohl

IX. Credits/Disclaimers

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X. Questions

Here is where I'm going to put my pleas for help...there's not much here, though... If anyone knows the answer to any of these questions, e-mail me and I'll be sure to credit you.

- Where do you get a Speed Ring? I know I got one once, I just don't remember where...
- What does the Soul Eater do when you're in Seek Valley? This one's not really important.
- What level does the Star Dragon Sword become the King Dragon Sword? I forgot to write it down.
- Does anyone have a list of the items in this game and their uses? I'm too lazy to write them all down...

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