

Suikoden FAQ/Walkthrough

by Kildread2

Updated on Aug 12, 2004

Suikoden FAQ & Walkthrough (For PSX)
made by Kildread2 (Kildread2@hotmail.com)

Contents:

1. Introduction
2. Stars of Destiny
3. Runes & Unite Attacks
4. Ultimate Rune Attacks
5. Walkthrough
 1. The beginning....
 2. Leknaat the seer
 3. Petty thieves
 4. The hunt for the Soul Eater
 5. Rescuing thieves
 6. On to Sarady
 7. Meeting Mathiu
 8. Toran's castle
 9. Recruiting Lepant
 - 10.Meeting the elves
 - 11.Mountains to Dwarf Land
 - 12.Dwarven Safe
 - 13.Kwanda's Attack
 - 14.Reckless atttacks.....
 - 15.Reaching Liukan
 - 16.Not-so-impenetrable Prison
 - 17.Raid at Scarleticia
 - 18.Invulnerable Army
 - 19.Teo's Fated Hour
 - 20.Vampires.....
 - 21.The Star Dragon Sword
 - 22.Neclord
 - 23.Visit the dragons
 - 24.Search for a cure.
 - 25.Rescue party
 - 26.The Floating Fortress
 - 27.The Empire's Final Breath.
6. Helmets list
7. Armors list
8. Shields list
9. Others list
- 10.Items list
- 11.Special Items list
- 12.War groups
- 13.Credits & Legal Stuff

-
1. Introduction

I thought about making this one for a time..... Now let's see if I'll succeed..... This should be good, I'll include all items and locations of

characters along with the walkthrough. Be sure to send contributions!

2. Stars of Destiny

This section will pinpoint all the Stars' locations and weapons (If applicable) stats & name through various levels.

MCDOHL

How do recruit: You start with him! It's YOU!!! And I shall refer to him as such (You or McDohl).

Weapon (M): Wolf Fang Staff= 5/7/9/12
Dragon Fang Staff= 20/25/32/39/47/57/68
Heaven Fang Staff= 91/103/117/136/158

Fate: Become the President of the Toran Republic, and....

LEPANT

How to recruit: He'll join right after you save his wife, just talk to him afterwards.

Weapon (S): Kirinji= 16/20
Kirinji 2= 33/40/48/59/70/80
Kirinji 3= 102/115/134/150

Fate: Returns to Kouan with his family and lives in peace.

MATHIU

How to recruit: Simple, he joins you automaticly when you overtake Toran's Castle. He's not a fighter, but your war strategist and advisor.

Fate: Hearing of the victory, he rests in peace.

LUC

How to recruit: He joins you in the meeting after overtaking Toran's Castle. A good magician, but weak physically.

Weapon (S): Wind Rod= 7/10/13/17
Gale Rod= 28/33/38/44
Gust Rod= 60/70/85/100/114/130

Fate: Disappears with Leknaat.

HUMPHREY

How to recruit: He'll join up right after the 3 months break although nothing says so.

Weapon (S): Murasame= 34/41/49/59/70

Fate: Leaves Toran Republic with Futch.

KASIM

How to recruit: After you free Viktor & Warren in Moravia Castle, he'll join in the scene right after. I think you need to have recruited Milich to recruit him..... not sure though.

Weapon (S): Emerald Moonlight= 105/119/138/160

Fate: Become the Commander in Chief and protect the Border.

KWANDA

How to recruit: In Pannu Yakuta, at the top of the castle, defeat him in a one-on-one duel with McDohl and choose the following answers after that (If you don't, you'll miss your chance at recruiting him): "Something's wrong." and "I want you to join us.". He'll join then.

Weapon (M): Alkaid Hatchet= 32/37/42
Mizar Hatchet= 67/77/86/95/106
Alioth Hatchet= 130/150/170

Fate: Become Commander-In-Chief of the Republican Army.

PESMERGA

How to recruit: Once you killed Neclord and went back to Freedom Castle to talk to Mathiu. Head back to Neclord's Castle and go all the way back to where you killed Neclord. Talk to Pesmerga there to recruit him.

Weapon (S): Death Crimson= 34/41/49/59/70
King Crimson= 93/105/119/138/160

Fate: Still in search of Yuber, he leaves the country.

GREMIO

How to recruit: He'll join you in Teo's house when you head to get your first assignment. He'll die along the way, but he'll beback at the endif you collect all 107 Stars of Destiny before a certain point.

Weapon (M): Axe= 9/14/18/23/28/32/37/42
Copper Axe= 67/77/86/95/106
Axe Of The Oath= 130/150/170

Fate: Follows McDohl.

WARREN

How to recruit: He'll join once you've freed him from Moravia Castle.

Weapon (M): Odin= 97/107/119/136/150

Fate: Become the 1st Chairman of Toran Republic's Congress.

KUN TO

How to recruit: He's in Kirov once you went to talk to Mose in the Secret Factory. Talk to him and Tai Ho will get him to join you along with lending you the boats to ferry the Fire Spears back to your base.

Fate: Wiolds power as head of the Merchant's Guild.

CLEO

How to recruit: She joins you automaticly with Gremio in the house, as soon as you head downstairs. Another easy character to recruit!

Weapon (L): Air Sword= 6/8/11
Air Moon Sword= 20/25/31/35/39/45
Air Moonstar Sword= 69/78/89/99/113/128/150

Fate: Tired of fighting, continues to protect Teo's mansion.

VIKTOR

How to recruit: He joins you when you're trying to escape of Gregminster. Just talk to him once he's outside of the inn.

Weapon (S): Taia Sword= 11
Shiko Sword= 22/27/34/41/49/59
Black Dragon Sword= 75/83
King Dragon Sword= 109/112/143/163/185

Fate: Missing in action in the final battle.

VALERIA

How to recruit: She's in the Village of the Elves and end up imprisoned. She'll join at the entrance of the town once you escape from prison.

Weapon (S): Seven Star Sword= 33/40/48/59/70/80
Conqueror Star Sword= 102/115/134/150

Fate: Becomes a Platoon Commander and mediator with the Elves.

GRIFFITH

How to recruit: Just after the Northern Checkpoint battle, choose "Recruit." in the event after that battle to recruit him, otherwise you can't recruit him anymore sicne you'll have killed him!!

Weapon (S): Black Blade= 40/48/59/70/80
Black Sword= 102/115/134/150

Fate: Begins a business.

CLIVE

How to recruit: He appears sometimes in the inn of Rikon, I could only make him appear when I had a castle of maximum size so I'm not sure if it's a requirement. Anyways, if he's not there and you have a maximum size castle, exit the town and re-check the inn. He's in the room to the left, in the upper-right corner and dressed in black. Talk to him when you see him to recruit him.

Weapon (L): Tornado= 99/113/128/150

Fate: By the time the war was over he was gone.

FLIK

How to recruit: After your defeat at Scarletia Castle, he'll join up.

Weapon (S): Odessa+= 48/59/70/80
Odessa++= 102/115/134/150

Fate: Disappears during the final battle.

CAMILLE

How to recruit: She's in the bar in Kaku. Just go to her and talk to her. After some scene.... she'll join up automaticly.

Weapon (M): Galm= 19
Fenril= 27/33/40/47/56/66
Loki= 88/97/107/119/136/150

Fate: Become the lancing instructor of the Republican Army.

KREUTZ

How to recruit: He's inside theDragons Knights' Fortress. Talk to him with Humphrey in your party to recruit him.

Weapon (S): Big Denta= 49/59/70
Kamui= 93/105/119/138/160

Fate: Leaves the country.

STALLION

How to recruit: After recruiting Kwanda, he'll join in the scene afterwards.

Weapon (L): Bow Of Shiva= 35/42/48/54/63/70/81
Bow of Vishnu= 105/117/132/155

Fate: Departs to become the fastest man in the world.

KAGE

How to recruit: He's hanging inside the secret factory, pay him 20,000 bits to earn his services until the end of the game.

Weapon (L): Second Sword= 45
Third Sword= 69/78/89/99/113/128/150

Fate: Saying his contract was up, he disappears.

FU SU LU

How to recruit: He's in the inn in the Kobold Village once you've beaten Kwanda's army. Pay 10000 bits for his food and he'll join up.

Weapon (S): Double Axe= 32/37/42
Double Big Axe= 67/77/86/95/106
Double Battle Axe= 130/150/170

Fate: Was in Kobold for a while, then set off on a journey.

KIRKIS

How to recruit: He'll be on the pier of the castle the day after you come back with Lepant. He joins once you agree to help.

Weapon (L): Light Bow= 18
Shine Bow= 35/42/48/54/63/70/81
Elfin Bow= 105/117/132/155

Fate: Works for rebuilding the Village of the Elves.

MILICH

How to recruit: After getting rid of his army and going to burn his flowers. He'll come along, answer "This man is not at fault!" and "I understand." in this order to both choices to recruit him.

Weapon (S): Rose= 20
Marguerite= 33/40/48/59/70/80
Orchid= 102/115/134/150

Fate: Spends his life protecting the graves of Barbarosa.

PAHN

How to recruit: He joins the party at Teo's house along with Cleo and Gremio, but it will become official when you forgive him after saving Lepant's wife. IMPORTANT: I can't stress how it is important to keep him strong and well-equipped, because he has a one-on-one duel to fight in the game and he dies if he doesn't win.

Weapon (S): Claws= 22/28
Super Claws= 46/55/64/75/86/95/110/130
Ultra Claws= 170

Fate: Embark on a journey to improve his imperfect self.

SONYA

How to recruit: Once you've stormed Shasarazade, head to the basement of Freedom Castle and talk to her in the cell. Ask to recruit her and answer "I don't mind." to her next query to get her on your side.

Weapon (S): Turquoise Blue= 70/80
Royal Blue= 102/115/134/150

Fate: Become Admiral of the Republican Navy.

ANJI

How to recruit: He's on an island to the north of Teien, put Tai Ho & Yam Koo in your party and go talk to him once your castle is level 3. You'll have to fight all 3 pirates in 5 turns or less. He'll join once you succeed (You can retry as many times as you want).

Weapon (M): Demon God Speed= 40/47/56/66
Demon Army Spear= 88/97/107/119/136/150

Fate: Plans to go into the shopping business and make a bundle.

TAI HO

How to recruit: After recruiting Camille, head downstairs and talk to Tai Ho to the left (You must have 1000 bits on you, at least). Play the game of dice against him and win at least 1000 bits off him so he'll sail to Toran's Castle. Talk to him at the pier to go there and he'll join once you arrive at destination.

Weapon (M): Satsuki= 15/19
Akemi= 27/33/40/47/56/66
Mizuki= 88/97/107/119/136/150

Fate: Returns to Kaku and enjoy a carefree life.

KANAK

How to recruit: He'll join at the same time as Anji.

Weapon (M): Sickle & Chain= 19
Steel Sickle & Chain= 27/33/40/47/56/66
Copper Sickle & Chain= 88/97/107/119/136/150

Fate: Goes into business with Anji.

YAM KOO

How to recruit: Joins right after taking possession of Toran's Castle. No notice, nothing, he just appears as one of the available characters.

Weapon (M): Uranami Spear= 15/19
Seigetsu Spear= 27/33/40/47/56/66
Matsukaze Spear= 88/97/107/119/136/150

Fate: Lives by the shore of Lake Toran, and enjoys fishing.

LEONARDO

How to recruit: He'll join at the same time as Anji.

Weapon (M): Horse-Killer Hatchet= 28/32/37/42
Killer Steel Hatchet= 67/77/86/95/106
Killer Big Hatchet= 130/150/170

Fate: Goes into business with Anji.

HIX

How to recruit: Once you're about to enter Neclord's castle to save Tengaar.
He'll join at this point.

Weapon (S): Tengaar+= 59/70/80
Tengaar++= 102/115/134/150

Fate: Accepted as a "True Warrior", he departs on a journey.

TENGAAR

How to recruit: Once you've killed Neclord and exited his castle, she'll join there.

Weapon (L): Ray Knife= 28/33/38/44
Shining Knife= 60/70/85/100/114/130

Fate: Follows Hix on his journey.

VARKAS

How to recruit: He'll be waiting on the first floor of the castle when you return from recruiting Lepant. He'll join automaticly.

Weapon (M): Lightning Hatchet= 28/32/37/42
RockBreaker Hatchet= 67/77/86/95/106
Leppa Hatchet= 130/150/170

Fate: Named Captain of the Border Guard.

SYDONIA

How to recruit: He joins at the same time/place as Varkas.

Weapon (L): Ryuseisui= 31/35/39/45
Mikagetsusui= 69/78/89/99/113/128/150

Fate: Disappears.

EILEEN

How to recruit: She will join along with her husband after you save her from Kraze, although the game doesn't hint that way.

Weapon (L): Ruby Darts= 20/25/31/35/39/45
Crystal Darts= 69/78/89/99/113/128/150

Fate: Always by Lepant's side.

LEON

How to recruit: He's in Kalekka and your castle needs to be of maximum size (Head inside by boat and if a banner is in front, it's at maximum size). Go into the house closest to the south entrance of the town and talk to Leon inside. He'll tell you to go see Mathiu. Go out of town and use the Blinking Mirror to get back to Freedom Castle. Head to the 4rth Floor and talk to Mathiu in the room to the south & right. He'll give you a letter for Leon, go talk to Viki in the basement to warp back to Kalekka and talk to Leon to recruit him there.

Fate: Spends the remainder of his life in his hometown.

GEORGES

How to recruit: He's in the inn in Kirov, talk to him and beat him at his Matches game to recruit him. The game seems somewhat easier for me at 5 matches, but I noticed people might have an easier time at other numbers. Feel free to experiment! He'll be in the castle, wanting to play his game against anybody.

Fate: Disappears north, Saying he found a good business.

IVANOV

How to recruit: He's in Scarleticia Castle, once you've recruited Milich, go talk to him to get him on your side. You can give him all the Paints you've collected to make a picture. Once the picture is completed, he'll give you the Binoculars that enables you to mess around the camera angle in battles..... enjoy!

Fate: Sets off on a journey to find "the color of freedom".

JEANE

How to recruit: Once you got 45 members in your army, head to Antei and talk to her in the Rune Shop and she'll join. She'll set up a Rune Shop in your castle.

Fate: Resumes her career as runemaster at Antei.

EIKEI

How to recruit: He's hanging on the harbor in Teien, you can recruit him only after McDohl has reached level 40 or above. He will not join before.

Weapon (S): Wolf= 22/28

Tiger= 46/55/64/75/86/95/110/130
Dragon= 170

Fate: Departs on a journey in search of worthy opponents.

MAX

How to recruit: He'll be in the Northern Checkpoint after you've rescued Warren from Moravia Castle. Recruit him there.

Fate: Retires from Knighthood.

SANCHO

How to recruit: Max's follower, he'll join with him obviously.

Fate: Happily continues to serve his master.

GRENSEAL

How to recruit: He'll join once you defeat Teo in duel.

Weapon (S): Lightning Sword= 33/40/48/59/70/80
True Lightning Sword= 102/115/134/150

Fate: Appointed Co-Commander of the Republican Guard.

ALEN

How to recruit: He'll join once you defeat Teo in duel.

Weapon (S): Flame Sword= 33/40/48/59/70/80
True Flame Sword= 102/115/134/150

Fate: Appointed Co-Commander of the Republican Guard.

TESLA

How to recruit: Once you've recruited Kimberly, head to the hosue a little north from hers' and talk to "Albert" there. Viktor will trick Tesla out of his crummy disguise and he'll join.

Fate: Become the Secretary-General of the Toran Republic.

JABBA

How to recruit: He's the appraiser in Rikon, talk to the man outside his shop 2 times so he mentions a Nameless Urn and head out of town. Fight Holly Fairies until you get a Nameless Urn and go back to Jabba. Recruit him once he fails to appraise the urn, he'll be the appraiser at your castle.

Fate: Placed in charge of the Republic's finances.

LORELAI

How to recruit: She's in the inn in Kouan. Talk to her to recruit her, but the hero needs to be at least level 25 for her to accept.

Weapon (L): Short Bow= 18
Silver Bow= 35/42/48/54/63/70/81
Magic Bow= 105/117/132/155

Fate: Sets off to another land to find another adventure.

BLACKMAN

How to recruit: He's at the north end of Kalekka, approach him without stepping on his plants (From the right) and talk to him to recruit him. If you step on his plants, he won't join. Do so afterwards from left to right to hear the Rice Krispies sound! (Snap! Crackle! Pop!) hee hee....

Weapon (M): Seeding How= 18/23/28/32/37/42
Mowing How= 67/77/86/95/106
Harvest How= 130/150/170

Fate: Returns to his fields.

JOSHUA

How to recruit: He'll join your cause when you talk to him right after waking up the dragons.

Fate: Returns to Dragon's Den to coach junior.

MORGAN

How to recruit: He's in the Temple of Qlon and can be recruited by talking to him... easy.

Weapon (S): Talons= 22/28
Hooked Talons= 46/55/64/75/86/95/110/130
Hawk Talons= 170

Fate: Returns to Qlon Temple and resumes his studies.

MOSE

How to recruit: Once you've recruited Kun To, he'll join after the Fire Spears are loaded in the boats. He can sharpen your weapons up to level 12.... I think. Also can fight on your side.

Weapon (M): Titanium Hammer= 47/56/66
Iron Hammer= 88/97/107/119/136/150

Fate: Works for rebuilding the new capital of Gregminster.

ESMERALDA

How to recruit: Fight the Nightmare enemies in Soniere Prison until you get ahold of an Opal. Go talk to her on the 2nd floor of the inn in Antei and she'll join your side. She's the Goddess of Uselessness, which is not a word, I know.....

Fate: Lives a comfortable life with a garden full of roses.

MELODYE

How to recruit: Once you've gotten the Sound Crystal in Kalekka, go talk to him in Kirov, give him the Sound Rune and you'll get him on your side. Give him the various Sound Settings you find to change cursor sounds.

Fate: Departs to collect all sounds of the world.

CHAPMAN

How to recruit: Head to the Armory in Antei and talk to him. He'll join then, he'll set up an Armory in your castle where he'll sell the stuff at previously visited Armories.

Fate: Retires from the armory and successfully opens a theater.

LIUKAN

How to recruit: After you rescue him from Soniere Prison, he'll be in the castle, he'll officially join your cause when he gives you the antitoxin for the poison flowers at Milich's castle.

Weapon (S): Stick= 5/7/10/13/17
Oak Stick= 28/33/38/44
Ebony Stick= 60/70/85/100/114/130

Fate: Opens a clinic, where he saves many lives.

FUKIEN

How to recruit: He's in the Temple of Qlon and you only need to talk to him once you get there to recruit him.

Weapon (S): Super Punishment= 38/44
Ultra Punishment= 60/70/85/100/114/130

Fate: Return to Qlon Temple.

FUTCH

How to recruit: He joins right after Joshua.

Weapon (S): Sigmund= 56/66
Sigurd= 88/97/107/119/136/150

Fate: Departs with Humphrey on a journey.

KASUMI

How to recruit: She joins you at Freedom Castle right after recruiting Milich. She's the one who warns you of Teo's Army's approach.

Weapon (L): Big Sakura= 31/35/39/45
Max Sakura= 69/78/89/99/113/128/150

Fate: Returns to the secret hidaway at Rokkaku.

MAAS

How to recruit: The blacksmith in the Great Forest, talk to him to recruit him. He can sharpen weapons up to level 5 and fight with you.

Weapon (M): Wooden Hammer= 15/19
Stone Hammer= 27/33/40/47/56/66
Rock Hammer= 88/97/107/119/136/150

Fate: Dissatisfied with his work, he resumes his studies.

CROWLEY

How to recruit: He's hidden inside the cave behind the Temple of Qlon, can only be recruited once your castle is of maximum size (Banner in front when arriving in boat). Hear is a small walkthrough to the secret passage inside the cave: Go north and go down the stairs there. Follow the path to an intersection and head to the right. Go to the south at the next intersection and continue along the path up to an intersection. Go to the south and go up the stairs to the previous screen (Stairs on the left). Go down the nearby stairs and go down to the next screen. Go through the secret passage through the wall to the south and talk to Crowley at the end to recruit him.

Weapon (S): Comet Rod= 5/7/10/13/17
Meteor Rod= 28/33/38/44
Cosmo Rod= 60/70/85/100/114/130

Fate: Despising the world, he returns to the caverns.

FUMA

How to recruit: He hangs on the right side of the Dragons Knights' Fortress. Talk to him there to recruit him.

Weapon (L): Ultra Shuriken= 78/89/99/113/128/150

Fate: Invited to Rokkaku.

MOOSE

How to recruit: Bring Maas, Meese & Mose with you to Warriors' Village and talk to Moose to get him to join your party. He can sharpen your weapons to level 15 I think.....

Weapon (M): Copper Hammer= 97/107/119/136/150

Fate: Becomes master Blacksmith.

MEESE

How to recruit: In the blacksmith's house in Village of the Dwarves, he'll join if Maas was recruited, but he doesn't need to be in the party. He can sharpen your weapons up to level 9 along with fighting on your side.

Weapon (M): Chrome Hammer= 56/66
Tin Hammer= 88/97/107/119/136/150

Fate: Goes to the Village of the Dwarves to improve his skills.

SERGEI

How to recruit: After taking possession of Toran's Castle, just talk to him in the bar in Kaku for him to join. He'll put an elevator in the castle and can fight in your party.

Weapon (S): Wrench= 10/13/17
Iron Wrench= 28/33/38/44
Killer Wrench= 60/70/85/100/114/130

Fate: Becomes rich off his inventions.

KIMBERLY

How to recruit: She lives in Antei, once Liukan has been abducted by Milich, go see Mathiu at Freedom Castle and he'll give you a letter for her. Talk to her in Antei and she'll join after a dinner with Flik. She only appears on the Tablet once you've received the Fake Orders from Mathiu though.

Weapon (S): Silver Kitchen Knife= 40/48/59/70/80
Gold Kitchen Knife= 102/115/134/150

Fate: Forces her way into Tai Ho's household.

SHEENA

How to recruit: He's flirting in Seika's inn after you come back with Lepant. Talk to him with Lepant in your party and Lepant will recruit him.

Weapon (S): Rapier= 20
Silver Rapier= 33/40/48/59/70/80
Platinum Rapier= 102/115/134/150

Fate: Wandering around and having a good time as usual.

KESSLER

How to recruit: He's waiting at the entrance of the secret factory. Once you get there, talk to him to recruit him. Easy.

Weapon (M): Battle Axe= 67/77/86/95/106
Ogre Axe= 130/150/170

Fate: Named Captain of the Toran Republic Patrol Corps.

MARCO

How to recruit: Once you meet him in Warriors' Village, win 5000 bits at his little game to recruit him. 100 bits is too slow, 1000 bits is kinda too fast (For me anyways). I usually go for the risky 10000 bits and save at the inn. Pick a random cup, if it's not it, reset & retry. He chooses the right cup often so a good guess is this one. He'll wittle time at the castle, awaiting for people to come and play his silly game.

Fate: Leads a vigorous life.

GEN

How to recruit: He's in Teien, go talk to him after bumping into the rapids on the way to Liukan's house and ask about a boatthat can beat the rapids.

Weapon (S): Regular Steel= 49/59/70
Heavy Steel= 93/105/119/138/160

Fate: Returns to Teien, where he contineus to build ships.

HUGO

How to recruit: He's in the Temple of Qlon and seeks the War Scroll, which can be found in the cave behind the temple. Use the walkthrough to find it, it's pretty obvious also. He'll be the one collecting the Old Books you got back at the castle, makes some reading you can do.

Fate: Appointed the Republic's first Chief Justice.

HELLION

How to recruit: In the inn in Teien, go talk to her and recruit her by accepting her deal. She'll let you have the Blinking Mirror which is very useful along with Viki's power.

Weapon (S): Land Rod= 7/10/13/17
Earth Rod= 28/33/38/44
Gaia Rod= 60/70/85/100/114/130

Fate: Succeeds Leknaat as Seer.

MINA

How to recruit: Head to Antei and equip McDohl with Toe Boots, which are sold in the Armory in Antei. Talk to Mina at the inn and after an automatic dance sequence, she'll join the party.

Weapon (S): Lovely Shawl= 25/32/39/47/57/68
Sexy Shawl= 91/103/117/136/158

Fate: Becomes the most popular dancer in the Republic.

MILIA

How to recruit: She's in the Dragons Knights' Fortress. She will join your cause after you take Liukan to examine the sleeping dragons.

Weapon (M): Valhalla= 56/66
Brunhildt= 88/97/107/119/136/150

Fate: Returns to Dragon's Den, where she resumes her duties.

KAMANDOL

How to recruit: You must first recruit Gen, once that's done, head to the hosue to the right of his'. Listen to the scene and enter the house. Talk to Kamandol there to get him to join your side.

Weapon (S): Steel Rod= 7/10/13/17
Master Rod= 28/33/38/44
Rod Of Hermes= 60/70/85/100/114/130

Fate: Still preoccupied with alchemical studies.

JUPPO

How to recruit: He kinda appears in your army after you return from recruiting Lepant. Guess meeting him in Lepant's house automaticly recruits him.....

Weapon (L): Iron Gear= 20/25/31/35/39/45
Metal Gear= 69/78/89/99/113/128/150

Fate: Departs on a journey to find a bigger "trick."

KASIOS

How to recruit: She's in Scarleticia Castle on the 2nd floor. Go talk to her once you've recruited Milich, be sure to put him in your party also. She'll join then, she can sing some of the tunes of the game back at the castle.

Fate: Departs to spread the Liberation Army's songs.

VIKI

How to recruit: Appears in the Great Forest when crossing a log over a waterfall. You can recruit her then. She can teleport you to any city you already finished.

Fate: Failed at teleportation, she disappears without a trace.

RUBI

How to recruit: He's in the Kobold Village to the north of the Village of the Elves. You can recruit him once Kirkis is at level 40, talk to him with Kirkis in your party to recruit him at that point.

Weapon (L): Bow Of Garuda= 35/42/48/54/63/70/81
Bow Of Ashra= 105/117/132/155

Fate: Welcomed into the restored Village of the Elves.

VINCENT

How to recruit: He's in the same cell as Warren in Moravia Castle, once you've rescued Warren. Go back to the cell and talk to Vincent to recruit him.

Fate: Returns home and claims his inheritance.

MEG

How to recruit: She's hanging outside Kaku's inn, once you have Juppo on your side, go talk to her with Juppo in your party to be able to recruit her.

Weapon (L): Assassin's Dagger= 31/35/39/45
Silver Dagger= 69/78/89/99/113/128/150

Fate: Leaves home, saying "Adventure calls."

TAGGART

Joins right after rescuing Viktor.

Fate: Becomes assistant to Warren.

GIOVANNI

How to recruit: Employed by Lepant, he joins along with him even though the game doesn't mention it. Another useless character! Hooray.

Fate: Starts his own business.

QUINCY

How to recruit: She's in the Fortress of Garan.... but you can only recruit her once you have recruited 80 other Stars of Destiny. Hence, not the first time you're at Garan.

Weapon (L): Lightning= 31/35/39/45
Holy Thunderbolt= 69/78/89/99/113/128/150

Fate: Returns to the forest.

APPLE

How to recruit: She's in Mathiu's house in Seika after you've returned to Freedom Castle in the 3-months break. Answer anything to her question and she'll join. She's yet another useless character.....

Fate: Goes off to collect material for a biography of Mathiu.

KAI

How to recruit: He's at the entrance of Garan, just talk to him once you've taken control of Toran's Castle for him to join you.

Weapon (M): Conjurer's Staff= 39/47/57/68
Exorcist's Staff= 91/103/117/136/158

Fate: Appointed Martial Arts Instructor.

LOTTE

How to recruit: She's on the 2nd floor of Rikon's inn, go talk to her once you recruited 45 of the 108 Stars of Destiny and she'll ask to find her cat. Head to Kaku and corner & catch the cat running around there. Return to Rikon and talk to Lotte to recruit her.

Weapon (S): Silver Rod= 10/13/17
Moon Rod= 28/33/38/44
Star Rod= 60/70/85/100/114/130

Fate: Lives in a small house with Mina the cat.

MACE

How to recruit: He's in a cabin in Seek Valley. Go talk to him with Maas, Meese, Moose & Mose in your party to get him on your side. He can sharpen your weapons to their max level (16).

Weapon (M): Platinum Hammer= 136

Fate: Lets Moose succeed and retires.

ONIL

How to recruit: In an house in Seika, talk to her after taking possession of Toran's Castle to recruit her. She's a useless character, but a Star of Destiny anyways so.....

Fate: Still loves to gossip.

KUROMIMI

How to recruit: Joins you in Kobold Village after seeing the burned-down Village of the Elves.

Weapon (S): Sword= 20
Good Sword= 33/40/48/59/70/80
Excellent Sword= 102/115/134/150

Fate: Becomes Village Chief of Kobold.

GON

How to recruit: After beating Kwanda's army, head to the Kobold Village in the Great Forest and talk to him in the south house with Kuromimi in your party to get him to join you.

Weapon (S): Cool Sword= 33/40/48/59/70/80
Very Neat Sword= 102/115/134/150

Fate: Working hard to become the No. 1 warrior in Kobold.

ANTONIO

How to recruit: You need to have recruited Marie before recruiting him. Go talk to Marie at her inn multiple times without resting until she mentions that she needs a cook. When she does, go to Seika's inn and talk to Antonio to recruit him since you'll now have the option. He'll obviously provide food for your army as well as being able to fight by your side.

Weapon (M): Milk Pan= 14/18/23/28/32/37/42
Frying Pan= 67/77/86/95/106
Ceramic Pan= 130/150/170

Fate: Still the cook at Marie's inn.

LESTER

How to recruit: He's in Kirov, somewhere. To make him appear, head in both houses to the left & right of Sarah's position. Examine both stews inside and head to the big house to the south of the village. Talk to Lester who will have magically appeared there and he'll join your cause.

Weapon (M): Pan= 18/23/28/32/37/42
Pot= 67/77/86/95/106
Wok= 130/150/170

Fate: Opens a restaurant specializing in stews.

KIRKE

How to recruit: Once you got to the Fortress of Lorimar for the first time, go outside and back inside. Talk to Kirke on the left side of the Fortress and answer his 2 queries positively to recruit him.

Weapon (S): Death= 22/27/34/41/49/59/70
Judgment= 93/105/119/138/160

Fate: Throws away his scythe and becomes a farmer.

ROCK

How to recruit: He's inside Lepant's house, talk to him when you're breaking in the house to recruit him. He'll manage a vault in the castle where you can store items.

Fate: Asked to design a giant safe for dwarfs, he sets to work.

LEDON

How to recruit: He's waiting outside the secret factory, talk to him once you get there and he'll join automatically.

Fate: Enjoys success after opening an honest inn.

SYLVINA

How to recruit: After recruiting Kwanda, she'll join in the scene afterwards.

Weapon (L): Night Bow= 18
Moon Bow= 35/42/48/54/63/70/81
Elfin Bow= 105/117/132/155

Fate: Marries her childhood sweetheart Kirkis.

RONNIE

How to recruit: She will join at the same time as Mose, hence, when she finishes loading the Fire Spears in the boats in Kirov.

Weapon (S): Claw= 28
Tiger Claw= 46/55/64/75/86/95/110/130
Dragon Claw= 170

Fate: Said to be training for homemaking.

GASPAR

How to recruit: He's in the basement of the bar in Kaku. Go see him after the 3-months break (or, if you prefer, after beating Kwanda's army). Play at the dice mini-game against him and win 5000 bits to get him on your side. He'll stay in the castle, awaiting gamblers to challenge him (Great source of income).

Fate: Still tossing dice at Kaku.

WINDOW

How to recruit: He's in the Item Shop in the Warriors' Village. You must bring him the Window Crystal for him to join. The Crystal is in a secret passage in the cave behind the temple of Qlon, use the walkthrough to find it. He can change the window settings back at the castle, providing you bring him some sets first.

Fate: Accepts an offer to design stained glass windows.

MARIE

How to recruit: After taking possession of Toran's Castle, go talk to her in Seika's inn to recruit her. She'll open a low-cost inn in your castle.

Fate: Reopens her inn at Gregminster.

ZEN

How to recruit: Near the cave in the back of the Temple of Qlon. Brign the Blue, Red, & Yellow Seeds to hi mto recruit him. They are sold in Warriors' Village, Teien & Rikon.

Fate: The Ancient Castle of Toran is still full of flowers.

SARAH

How to recruit: Rather a silly get item from point A and go trade it at person B. Etc..... Anyways, Talk to Sarah and try to recruit her, she'll ask for some Soap. Talk to the guy walking near the Armory, he will ask for Soy Sauce to give you some Soap and go talk to the guy near the center of the town, he'll ask for some Salt to give you some Soy Sauce. Talk to the girl in the bottom right of the town and she'll ask for a Yardstick to give you some Salt. Head to the inn and talk to the guy in the room on the right, he'll ask for some Sugar. Head to the Item Store and buy some Sugar. Backtrack through all the characters to accomplish the trading sequence for the Soap. Head back to Sarah and she'll already have some (*grumbles*). She'll join then.

Weapon (L): Throwing Knife= 8/11
Laser Knife= 20/25/31/35/39/45
Slash Knife= 69/78/89/99/113/128/150

Fate: Working as maid at Marie's inn.

SANSUKE

How to recruit: A bath maker in Great Forest, talk to him in the leftmost house to recruit him. He'll make baths in your castle and fight on your side.

Weapon (S): Long Saw= 22/27/34/41/49/59/70
Giant Saw= 93/105/119/138/160

Fate: Keeping busy designing new bathtubs.

QLON

How to recruit: He'sin Antei and says the town name. Once you've gotten Milich on your side, the dumb town names will have switched back to the old ones. He'll be thankful and you'll be able to recruit him by talking to him. He'll be at Freedom Castle..... telling the name of the place. What a purpose..... or lack there of, your pick.

Fate: Gladly accepts an offer to be keeper of Toran Castle.

TEMPLETON

How to recruit: In the Burnt Village of the Elves, enter and watch the scene. Go out and wander back in. He'll be there, talk to him to recruit him and he'll lend you a Suiko Map (Which is a World Map).

Fate: Departs for the sea in search of the edge of the world.

KRIN

How to recruit: Another character that doesn't appears to join, but does. He'll be on your side after you come back from recruiting Lepant.

Weapon (L): Needle= 8/11
Gold Needle= 20/25/31/35/39/45
Super Needle= 69/78/89/99/113/128/150

Fate: Steals Gregminster Palace's treasure and vanishes.

CHANDLER

How to recruit: After taking possession of Toran's Castle, go talk to him at Kwaba's gate and he'll join. He opens an item shop in the castle, he can only sell merchandise from previously visited item shops though.

Fate: Finally succeeds in opening his own store.

3. Runes & Unite Attacks

This is where all the runes and their attacks will be, along with the characters' Unite Attacks. Be sure to report any that are missing!

RUNES

Boar Rune (Pahn's Rune): A berserk flurry of punches and kicks hits 1 enemy, makes Pahn dizzy for the next turn.

Fire Rune (Given on Magician's Island): Flaming Arrows= Energy is being charged and a row of fire burns a column of enemies.
Firestorm= Flames accumulate over the caster and launches in the air. The flames falls on the target and sends flame rows in a + pattern.
Dancing Flames= Sparks flies from the caster to the sky. A pillar of fire bursts from the enemies' side and expands as a circle of fire.
Explosion= A fiery-red dome grows around the enemies and charges energy inside. Explosions abound inside the dome, damaging the enemies and the dome disappears.

Soul Eater (Given in Gregminster): Deadly Fingertips= A vortex opens underneath the target and absorbs it into infinity, doesn't work on bosses.
Black Shadow= A black dome appears in the middle of the enemies and gradually grows..... damaging all of them.
Hell= A dome of black energy grows to surround all the enemies, it slowly morphs to a circle around the enemies as it twirls the substance around..... swallowing all enemies present.
Judgment= A pentacle of light surrounds the target and 4 angels appear around it. The pentacle swirls around while light strike the enemy, damaging it heavily.

Wind Rune (Odessa's rune): Wind of Sleep= A burst of feathers erupts on the battlefield and a strong wind swirls them around, sending the enemies to sleep.
The Shredding= Energy centers on the caster and 2 wind blades are thrown at the target.
Healing Wind= A light-blue sparkle descends from the sky and heals the targeted

character in a bright pillar of light.

Storm= A long wind blade appears in front of the caster and cuts through the enemies.

Clone Rune (Found on Mt. Tigerwolf): The character executes a more powerful version of his/her normal attack, but gets dizzy for the next turn.

Holy Rune (Sold in Kaku): Enables dashing (O button) to move faster, only 1 active party member needs to have it to work.

Hazy Rune (Toran's Castle): Lowers the chances of the enemies to land a hit on the bearer of that rune.

Water Rune (Sold in Sarady): Drops of Kindness= A light-blue pillar surrounds and heals the targeted character.

Fog of Deception= Fog surrounds the enemies, blocking their vision and lowering their accuracy.

Rain of Kindness= A circle of light expands under the party and bathes all its members in healing light.

Water of Kindness= Rain pours on the party and a white pillar of light surrounds your characters, healing them.

Counter Rune (Sold in Great Forest): Increases the chances of counter attacks from the bearer of the rune.

Earth Rune (Eileen's Rune): Clay Guardian= Light appears over the caster and a pillar of light forms on the target, reducing the damage dealt on it.

Voice of Earth= A hole opens under the enemies and absorbs them. The hole closes and earth shakes. The hole re-opens to spit out the enemies.

Copper Flesh= A circle expands under the target and a brownish dome surrounds it. The target bathes in circles of light before the dome re-opens and the circle disappears. Increases defense.

Earthquake= Rocks fall in front of the enemies and bounce across the battlefield, hitting all enemies.

Lightning Rune (Sheena's Rune): Angry Blow= The screen flashes and a lightning bolt strikes the target.

Rainstorm= The screen grows dark and lightning bolts showers all around the battlefield. Lightning then strikes all the enemies.

Raging Blow= Lightning strikes multiple times in 4 directions around the target, closer at each strike. Slight pause and blue lightning bolts electrocute the target.

Ball Of Lightning= 6 bolts of lightning strike around the target, forming a pentacle, the pentacle closes in on the enemy and a huge bolt of lightning strike it.

Phero Rune (Dropped by Beast Commander): Increases defense of the bearer.

Trick Rune (Juppo's Rune): A toy falls from the sky in front of the target and kicks the targeted enemy.

Falcon Rune (Valeria's Rune): A berserk fury of stabs from her sword followed by a downward vertical slash.

Killer Rune (Dwarf Trail): The chances for the bearer to deal a critical hit increases.

Turtle Rune (Sold in Village of the Dwarves): The bearer of this rune is immune against status anomalies.

Sunbeam Rune (Dwarves' Vault): The bearer regenerates a small part of its energy at each turn.

Gale Rune (Pannu Yakuta): The bearer has speed equal to the double of his normal speed stat.

True Holy Rune (Stallion's Rune): Same effect as the normal Holy Rune, with an added power, you can dash on the World Map.

Mother Earth Rune (Hellion's Rune): Voice of Earth= A hole opens under the enemies and absorbs them. The hole closes and earth shakes. The hole re-opens to spit out the enemies.

Copper Flesh= A circle expands under the target and a brownish dome surrounds it. The target bathes in circles of light before the dome re-opens and the circle disappears. Increases defense.

Earthquake= Rocks fall in front of the enemies and bounce across the battlefield, hitting all enemies.

Guardian Of Earth= Yellow light circles glows and surrounds your party.
(Unknown effect).

Spark Rune (Scarleticia Castle): "Change order of attack" (.....uh?)

Shrike Rune (Kasumi's Rune): She grabs the target and jumps with it in the air. She smashes it on the ground.

Fortune Rune (Sold in Kirov): Gives the bearer 2x Experience at the end of each battle.

Hate Rune (Ronnie's Rune): She launches a huge fireball at the enemy....

Rage Rune (Alen's Rune): Firestorm= Flames accumulate over the caster and launches in the air. The flames falls on the target and sends flame rows in a + pattern.

Dancing Flames= Sparks flies from the caster to the sky. A pillar of fire bursts from the enemies' side and expands as a circle of fire.

Explosion= A fiery-red dome grows around the enemies and charges energy inside. Explosions abound inside the dome, damaging the enemies and the dome disappears.

Final Flame= Flames goes upward from the caster and a meteor showers the enemies. A glowing dome surrounds and burns them after the shower.

Thunder Rune (Grenseal's Rune): Rainstorm= The screen grows dark and lightning bolts showers all around the battlefield. Lightning then strikes all the enemies.

Raging Blow= Lightning strikes multiple times in 4 directions around the target, closer at each strike. Slight pause and blue lightning bolts electrocute the target.

Ball Of Lightning= 6 bolts of lightning strike around the target, forming a pentacle, the pentacle closes in on the enemy and a huge bolt of lightning strike it.

Thunder God= Bolts of lightning strikes all around the enemies and leaves balls of light at the impact point. The balls lift into the sky and a huge pillar of lightning storms the enemies.

Champion's Crystal (Sold in Warriors' Village): No more weak enemies will be encountered while the bearer of that rune is in your party.

Resurrection Rune (Fukien's Rune): Scolding= A ray of black energy focuses on the target and damages it.

Yell= A pillar of light surrounds the targeted charatcer and a japanese symbol appears in the screen. The japanese symbol splits in two on goes out of the

screen, the character revives.

Scream= A bright pillar of light surrounds the party and a Japanese symbol appears. Light flashes inside the pillar to heal your party.

Charm Arrow= A Japanese symbol is hurled at the target and literally melts into it, damaging the target.

Double-Beat Rune (Eikei's Rune): The bearer of the rune attacks 2 times during a single turn.

Flowing Rune (Qlon Cave): Fog of Deception= Fog surrounds the enemies, blocking their vision and lowering their accuracy.

Rain of Kindness= A circle of light expands under the party and bathes all its members in healing light.

Water of Kindness= Rain pours on the party and a white pillar of light surrounds your characters, healing them.

Mother Ocean= A blue circle grows under the party and a dome surrounds it.

Sparkles of blue light appear in the dome and restore the party.

Cyclone Rune (Crowley's Rune): The Shredding= Energy centers on the caster and 2 wind blades are thrown at the target.

Healing Wind= A light-blue sparkle descends from the sky and heals the targeted character in a bright pillar of light.

Storm= A long wind blade appears in front of the caster and cuts through the enemies.

Shining Wind= 2 pillars of light appear on the battlefield, one surrounding your party and the other surrounding the enemies. Rose petals blow across the battlefield as light bathes both groups. The enemies are heavily damaged as your party is restored.

UNITE ATTACKS

Talisman Attack (Gremio & Pahn): Gremio hits the target with his axe while Pahn double-punches it.

Fisherman Attack (Tai Ho & Yam Koo): Tai Ho jumps to the left of the screen and Yam Koo to the right. They attack the enemy targeted with a X-shaped hit and get dizzy for the next turn.

Couple Attack (Eileen & Lepant): Both jump in front of the targeted enemy, Eileen charges Lepant with fire energy and Lepant blasts through the target.

Bandit Attack (Varkas & Sydonia): Varkas dashes at the target, passing through it and sending it in the air. Sydonia then comes down and hits the target back down.

Wild Arrow Attack (Kirkis & Sylvina): The 2 jump in front of the party and each fire a volley of arrows that hit all enemies. Leaves both dizzy for the next turn.

Trick Attack (Juppo & Meg): Both jump in front of the party and a row of toys falls in front of them. The toys bounce forward, trampling the enemies.

Bumpy Attack (Krin & Humphrey): Krin jumps in front of the target and throws something at it. Humphrey leaps behind Krin and hits him, sending him on the target.

Master Pupil Attack (McDohl & Kai): Both jump in front of the party and warp next to an enemy, each hit their target, repeat until all enemies were hit.

Kobold Attack (Gon & Kuromimi): Both jump in front of the target and bounce toward it. They both slash it at the same time.

Fatal Attack (Gen & Kamandol): Kamandol jumps in the line of sight of the target and makes a sign. Gen attacks the target, quickly followed by Kamandol's attack.

Carpenter Attack (Gen & Sansuke): Both jump in front of the target and hits it at the same time.

Pirate Attack (Anji, Leonardo & Kanak): All 3 jump in front of the target and all of them hit at the same time.

Kobold + 1 Attack (Kuromimi, Gon & Fu Su Lu): Kuromimi & Gon jump in front of the target and Fu Su Lu jumps behind them. All 3 bounce towards it and Kuromimi & Gon attack the target. Fu Su Lu jumps in front of it and whacks it 2 times with his weapon.

Lepant Family Attack (Eileen, Lepant & Sheena): All 3 jump before a row of the party. Sheena jumps at the target and attacks it, knocking it back. Lepant does the same and Eileen throws a projectile at the target last.

Beauty Attack (Cleo, Eileen & Valeria): All 3 jump in close formation toward the enemy and they do a sign. Hearts cover the battlefield and renders the enemies inactive for this turn.

Elf Attack (Kirkis, Stallion & Sylvina): All 3 jump in front of the party and they fire an arrow each at the target at the same time.

Beat'em Up Attack (Pahn & Ronnie): Pahn jumps at the target and pummels it with many punches and kicks. He then knocks it up with an uppercut and Ronnie launches a huge fireball at it once it drops back down. The fireball drags it away and it falls down into place after that. Pahn will be dizzy for the next turn.

Pretty Boy Attack (Alen, Grenseal & Flik): All 3 jump in front of the party in a row and make a sign. Then all 3 dash at the target, bursting through it, one at a time.

Flash Attack (Kai, Liukan & Fukien): All 3 jump in front of the party and light emanates, filling the screen in white and hiding your view. Hits are heard and the light dissipates, all 3 were hitting the target. They will all be dizzy the next turn.

Martial Arts Attack (Pahn, Eikei & Morgan): All 3 jump in front of the party and choose each a random target (3 enemies in all). They pummel it with punches & kicks before knocking it up with an uppercut.

Warriors Attack (Hix & Tengaar): Both jump in front of the target and Tengaar creates a ring of fire above Hix. Hix hurls the ring of fire at the target.

Ninja Attack (Fuma, Kasumi & Kage): Kage & Fuma jump to the left & right and Kasumi grabs the target and launches high into the air. Crashes it in the ground and Fuma & Kage execute an X-Strike attack on it.

Dragon Knight Attack (Futch & Milia): Both jump high in the air, land in front of the target and hit it at the same time.

Pretty Girl Attack (Camille, Kasumi & Tengaar): Camille jumps at the target and

hits it, Kasumi grabs both the target & her and jumps high in the air. Crashes the enemy in the ground and Tengaar and launches an attack against the target after this. Kasumi is left dizzy for the next turn.

Blacksmith Attack (Maas, Meese, Mose & Moose): All of them rush and attack the target in this order: Maas, Meese, Mose, Moose.

4. Ultimate Rune Attacks

This is the section where the Rune magic combination attacks will take place..... Each with the respective Rune elements combination.

To cast a combined runic spell... you must use the 4rth spell of 2 "harmonic runes", the harmonic runes are listed below. The 2 spells must be used on the same turn, the rest will be done automaticly. You can use the advanced (Flowing, Cyclone, etc...) Runes' 4rth spell too.

Lightning (Ball Of Lightning) & Fire (Explosion): A black triangle appears under the enemies and 3 pillars of fire burts at the points. Lightning strikes in the triangle multiple times.

Fire (Explosion) & Earth (Earthquake): A bright yellow circle grows under the enemies and rocks/flames shoot to the sky from it. Rock crash around the circle and the circle itself vanishes.

Earth (Earthquake) & Wind (Storm): A pack of big boulders come swirling over the enemies and form a whole. A blast of winds spread them on the enemies and they explode upon impact.

Wind (Storm) & Water (Water Of Kindness): A yellow cone appears over your party and a black cone covers the enemies. Stars swirls in the black cone and petals swirls in the yellow cone. Blue boulders crash around the black cone and your party is healed before both cones vanish.

Lightning (Ball Of Lightning) & Water (Water Of Kindness): A blue dome forms around your party and a huge bolt of lightnign strikes the target. Energy flows throguh the dome, healing your party while the target gets hit by 3 huge bolts.

5. Walkthrough

This is the official walkthrough, separated in various steps. I'll try to make it as detailed as possible.

THE BEGINNING....

Items: NONE.

Talk to Teo, it's the man neaby when you begin and you'll go meet the meperor Barbarosa. Teo will be given the emperor's sword and you'll be asked a question. The best answer is: "Yes, Your Highness.". YoU,ll be on your way after that. Follow the corridor down the stairs and pass on the red-carpet

corridor. You'll be stopped by Teo, go talk to Kraze to the left (He's such an arrogant fellow) and go back to Teo.

You'll automatically wander back home and be greeted by Gremio. Head out of the house and go gear up the main character at the armory. Return to your house after that and talk to everyone (Don't forget to scare up Pahn!!). Go upstairs to meet up with Ted and go into the room to the left. Agree to let him join the party (Of course.) and you'll be called for supper.

Go seat yourself on the empty seat and you'll be going to sleep after some talk. Watch the small sleep in Black & White and Gremio will wake you up next morning. Gremio will join the party there and go downstairs after that to get Pahn & Cleo to join. Try to leave and Ted will come and join the party. Head to the castle and speak to Kraze.

The answer to his question is (Northeast of Gregminster). Leave the castle and a scene will be triggered. I suggest you leave the town and battle to gain money to equip all the members of your team with thebest stuff, but it's not necessary.

LEKNAAT THE SEER

Items: Medecine x6, Leather Coat x1, Fire Crystal x1.

Go to the stables to the right of the entrance to the castle and speak to Futch (The man near the Black Dragon). You will depart to Magician's Island. Go up to another screen and follow the path to the next screen. Collect the Medecine to the left and head back to the right. Follow the path to the next screen and take the path to the right at the intersection for a Leather Coat.

Go back to the intersection and go to the left this time. You'll encounter Luc who will send a Golem after you. Use Talisman Attack from Gremio & Pahn for big damage against it, it shouldn't pose a threat. Follow the path in the castle and up the stairs. Speak to Leknaat at the top and go up after that. Listen to Leknaat making her prophetic speech and go back down to reunite with the party (Leknaat will give a Fire Crystal to Cleo).

Luc will warp you back to the shore of the island and you'll head back to Gregminster. Head into the castle and talk to Kraze there. You'll give him the Astral Conclusions from Leknaat and you'll be sent to Rockland with Kanaan the coward. Save & Rest at the inn and head out of town.

PETTY THIEVES

Items: Boots x1, Medecine x12, ? Pot x1, 1000 bits, Defense Rune Piece x1, Escape Talisman x1, Leggings x1, Thunder Rune Piece x1.

Head to the right between the mountains to Rockland. Go to the armory to outfit your characters with the best possible equipment. Go into the house in the back of the village and you'll be asked if you want to get rid of the bandits by Ted. Answer "Of course." and go out of town (Saving & Resting before, if necessary).

Go to the right and on the mountains you'll see, that's Mt. Seifu. Go up the

road and Kanaan will do a little speech. Continue inside a cave and go to the right at the intersection for Boots along with Medecine. Head back to the left through the cave entrance and go to the screen to the left for a ? Pot.

Go back to the previous screen and take the leftmost path leading up for 1000 bits. Go back to the previous screen and take the 3rd path from the left, leading up for a Defense Rune Piece. Go back to all the paths and take the 2nd one from the left, leading up to another screen. Continue to the next one and go collect the Escape Talisman along with the Medecine to the left. Collect the Leggings to the right and go up to the next screen.

Go up the stairs to the next floor and follow the path to battle against the Queen Ant. Just focus on killing the never-ending flow of small ants until the battle interrupts itself. Ted will ask to try something, accept (OK, Ted.) and he'll kill the Queen Ant using an unknown power. Continue along the path until you come to an intersection, go up for a Thunder Rune Piece and head to the next screen down below. Save at the crystal there.

Go up the stairs and you'll encounter the thieves (Varkas and Sydonia). You'll have to dispose of a group of Bandits (See? I told you Kanaan was a coward!). they shouldn't pose a problem. You'll have to fight Varkas and Sydonia right after that. Get rid of Sydonia first and don't forget to make use of the Talisman Attack! Use the Fire Rune on Varkas for big damage too.

This fight should be a breeze. You'll capture the bandits and head back to the beginning of Mt. Seifu. Leave the area to the World Map and head back to Rockland to the left. Go Save & Rest at the inn and sell un-necessary stuff. Head to the house at the end of the town and Kanaan will be gifted with 10000 bits (grumble, grumble) for "capturing" the bandits. Leave the town and head back to Gregminster to the left.

THE HUNT FOR THE SOUL EATER

Items:

Listen to the scene when entering (Kanaan and Ted will leave the party) and head to McDohl's house. You'll automatically go to eat and go talk to Gremio when he enters the room. Go down on the first floor and you'll find Ted lying on the doorway, wounded. OF COURSE, choose to Help Ted!!!! Ted will relate the events when he comes around and you'll learn about the Soul Eater.

Go talk to Pahn outside the room after that and Ted will wake up, explaining a little about the Soul Eater. Say "What is it, Ted?" to his question first and answer "I'll take it, Ted. Don't worry." to his request. The cursed rune "Soul Eater" will be bestowed upon you and something will happen. Go at the front door to see Pahn brought the Imperial Guards and Ted will want to surrender himself to the Imperials.

Say "All right." since you can't advance otherwise. You'll escape through the back door, go to the inn and you'll rest up there. Go down to the 1st floor of the inn and talk to the first man at the table there (Viktor). Try to leave to encounter Imperials, I personally like to tell them "Shut up, you fool.", but that's just me. Viktor will stumble in to bail you out and leave.

Follow him and talk to him again. Answer "All right. Help us out." to his question and Viktor will join the group. Go outfit him at the armory and go to the town's gates. Viktor will arrange something with the guard there and you'll

pass through. Viktor will ask you something (Answer "It's a promise.") and you'll leave the town. Head to the south to Lenankamp and head to the inn to rest. You'll watch a scene and the Imperials will burst in the inn.

Answer his question however you want (I like "Let's fight." better though) and examine the clock to uncover a secret passageway. Go into the second room on the way down and watch the scene. Answer "Maybe I should join the Liberation Army." to Gremio's question and talk to everyone. Go back to the stairs to find a wounded man, you'll learn that the bandits you captured worked for the Liberation Army. Say "It's our fault." (Be honest) and go back up to the town.

RESCUING THIEVES

Items: Medecine x6, Brass Armor x1, ? Ornament x1, 1700 bits.

Head to the local blacksmith's shop to sharpen your weapons to level 5 and go to the Armory to equip yourselves. Go out of town and head to the north to Gregminster. Don't enter the city and go to the right to Rockland. Head to the door at the back of the village and talk to the guard in front of the door. Viktor will create a diversion and you'll be able to enter the house.

Do so, go to the left and you'll battle 2 Empire Soldiers (Easy). Collect the Medecine in the room and continue to a room where you'll battle 2 Empire Soldiers. Go in the next hallway and enter the first room to the right to battle against 3 Empire Soldiers along with an Empire Captain. Collect the Brass Armor after that and go into the next room to the left for a battle against 3 Empire Soldiers along with an Empire Captain.

Go into the next room to the right for a ? Ornament and go into the next hallway. Go into the room to the right for 1700 bits and go into the room to the left to battle against 5 Empire Soldiers along with an Empire Captain. Go outside and talk to Varkas. They'll join you (Temporarily, and not in battle) and backtrack through the mansion.

Listen to Grady near the entrance and go outside. Varkas & Sydonia will leave and go out of town right after them. Go to the left to Gregminster and go south to Lenankamp. Go to the left to Gregminster and go south to Lenankamp. Go sell un-necessary stuff and Save & Rest at the inn. Go into the hideout under the clock in the inn and talk to Odessa. You'll be asked a choice, answer "My father goes his way, I go mine" and Odessa will join the party.

ON TO SARADY

Items: Circlet x1, Medecine x12, Gloves x1, Wind Rune Piece x1, ? Pot x1, Clone Crystal x1, 1000 bits.

Go back in town and outfit Odessa with the best equipment from the armory. Go out of town and go to the northwest. Cross the bridge there and continue to a mountain path to the north. That's Mt. Tigerwolf, listen to everyone and go collect the Circlet nearby. Go to the next screen to the right and continue to the next screen to the north, collecting the Medecine along the way.

Continue along the path and collect the Gloves to the left of the screen. Continue to the next screen to the north and continue farther north to another

screen. Go to the left for a Wind Rune Piece and continue along the path to the next screen to the north. You'll come by an inn and be greeted by Ledon. Answer "Me too." and answer "Just a taste, then." to the other choice once you're inside.

You'll all fall asleep due to the tea and Kessler will make Ledon wake you up. Go talk to Kessler in the night and everybody will wake up. You can go back inside to Save after that. Head north 2 screens after the inn to a small intersection and collect the ? Pot to the right. Go to the next screen to the north and collect the Medicine to the left. Head to the next screen by the right path and collect the Clone Crystal there. Go back to the previous screen and go up the stairs to the left.

Collect the 1000 bits to the right along the way and leave the area by the north. Go to Sarady to the north and listen to the party. Enter the building to the right and rest there. Go talk to Odessa on the balcony in the night and answer "What is it?" to her question. Answer "I don't understand." to her next question and Kage will come along to get hold of the Fire Spear blueprints. Go back to your bed and you'll be on your way back after that. Save at the inn and leave the town.

Trek all the way back to Lenankamp, through Mt. Tigerwolf again. Head to the inn there and you'll find the innkeeper, wounded. You can save by talking to the downed innkeeper. Go to the hideout under the clock in the right room and battle the 5 Empire Soldiers to the left. Go in the next room to the south to battle another group of 5 Empire Soldiers and go south again. Odessa will yell and you'll have to battle another 5 Empire Soldiers.

Go to Odessa after that and she'll be dying. She'll give you an Earring and answer "As you wish." to her final request, it's heartless, but it's the only way. You'll now have the spell "Deadly Fingertips" for the Soul Eater. Save & Rest at the inn after that and head out of town.

MEETING MATHIU

Items: NONE.

Go to the south to Kwaba and listen to the party. Choose whatever fake name you want and you'll sound like an idiot anyways. Go south to meet the guards and Gremio will put up some act so you may pass. Listen to the party on the other side and answer "I understand, Gremio." to the choice you'll be given. Leave the area and enter Seika to the south.

Go talk to Mathiu to the north-west, before the steps and go in the house up the steps. Go talk to the kid near the paper on the wall and return to talk with Mathiu outside. He'll head back into his house and go talk to him there. Leave the house and listen to the party. Imperials will head to Mathiu's house, follow them and you'll have to choose again. Choose "Help them, of course." and answer "Survivors of the Rebel Army." to the Imperial's question.

Fight the 3 Empire Soldiers and go talk to Mathiu after that. Answer "But Odessa...." to his question and answer "I'll do it." to his request. He'll tell you about an abandoned castle in the middle of Lake Toran, go to the inn to Save & Rest and leave the town.

TORAN'S CASTLE

Items: Mega Medecine x3, Toe Shoes x1, Antitoxin x8, 2000 bits, Power Rune Piece x1, Pointed Hat x1, Medecine x6, Hazy Crystal x1, Wind Crystal x1.

Go to the left to a lake and go south to Kaku. Save & Rest at the inn and go outfit yourself at the armory, go sharpen your weapons if they're not level 5 already. Head to the bar and talk to the girl near the counter (Camille). She'll pick on Gremio and Viktor will offer her a deal, she'll join the party there. Go outfit her at the armory (She's very poorly equipped) and go sharpen her weapon at the blacksmith.

Go talk to the bartender in the (obviously) bar and go downstairs. Talk to Tai Ho to the left of the room and play the game with him, remember that you must have at least 1000 bits to do so. Listen to the rules and beat him at this game to get him to sail to Toran's Castle. Talk to Tai Ho at the pier and you'll sail to Toran Castle. Tai Ho will join you there. I suggest going back to town so you can outfit him with the best equipment and sharpen his weapon to level 5 since he's rather weak now.

Save & Rest at the inn and return to Toran's Castle. Follow the port to the right for a Mega Medecine and enter the cave. Follow the path to an intersection by a lake, go to the south, passing by the lake to reach the chest for a pair of Toe Shoes and return to the previous intersection. Follow the path to the right to the next screen and go north to the 4-way intersection for Antitoxin.

Go south for 2000 bits and continue to the right after that to the next screen. Go up the stairs and go to the next screen to the right. Go down the 2 set of stairs for a Power Rune Piece and continue to the last intersection to the right. Go to the north for a Pointed Hat and go to the south for Medecine. Continue to the next screen to the south and go up the stairs there. Go to the next screen to the left and follow the path to the end for Antitoxin.

Save at the save point there. Go to the next screen to the north and go up the stairs there. Go to the next screen to the right and go through an hidden tunnel to the south for a Hazy Crystal (A bit tricky to reach). Continue along the path to a wall, find a place to pass through for a Wind Crystal and go to the next screen to the south. Go down the nearby stairs all the way to a boss, Zombie Dragon.

Use everything you have against it, it's fairly rough. It's weak against the fire element. The fog will dissipate after the battle, you'll have to decide for a name (I choose "Freedom Castle" and I shall refer to it as such from now on) and you'll have a meeting after that.

Leknaat will appear and she'll give you the Stone Tablet of Promise (To keep track of who you have recruited) along with a new member, Luc. Mathiu will tell about Lepant and you'll wake up the next day. Go talk to Mathui to the far right and Viktor will join along with Cleo. Choose 2 other party members and go out on the pier. Head back to Kaku and Save at the inn.

RECRUITING LEPANT

Items: Shoulder Pads x1, Medecine x6, Counter Crystal x1, Speed Rune Piece x1, Fire Rune Piece x1, Leather Armor x1, White Paint x1, Water Rune Piece x1, ? Ornament x1, 700 bits.

Go outfit your new characters at the armory and sharpen their weapons to level 5. Head to the bar and talk to Sergei at the counter. Just talking to him will get him to join your army, he'll install an elevator in your castle. Go outfit him and sharpen his weapons if you want. Go out of town and head to Seiko to the north a little to the right. Continue to Kwaba to the north and talk to Chandler there to recruit him, he'll open an item shop in your castle.

Head to Seika to the south and enter the inn. Talk to Marie to recruit her and she'll open an inn in your castle. head to the house to the north of the inn and talk to Onil to recruit her useless presence. Head back to the castle and to the 1st floor. Talk to Marie multiple times WITHOUT staying until she mentions that she needs a cook then, return to Seika. Enter the inn and talk to Antonio there to recruit him, he'll just be providing food for your growing army.

Go outfit Antonio and charpen his weapons to level 5. Go to the south to Great Forest and Save & Rest at the inn. Head to the blacksmith and talk to Maas to get him to join your side. He can sharpen your weapons to level 5. Go outfit him and sharpen his weapon if you want. GO in the house to the left and talk to Sansuke to recruit him. He'll make baths in your castle. Go outfit him at the armory in Kaku if you want. Go to the north and to the left of the Great Forest to get to Kouan.

Save & Rest at the inn. Go outfit your characters at the armory and go identify your items at the appraiser. Head to Lepant's house to the left and up. Talk to Giovanni in front of the door and you'll be told to bug off *subtedly*. Go talk to Krin at the inn and answer "Tell me what you have in mind." to his question. Listen to Krin's plan and you'll be in the night after that.

Go talk to Krin to the right of Lepant's house and go up the rope. Go down the ladder to the left and go collect the Shoulder Pads you'll see there. Head to the screen to the south and go down the ladder there. Talk to Rock there to recruit him, he'll manage a vault in your castle. Collect the 700 bits and Medecine nearby. Go through the door Rock went through and you'll have to avoid some robots. Pass under the first two, go up past another one. Go to the left past 2 and go up past 1.

Go to the right past one and continue up past the last one. Go collect the Counter Crystal to the right and go through the door to the north. Go collect the Speed Rune Piece in the room to the right and continue south, down the stairs. Go in the room to the north of the stairs for a Fire Rune Piece and go in the next room to the left for a Leather Armor. Go in the next room to the left for Medecine and the next room after this one for White Paint.

Continue to the left and talk to Juppo, he'll run off. Head in the next door to the left and try your luck at the wheel until you get to the other side. Go up to the sword and take it. Head all the way back to Krin and you'll go back to the inn. Krin will offer some tea (yeah, right....) and end up sleeping after some scene. Lepant will break in the inn and answer "Um, Mathiu recommended you." to his query.

Answer "I understand. We'll return your sword." to his next query and Giovanni will come in. You'll learn that the Imperials took Lepant's wife hostage, Save & Rest at the inn and head outside. Head up the stairs to the north and watch Lepant break inside the house. Go through the door and Lepant will go even farther. Go into the room to the south for a Water Rune Piece and go in the room to the north after that. You'll have to kick out a member of your party for Lepant to join and battle 6 Empire Soldiers.

Go up the stairs and follow the path through 2 doors. Go in the left room for a ? Ornament and head in the right room after that. You'll encounter Kraze there and you'll have to battle 6 Empire Soldiers. Kraze will hold Eileen hostage and call out..... Pahn! Pahn will ward off Kraze and you'll have a choice, choose "Get the hell out of here." if you feel grateful, but I don't think the decision affects the story since you won't see him again.

Talk to Lepant after this and he will join along with his wife. Talk to Pahn after this and answer "Pahn, lend us a hand." to recruit him, also KEEP HIM STRONG. Very important, since he has a crucial battle (Life or Death) to fight in the game. Now, head back to Freedom Castle and go to the first floor to meet Varkas & Sydonia again. They'll join the army along with Juppo/Krin who both kinda tagged along it seems.

Answer "Let's do it." to Mathiu's suggestion and you'll end up holding a banquet. Go out of the room and you'll be attacked by an Assassin. Dispose of it quickly, Deadly Fingertips DOESN'T work, by the way. He'll run away. Go to bed after that and you'll wake up the next morning.

MEETING THE ELVES

Items: Gauntlet x1, Escape Talisman x1, Needle x1, Water Rune Piece x1, Fortune Rune Piece x1.

Head to the pier and you'll find Kirkis there, half-drowned. You'll take him inside (Yes, it's a he) and he'll ask something. Answer "Of course." and Mathiu will decide on the best COA (Send a reconnaissance party, you). Kirkis joins here and choose the remaining members you want on your side. Head back to the pier and outside. NOW, should be a good time to outfit all those new characters you got, no?

Once all characters are outfitted or if you plainly want to continue onward, be sure to return to Freedom Castle. Put Juppo & Lepant in your party and Save & Rest at the inn. Head to the pier and out to the sea. Go to Kaku and talk to Meg near the inn to get her to join (Thanks to Juppo). Head out of town and to the north & right to Seika. Enter the inn and talk to Sheena to recruit him (Thanks to Lepant).

Now, go outfit those 2 new charatcer if you want and head to select your party to head to the elves' town. Now, head back to Great Forest (To the far south of Kaku) and a villager will "greet" you. Go Save & Rest at the inn after that. Go to the left into the forest until a scene triggers itself. Follow the path to a log over a waterfall in the next screen.

Viki will appear when you attempt to cross the log and you'll be albe to recruit her. Go to the next screen to the right (Go past the stairs gor a Gauntlet and go down the stairs you went past. Go to the next area to the right for an Escape Talisman and go cross the log to the left to another screen. Collect the Needle there and the Water Rune Piece a little to the south. Go to the right from there to the next screen and continue to the next one after that. Collect the Fortune Rune Piece and continue to the next screen to the right.

Continue to the Kobold Village after that and Kuromimi will show up. Go out to the right and head to the south to a small path between forests. Enter the special tree you see there to get in the Village of the Elves. Use the crystal

there to Save. Go up the rope ladder and watch the scene there. Go Save & Rest at the inn and go outfit your characters at the armory. While doing so, McDohl will most likely reach level 25. When he does, head back to Kouan to the north & left of Great Forest and enter the inn.

Talk to Lorelai there, she'll examine you (Check your level, to be more precise) and join if you're level 25 or higher. Go outfit her and return to Village of the Elves. Head to the biggest house at the end of the Village of the Elves and watch the scene there. Once Sylvina stops talking, talk to the elder and you'll end up being imprisoned. Talk to Stallion near you and to Valeria to the left.

You'll learn about Kwanda's plan from her and walk around after that to trigger an event (Usually by going to the right door). Sylvina will come along and she'll free you all. Stallion will make a run for it and answer "I agree." to Kirkis' question. Head out of the village and Valeria & Sylvina will catch up at the entrance. Valeria will join there, go outfit her at the armory.

MOUNTAINS TO DWARF LAND

Items: Feather x1, Karate Uniform x1, Sacrificial Buddha x1, Guard Robe x1, Killer Crystal x1, Medecine x6, Fortune Rune Piece x1.

Leave the town and head to the right to Dwarf Trail. Follow the path to the next screen and pass in the hidden path to the left for a Feather. Continue to the next screen to the north and take the hidden path to the right for a Karate Uniform. Continue to an intersection and go to the left for a Sacrificial Buddha. Return to the intersection and head to the right this time.

At the next intersection, continue up the rope ladder for a Guard Robe and go to the right. Pass through the hidden path to the right for a partly-hidden Killer Crystal and go up the second rope ladder. Follow the path to an intersection, collect the Medecine to the south and head to the next screen to the north. Go straight ahead for a Fortune Rune Piece and follow the path to the next screen to the north.

You'll see Kuromimi here and he'll run right past you all. Continue to the next screen to the north and Save at the crystal there. Go to the next screen to the right and follow the path outside. Go to the north to Village of the Dwarves.

DWARVEN SAFE

Items: Sunbeam Crystal x1, Medecine x12, Magic Robe x1, Blue Ribbon x1, Thunder Rune Piece x1, Pointed Hat x1, Skill Rune Piece x1, Mega Medecine x3, Escape Talisman x1, Defense Rune Piece x1, 5000 bits.

Go Save & Rest at the inn and go talk to Meese over the blacksmith's place. If Maas was recruited earlier on, he'll join. Go outfit everyone at the armory and sharpen your weapons to level 9. Head to the house to the north & left corner of the town and talk to the dwarf elder there.

He'll ask to prove your ability to break into their vault, answer "Let's give it a try." and he'll ask you to bring back something from their vault, as proof of your deed. Go Save & Rest at the inn and head out of town. Go to the north

and enter Dwarves Vault. Talk to the dwarf there and go down the stairs. Go down all the sets of stairs and take the doorway to the south at the bottom.

Flip all 3 levers there (From left to right) and take the rightmost path down. Collect the Sunbeam Crystal along the path and take the southern doorway. Go down all the sets of stairs and take the north doorway at the bottom. Turn to the right and take the next path to the north. Go past a passage to the right for a Medecine and go take the passage you passed by for a Magic Robe.

Return near the beginning of this screen and take the first path to the south. Go to the left, past a passage to the north, for a Blue Ribbon and go take the passage you went past to get to the next screen. Go down all the sets of stairs and take the south doorway at the bottom. Take the rightmost platform, the left platform and south platform for a Thunder Rune Piece.

Go back 2 platforms, take the south one and exit via the southern doorway. Go down all the sets of stairs and take the north doorway. Go to the right and take the last passage south for a Pointed Hat. Take the passage to the north a little before for a Skill Rune Piece and take the next passage to the north. Collect the Medecine along the way and continue to the next screen. Press on the 2 switches in this order: Left, right, right, left, left, left, right, right.

The door will open, go inside and go to the left at the intersection for a Mega Medecine. Go to the right for 5000 bits and go north after that. Go down the stairs there and go to the south. Go to the left of the stairs there for an Escape Talisman and godown the stairs after that. Continue to battle Gigantes. Here's my strategy:

Viktor= Clone Rune.

Pahn & Gremio= Talisman Attack.

Valeria= Falcon Rune.

McDohl= Attack or Healing.

Kirkis= The Shredding (Wind Rune), switch to healing when out of MP.

That takes care of him rather quickly. Pass to the next screen and collect the Defense Rune Piece to the left. Collect the Running Water Root in the middle room and use an Escape Talisman to get out (You should have plenty of them). Head back to Village of the Dwarves to the south and Save & Rest at the inn (Don't forget to sell all the un-necessary stuff you got).

Head to the north & right house and talk to the elder there. You'll learn about the Firewind Cannon and you'll be sent back to Village of the Elves.

KWANDA'S ATTACK

Items: Steel Shield x1, Thunder Rune Piece x1, Half Armor x1, Gauntlet x1,
Medecine x6, Old Book Vol.1 x1, Gale Crystal x1.

Go out of town and to the south & left to Dwarf Trail. Backtrack all the way through it (Refer to the previous walkthrough on this area if you want, but it goes the other way through it). You'll see a forest fire in the distance while coming back. Head out of the area by the next exit and head to the left to Burnt Village of the Elves. Watch the scene and Save at the save crystal after that.

Go out of the area and go back in. Talk to Templeton there to recruit him and

he'll give you a map to guide you around the world. Head back out and go to the north to Great Forest. Kuromimi will be there, surrounded by Imperials. Answer "Stop it, Valeria" to her query and she'll leave the party anyways. You'll be double-crossed (Never saw that coming, eh?) and Kuromimi will join your party.

Battle the 6 Veteran Soldiers (Blah there) and Mathiu will arrive with all your forces. Sylvina will show up and Stallion too. Answer "All right, all troops forward." to Mathiu's query and you'll be prompted to Battle at Pannu Yakuta Castle.

Make sure nobody dies in a battle like this, if it happens, restart the battle from scratch. Use the Thieves to see the opponents' next move. Charge is beaten by magic, magic by bow and bow by charge. Use your strongest teams first. Enhance the power of Charge with the Strategists (Only when Charge is to be used). Should be an easy battle.

Kwanda will try to use the Burning Mirror and the dwarves will break it before anything happens. The party from there will be chosen automaticly (It's a good party anyways). You can head back to Village of the Dwarves to outfit Kuromimi, but it's unneeded. Continue straight ahead and enter the castle. Go in the door to the right to rest and go in the door to the left for a Steel Shield.

Go up the nearby stairs and go north for a Thunder Rune Piece. Enter the nearby door and go down to the first floor. Go in the upper room to the left for an Half Armor and go in the middle room to the right for a Gauntlet. Go back up to the second floor and go in the upper room to the left for a Medecine. GO into the upper room to the right for Old Book Vol.1 and go in the lower room to the right for a Gale Crystal.

Go up to the 3rd floor and enter the door there. Go straight ahead to battle against Dragon, here's my strategy:

Viktor: Clone Rune, healing when unbalanced.

Kuromimi: Attack, healing when needed.

Valeria: Falcon Rune.

McDohl: Attack, healing when needed.

Gremio: Attack, healing when needed.

Kirkis: The Shredding (Wind Rune), switch to Attack & Healing when out of MP.

That should dispose of it easily. Make sure McDohl is healed fully, head through the door behind the throne and head upwards. Head through the door to the south and confront Kwanda. You'll have to battle him in a one-on-one duel with McDohl. Tell his next move by his sayings, if he says something aggressive, it's a Desesperate Attack, something neutral, an Attack or something fearful, Defense.

Use Defense to counter Desesperate Attack, use Attack against everything else..... (You can try Desesperate Attack agaist Attack, if you think that's what is coming). Once he's down for the count, watch the scene and examine Kwanda's body after that. Answer "Something's wrong." to Kwanda (Hold back your blood lust, he's one of the 108 Stars after all) and answer "I want you to join us." to his query.

He'll join the Liberation Army to regain the righteous rule of the Empire. You'll return at the entrance of the castle, watch the scene and Kirkis will officially join there. Along with Sylvina and Stallion. Also, Kuromimi and Valeria will officially join too. Answer "Let's go, then!" to Mathiu's query and you'll be back to Freedom Castle. GO inside and you'll end up in the highest floor of the castle.

RECKLESS ATTACKS.....

Items: None.

Go down one floor and head in the room to the right. Watch the scene and answer "You're right." to Mathiu's request. Viktor will join there, go down to the basement and take the boat. Go to Kaku to the right and enter the house to the north of the pier. Talk to Flik and answer "Of course." to his request.

He'll join there, along with Humphrey, although nothing says so. Head back to Freedom Castle and go to the room on the 3rd floor. Talk to Flik and answer "Prepare to depart." to Mathiu's request. You'll enter Battle at Fortress of Garan. Use the same strategy as the first war battle and it should go fine. Don't forget that NOBODY must die in a war battle.

Remember, Magic beats Charge, Bow beats Magic and Charge beats Bow. Watch the scene after the battle and you'll enter Battle at Scarletia Castle. You'll lose whatever you do so... accept the defeat. Watch the scene after that and answer "Okay. Come with us." to Gremio's query. Choose the remaining members of the party by talking to Mathiu.

Go outfit all the new characters you just got. Head back to Freedom Castle and put Kuromimi in your party. Head out of the castle and to the right to Kaku. Enter the bar and head to the basement. Talk to Gaspar there and accept the challenge. It's the same mini-game as with Tai Ho, but you must win 5000 bits now. Once you succeed, he'll join up.

Head out of town and to Seika to the north & right. Enter the upper-right house and talk to Apple there. Answer "Because Mathiu wanted to." to her query and she'll join. Head out of town and to Kouan to the south of Kaku. Go to the left from there to Garan and talk to Kai there. He'll join right away. Head back out and go to Great Forest to the south & right of Kouan.

Go through the forest to the Kobold Village and enter the house to the south. Talk to Gon to recruit him (Thanks to Kuromimi) and go back out. Head to the inn and talk to Fu Su Lu. You must pay for his food (10000 bits) to recruit him, do so. Return to Freedom Castle and outfit these new characters.

REACHING LIUKAN

Items: Mega Medecine x3, Blinking Mirror x1, Black Paint x1.

Go back to Garan Fortress and go across it. Head to Teien to the left and go buy the Yellow Flower Seeds & Yellow Paint at the item shop. GO in the inn and talk to Hellion. Recruit her by talking to her. Collect the 2 chests, Mega Medecine and the VERY useful Blinking Mirror. Sharpen the weapons of your characters if you can and head out of town.

Go to the south to Rikon and buy Blue Flower Seeds along with Blue Paint at the item store. Go to the inn and talk to Lotte on the 2nd Floor. She'll ask to find her cat, head back to Kaku and catch the cat there. Return to talk to Lotte in Rikon and she'll join. Go talk to the man in the lower-left corner of the village twice and head out of town.

Fight enemies until you obtain a Nameless Urn (Dropped by Holly Fairy), go back in Rikon and make Jabba try to appraise the Nameless Urn. He'll fail and you can recruit him so he becomes the appraiser at your castle. Go Save & Rest at the inn. Take the boat to the south of the town and follow the river to the south all the way to some Rapids.

Return to Rikon and watch the scene. Head out of town and north to Teien. Enter the first house to the north of the town and talk to Gen there. Answer "We need a boat that can beat the rapids" to his query and he'll join. Go to the next house to the right and watch the scene. Enter the house once Kamandol is finished babbling and talk to him again. Kamandol will join there and you'll have to carry the hefty engine.

Head out of town and to the south to Rikon. Listen to the scene there and go out of the inn the next morning. Watch the scene and board the boat. Use the Blinking Mirror to get back to Freedom Castle and put Tai Ho & Yam Koo in your party. Head out of the castle and sail to the north of Teien to the Pirates' Fortress.

Talk to Anji and choose to Fight. You must dispose of all 3 pirates in 5 or less turns, so use the most powerful techs at your disposal. They'll join once you beat them. Return to Rikon after that and Save & Rest at the inn. Head to the boat to the south of the town and follow the river south, past the rapids to Liukan's Hermitage. Enter his house and collect the Black Paint there.

Go back outside and talk to Liukan. Milich swoops by on a flying dragon and abducts Liukan before you come to enough sense to stop him. Now ya gonna rescue him from Soniere Prison.. oh bother.....

NOT-SO-IMPENETRABLE PRISON

Items: Silver Necklace x1, Old Book Vol.6 x1, Antitoxin x4, Half Helmet x1, Sound Setting 0 x1.

Exit the place and use the Blinking Mirror to return to Freedom Castle. Head to the 4rth floor and speak to Mathiu in the room to the right. He'll give you a letter and send you to meet Kimberly in Antei (Or Bier Blanche... ick). Head to the basement and talk to Viki. Warp to Teien and go out of town.

Head to the left to Antei and head to the inn. Make sure McDohl is equipped with Toe Boots (Accessory... sold in the Armory in Antei) and talk to Mina. Accept to dance with her (It's automatic dancing, just watch) and she'll join afterwards. Head to the Armory and talk to Chapman to recruit him, he'll set an Armory in your castle.

Go outfit everybody at the Armory and head to the Rune Shop. Talk to Jeane to get her to join your growing army. Happy be you! You got a Rune Shop in your castle now! Head to the inn to Save & Rest. Head out of the inn and to the small house directly behind the inn. Talk to Kimberly and you'll automatically give her the letter. She'll join after a dinner with Flik (AKA, Pretty Boy, heh heh heh).

Head out of this house and head in the bigger one a tad bit north. Talk to "Albert" there and Viktor will trick him out of disguise. He'll join, head out of town and use the Blinking Mirror to get back to Freedom Castle. Head to the 4rth floor and talk to Mathiu in the room to the right. He'll give you the Fake Orders to enter Soniere Prison.

Note: In Soniere Prison, there are Nightmare Enemies that will drop Opals sometimes, be sure to get one so you can recruit Esmeralda.

Head to the basement and talk to Viki. Warp to Rikon and head out of town. Go to the left to Soniere and try to enter the prison. The guards will block your way and Viktor will show them the Fake Orders. Enter the prison and go to the right at the intersection. Go down in the bedroom for a Silver Necklace and go back up to save at the crystal.

Head back to the left and follow the path for the Old Book Vol.6. Continue along the path, activate the lever to open the door and continue to the next floor. Go down all the set of stairs until you come to the bottom and follow the path to an Antitoxin. Continue along the path past all the cells to the next floor and you'll have to battle 3 Veteran Soldiers. Once they're out of the way, you will open the door, continue to battle 3 Veteran Soldiers to open the next door.

Battle the 5 Veteran Soldiers directly south of there to access an Half Helmet, go battle the 5 Veteran Soldiers guarding the cell to the left of this one for the Sound Setting 0. Go to the next cell to the left and a scene will trigger. Flik will open the cell (Rather easy, no? Liukan should have walked right out....., oops, those guards before....) and Liukan will join the entourage (not party).

Now, backtrack all the way to the first floor (Escape Talismans don't work and with a reason). Milich will trap you in the small room with the lever and free man-eating spores that will eat you alive. Gremio will sacrifice himself for your safety and Mathiu will come back later to free you. Whatever you yell at Gremio will have no effect, he won't open the door no matter what. You'll be in Freedom Castle after this sad event and you'll now be able to use the "Black Shadow" spell of the Soul Eater.

RAID AT SCARLETICIA

Items: Red Paint x1, Magic Robe x1, Spark Crystal x1, Window Setting x1, Magic Rune Piece x1.

Head to the right, talking to everyone and go to the north & right room there. A scene will trigger, Liukan will give the Antitoxin against the poison flowers and will join your cause. Say "All right. Let's begin assembling the troops." to begin the attack and use the same strategies as before to win the war battle. Remember, NOBODY must die.

Once you've won Battle at Scarleticia Castle, you'll be at its entrance, choose the party and head outside first. Use the Blinking Mirror to return to Freedom Castle and warp to Antei. Go to the second floor of the inn and talk to Esmeralda. She's a yet ANOTHER useless character.....

Return to Scarleticia Castle and head inside. Go into the small room to the left for Red Paint and return to the entrance. Go to the right this time for a Magic Robe and go in the room to the left of there. Go toward the picture and say "Milich, too, is a victim..." to see a secret passage. Head inside for the Window Setting 1 and a Magic Rune Piece. Go back out of the room and head to the next floor to the north in the middle. Head in the room to the left for a Spark Crystal and continue south to the poison flowers. Mathiu & the rest come along and you burn the nasty flowers.

Milich will come along to stop you.... and Lady Windy's rune will fade away, freeing him from under her control. Here is another vital choice, you MUST recruit Milich if you want all 108 Stars, answer "This man is not at fault!" and Milich will ask to join your cause. Answer "I understand" and you'll have another character on your side, good thing you held back that blood-lust of yours, heh?. Stallion will come along and you'll learn that Teo's army is at your doors.

You'll be back at Freedom Castle, head to the 4rth floor and talk to Sanchez to change your party. Put Milich in your party and head back to Viki in the basement. Warp to Scarleticia and head inside. Go to the right room and talk to Ivanov to recruit him. You'll be able to give him all the paints for some effects.

Head to the second floor and to the room on the right. Talk to Kasios there and she'll join (Thanks to Milich). She will sing some of the tunes of the game back at the castle. Return to Freedom Castle now and go give all the Paints you've collected to Ivanov, he's on the 3rd Floor of the castle. Now go back to Viki in the basement and warp to Antei, talk to Qlon to recruit him. Return to Freedom Castle and Save & Rest at the inn (It is VITAL to save at this point).

INVULNERABLE ARMY

Items: Yardstick x1, Salt x1, Soy Sauce x1, Soap x1, Earth Rune Piece x1, Old Book Vol. 8 x1, ? Painting x1, Sound Crystal x1.

Go up to the 4rth floor and go in the room to the right. Talk to Kasumi there and you'll learn Teo's Army is approaching your location. She'll also join your cause. Gen will run in to warn you about the arrival of Teo's Army and answer "Fine." to Mathiu's question. You'll enter Battle with Teo, you're destined to lose this one, no matter what you try, he'll wipe you out.

You'll be forced to retreat and Pahn will ask to hold them off, answer "Good luck.". Pahn will head to challenge Teo on a one-on-one duel, hopefully, you kept him strong and well-equipped so the standard tactics will work easily..... Defend agaisnt his Desperate Attacks and attack against everything else. Remember.. Pahn MUST win to survive.... and to get a complete save he MUST survive.....

After the battle, Teo will retreat.. for the time being and you'll be back in Freedom Castle. Head to the 4rth floor and talk to Mathiu & co in the room on the right. Head to the left after that and rest in your room. You'll be waken by Leknaat in the middle of your sleep and say "Why must I?" to her. She'll tell you about Windy, the True Runes and you'll wake up next morning.

Head to the right and in the room to the north & right. Talk to Flik there and you'll learn about the Fire Spears. Go out of the screen and back. Talk to Sanchez to the left and make up your party (Put Tai Ho & Yam Koo in it). Head to the basement and to the pier. Talk to Gen and answer "Yes, I'll take a test ride." to go out with the new boat.

Sail to the north until you hit land, don't enter Sharaszade, but go to the left. Navigate between the islands and cross the rapids to get to Kirov. Go talk to Sarah in the middle of the village (She is the one washing clothes) and try to recruit her, she'll ask for some Soap. Talk to the guy walking near the Armory, he will ask for Soy Sauce to give you some Soap and go talk to the guy near the center of the town, he'll ask for some Salt to give you some Soy Sauce.

Talk to the girl in the bottom right of the town and she'll ask for a Yardstick to give you some Salt. Head to the inn and talk to the guy in the room on the right, he'll ask for some Sugar. Head to the Item Store and buy some Sugar. Backtrack through all the characters to accomplish the trading sequence for the Soap. Head back to Sarah and she'll already have some Soap (*grumbles*). She'll join at this point.

Head in the house to the left of where Sarah was and examine the cooking stew. Go back out and head in the house to the right of where Sarah was. Examine the stew there also and head to the big house to the south of the village. Talk to Lester there and he'll join your army.

Head to the inn and talk to Georges there. Beat him at his Matches game to get him to join you. Head to the Armory and outfit everyone. Save & Rest at the inn and head out of town. Go directly north to Kalekka and enter what was an Item Store to the right for an Earth Rune Piece. Go back out and pass through the ruined house to the north. Go in the Tavern there and collect the Old Book Vol. 8 there. Go out by the next door to the left.

Enter the nearby house for a ? Painting and go back out. Follow the path up and go in the house to the right for the Sound Crystal. Go back out and go talk to Blackman near the exit (DON'T step on the plants in front of him!!!!!!). Talk to him to recruit him, he'll join if you didn't step on his plants. Go out of town after that, use the Blinking Mirror to return to Freedom Castle and talk to Viki to warp to Kirov.

Go talk to Melodye in the town and he'll join because of the Sound Crystal you have. You can now give him all the Sound Settings you collect. Head back to Kalekka and walk right to the other side. Head to the Secret Factory to the north.

TEO'S FATED HOUR

Items: Window Setting 0 x1.

Enter the Secret Factory and watch the scene there. Say "Hey, it's Ledon & Kessler." and answer "Yes." to Tai Ho's question after that. Talk to Kessler to get him to join and talk to Ledon to recruit him as well. Head inside the factory itself and watch the scene. Go talk to Kage on the left and pay 20,000 bits to recruit him (If you're short on money, go battle a few enemies in Kalekka).

Go collect the Window Setting 0 to the right and go talk to Mose. Say "Odessa is... She's... gone.", because you have no other choice and give you the Fire Spears. Head out of the Factory and use the Blinking Mirror to return to Freedom Castle. Talk to Viki to warp to Kirov and go in the house near the pier. Talk to Kun To inside and he'll agree to lend 10 boats to you, thanks to Tai Ho (And also join the Liberation Army in the process).

Ronnie will load the Fire Spears in the boats and Mose will join then. Ronnie joins right after, board the boat and head to Freedom Castle after that. Head to the 4th floor and talk to Mathiu in the room to the right. Say "Order all troops to advance." and you'll enter Battle with Teo. Use the Strategists to boost Charge Attack and use Charge over and over to atomize Teo's army with Fire Spears.

You'll be challenged at a one-on-one duel with Teo after the battle, answer "I accept" and use the same strategy as in other duels.... Defend against Desperate Attack and attack against everything else. You'll withstand Teo's death after this duel..... You'll now have access in the 3rd spell of the Soul Eater, Hell. Alen & Grenseal will join too and you'll be back at Freedom Castle.

VAMPIRES.....

Items: NONE.

Go to the 4th floor and in the room on the right. Talk to Lepant and answer "Let's attack the Fortress of Lorimar!" to Viktor's query. Nobody will be in the fortress, choose the party once you're given the choice and exit to the south. Go back inside Lorimar and talk to Kirke there. Recruit him by answering positively to his 2 queries.

Exit by the south and head to Warriors' Village to the south. Watch the scene there and go talk to Marco to the right. Win 5000 bits from him to recruit him. I recommend doing it on 1000 bits so you don't go nuts before you succeed..... you can also try the risky way by betting a whole 10000 bits and picking a cup at random.. it's a 1/3 chance..... Once you recruited him, head out of town and use the Blinking Mirror to return to Freedom Castle.

Head to the 4th floor and put Maas, Meese, Mose in your party. Head back to the basement and talk to Viki to warp back to Warriors' Village. Go talk to Moose in the north & right house to recruit him, thanks to the blacksmiths with you..... You can return to Freedom Castle to switch back to a better party after that. Be sure to buy the Red Flower Seeds from the Item Shop after that.

Head to the Armory after that and outfit everybody. Go Save & Rest at the inn after that. Head to the house to the north & left of the town and talk to Zorak there. Watch the scene and you'll be preparing to rest after that. Go talk to Tengaar and advance to listen to Cleo & Hix. Continue to the bedroom and talk to Viktor.

You'll go to sleep and get waken up by Cleo the next morning. Go outside and you'll have an event with Neclord. You'll start a fight against him, do whatever you want, you can't hit him no matter what..... and you'll lose. You'll wake up in Zorak's house, go talk to him on the left and you'll need to head to the Temple of Qlon.

THE STAR DRAGON SWORD

Items: Old Book Vol.3 x1, Crimson Cape x1, Medecine x12, Flowing Crystal x1, Window Crystal x1, Head Gear x1, Old Book Vol.2 x1, Escape Talisman x1, War Scroll x1, Silverlet x1, Skill Rune Piece x1, Mega Medecine x6, Champion's Crystal x1, Boar Rune x1, 5000 bits.

Save at the inn and head out of town. Head to the left to the Temple of Qlon and enter the temple itself. Talk to Fukien and he'll open the way to the cave behind the temple along with joining the army. Go back inside the temple and go in the north & right corner. Talk to Morgan there to recruit him and go search the bookshelves to the left for Old Book Vol. 3.

Make sure you have the Red, Blue & Yellow Seeds on you (If not, go fetch them at the castle's vault, if you left them there) and go talk to Zen to the right of the cavern behind the temple. He'll join after you give him the seeds. You should have more than 80 recruits now, go outside the temple and use the Blinking Mirror to return to Freedom Castle.

Talk to Viki to warp to Garan and recruit Quincy there. Return to Qlon and enter the cave to the north & right. In this cave, it's easy to get to level 40, get McDohl & Kirkis to level 40 or beyond and return outside. Use the Blinking Mirror to get back to Freedom Castle and talk to Viki to get to Teien. Go talk to Eikei to the right of the town and you'll be able to recruit him if McDohl is level 40 or more.

Head out of town, use the Blinking Mirror to get back to Freedom Castle and talk to Viki to warp to Burnt Village of the Elves. Go out of there and to the Kobold Village to the north. Go in the inn and talk to Rubi. He'll join if Kirkis is level 40 or above. Head back to Qlon after that and enter the cave to the north & right. Go save at the crystal on the right and continue north.

Go down the stairs there and follow the path to an intersection. Go up the stairs on the left for a Crimson Cape and go back to the intersection. Head to the right this time and to the north at the next intersection. Collect the Medecine along with the Flowing Crystal at the end and return to the intersection. Go to the south and pass through the wall to the south for the Window Crystal.

Go back out of the secret passage through the wall and continue along the path up to a small set of stairs. Go up those for an Head Gear and continue along the path to an intersection. Go to the north for the Old Book Vol.2 and go back down to the next screen. Collect the 5000 bits to the left and go up the stairs to the previous screen. Collect the Escape Talisman there and go down the nearby stairs.

Go down to the next screen and be aware of the secret passage through the south wall that leads to Crowley, useless right now since you can't recruit him yet. Continue past the secret passage and go past a passage to the south to get the War Scroll at the end. Go back to take the passage to the south you went past (Not the secret one, the one after this one).

Follow the path until a cave entrance is to your right, enter there and collect the Medecine along with a Silverlet. Go back out and continue along the path to go down some stairs. Follow the path to another cave entrance, go inside and collect a Skill Rune Piece along with a Mega Medecine. Go back outside and follow the path all the way to the Star Dragon Sword (The path is linear so no problem there....).

You'll be warped in a distant past, in a small town. Go to the north & right and you'll glimpse a small boy, continue toward the house there and he'll flee south. Go talk to him to the south and answer "What treasure?" to his query. Answer "He did remind me of Ted." to Cleo's query after that and go talk to the old man near the house to the north & right.

Enter the house after them and collect the Mega Medecine there. Talk to the old man again and the town will be attacked by Windy & co. The old man will use the Soul Eater (That he happens to have, you notice that now) to bail everyone out and pass the Soul Eater to Ted. You'll exit the house by the back entrance, go back in and exit by the front. Go inside the door to the south of there and collect the Champion's Crystal there.

Go back to the behind of the house you warped in earlier and follow the path to

encounter Yuber. You'll be back in the middle of the village after that, listen to the scene and go back where you encountered Yuber for a Boar Rune behind there. Go back to the small temple in the middle of the village (From where you popped out) and go in the light there.

Answer "We can't bring him along." to Viktor's query and you'll be back in the cave of Qlon. Go south and listen to the scene. Viktor will now acquire the Star Dragon Sword (Which is quite a smart-mouth.. for a sword, heh). Use the Ecaspe Talisman you got in the cave to exit. Enter the temple and talk to Hugo in the north & left corner. You'll recruit him by giving the War Scroll to him. You can now go and give him all the Old Books at the castle.

Go out of the area and use the Blinking Mirror to get back to the castle. Talk to Viki to warp to Warriors' Village and go in the Item Shop. Talk to Window there to recruit him (By giving him the Window Crystal), you can give him all the window sets back at the castle. Go Save & Rest at the inn. Go out of the inn and talk to Zorak in the middle of the town.

NECLORD

Items: Full Helmet x1, Antitoxin x8, Sound Setting 1, Medecine x6, Earth Boots x1, Green Paint x1, Earth Rune Piece x1, Magic Rune Piece x1, Cape Of Darkness x1.

Go out of town and head to Neclord's Castle to the south & left. Go at the entrance and some scene will trigger itself. Answer "All right. Come along." to Hix's query and he'll join. You'll enter the castle after that, go into the door on the right for a Full Helemt (A zombie is there too and can be paid for info on the castle). Go back out and take the left door to Save at the crystal there. Go back out and go up the stairs in the middle.

Go up to the next floor and follow the path to the balcony. Go to the left and enter the door below at the end. Follow the path to the next floor and go into the room to the right for an Antitoxin. Go back out and take the path below the stairs you arrived from to get the Sound Setting 1. Go back to the previous room and go in the other one to the south for a Medecine.

Go back out of this one and go through the door to the north. If we number the portraits there from right to left by 1 to 4, look at them in the following order: 2, 3, 1, 4. Enter the passage that opens after that and follow the balcony to the next part of the castle (The sun is setting!). Follow the path through a door and go into the room to the south for Earth Boots.

Go back outside and go into the 2nd room to the left for Green Paint. Go back outside and go into the room right to the right of this one. Go through this room and go up to the next floor. Enter the room to the right for an Antitoxin and go back outside. Enter the room to the south for an Earth Rune Piece and go back outside. Go up along the right wall and go through the door at the end.

Follow the balcony to the next part (Sunset is approaching) and go down to the next screen. Go into the room to the right (Go around the wall before it) for a Magic Rune Piece and go into the room to the south of there for a Cape Of Darkness. Heal up your HP before going any further. Go up to the next floor by the stairs on the right and watch the scene.

You'll have to battle Neclord, here are my strategies, on the first turn, have everybody defend, except for Viktor, use anybody to heal up if needed. The

first attack from Viktor lets you damage Neclord in the following turns.

Pahn: Boar Rune, heal when unbalanced.

Hix: Attack/Healing.

Viktor: Clone Rune, heal when unbalanced.

McDohl: Black Shadow, Attack/Healing when out of MP.

Cleo: Explosion/Dancing Flames, Attack/Healing when out of MP.

Kirkis: The Shredding, Attack/Healing when out of MP.

I had quite a bit of trouble in this battle... probably because of his all-party attacks. If you have a better strategy, let me know. Anyways, Viktor will deal the final blow, killing Neclord. Backtrack all the way out of the castle after this (Escape Talismans DON'T work) and answer "All right. Come back soon." to Viktor's query (He'll be back later on anyways).

Tengaar will join at this point and go out of town. Use the Blinking Mirror to go back to Freedom Castle. Head to the 4rth floor and talk to Mathiu in the room on the right.

VISIT THE DRAGONS

Items: Goldlet x1, Old Book Vol.5 x1, Power Gloves x1, Window Setting 2 x1, Old Book Vol.4 x1.

Answer "Let's go meet these Dragon Knights." to Mathiu's query and head to the 1rst floor of the castle. Go out by the boat and go back inside. You should see the castle with a banner in front, this means the castle is at his maximum size. Go talk to Viki in the basement and warp to Kalekka. Go into the house closest to the south entrance of the town and talk to Leon inside. He'll tell you to go see Mathiu.

Go out of town and use the Blinking Mirror to get back to Freedom Castle. Head to the 4rth Floor and talk to Mathiu in the room to the south & right. He'll give you a letter for Leon, go talk to Viki in the basement to warp back to Kalekka and talk to Leon to recruit him there (Thanks to Mathiu). Head out of town and use the Blinking Mirror to get back to Freedom Castle.

Talk to Viki to warp to Qlon and head inside the cave behind the temple. Go north and go down the stairs there. Follow the path to an intersection and head to the right. Go to the south at the next intersection and continue along the path up to an intersection. Go to the south and go up the stairs to the previous screen (Stairs on the left). Go down the nearby stairs and go down to the next screen.

Go through the secret passage through the wall to the south and talk to Crowley at the end to recruit him. Use an Escape Talisman to get out (Assuming you have one, if not, walk out) and use the Blinking Mirror to get back to Freedom Castle. Talk to Viki to warp to Neclord's Castle and make your way back to where you fought/killed Neclord. Talk to Pesmerga there to recruit him. Walk all the way back down and out.

Use the Blinking Mirror to get back to Freedom Castle and talk to Viki to warp to Rikon. Check the inn if Clive is there (Room on the left, upper-right corner, dressed in black), if he isn't, exit the town and re-enter. Repeat the process until you see him there and talk to him to recruit him (Might take many tries). Exit the town and use the Blinking Mirror to get back to Freedom Castle. Go Save & Rest at the inn.

Head to the basement and talk to Viki to warp to Scarleticia Castle. Head out and north to the cave to Dragon's Den. Talk to the guard at the entrance and you'll be told off. Exit and use the Blinking Mirror to get back to Freedom Castle. Talk to Viki to warp to Antei and to Vincent De Boule at the entrance. Answer "Greetings, sir." to Vincent's query and he'll run away. You lose 200 bits to pay for his meal (Wow.... that is SSS0000 much </sarcasm>).

Head out of town and use the Blinking Mirror to get back to Freedom Castle. Talk to Viki to warp to Dragon's Den and talk to Vincent there. He'll show you an hidden path behind the carved rock near the main entrance. In this cave, the Sunshine King enemies carry the Window Setting 3, try to get it if you can. Push toward it to enter and follow the path to a path to a Goldlet to the right.

Follow the path up to Old Book Vol.5 and continue along the path to the next floor. Go north to an intersection and head to the right for Power Gloves. Head back to the left and continue to the next screen. You'll fall among the sleeping dragons, watch the scene and head out by the left passage. Go to the left to Dragons Knights' Fortress and Go north to the side of the castle.

Talk to Fuma hidden there (You see his head) to recruit him and go inside the castle. Go talk to Kreutz to the north & left to recruit him (Thanks to Humphrey) and go up to the second floor. Listen to the scene there and answer "We need your help." to Joshua's query. You'll be hinted to bring Liukan there. Before doing that, go pick up the Window Setting 2 in the chest on the left and collect the Old Book Vol.4 in the right bookshelf.

Head out of the castle and use the Blinking Mirror to get back to Freedom Castle. Go to the 4rth floor and put Liukan in your party. Go to the basement and talk to Viki to warp back to Dragons Knights' Fortress. Head back to talk to Joshua on the second floor and watch the scene. You'll end up in Dragon's Den and Milia will join to replace Liukan. Head back to Dragons Knights' Fortress and Save & Rest at the inn.

SEARCH FOR A CURE

Items: Sound Setting 2 x1, Mega Medecine x3, Cyclone Crystal x1, Gold Necklace x1.

Get out of the castle and embark on Thrash to get to Seek Valley. Head to the right for a Master Robe and head south to the next screen. Head up the stairs there and go to the left for the Sound Setting 2. come back to the last intersection and head to the right this time to another intersection. Go past the path on the left for a Mega Medecine and return to take this path right after that.

You'll have to fight a rather easy boss there, Crystal Core, here's my strategy:

Pahn: Boar Rune, use as healing when unbalanced.

Flik: Ball Of Lightning/Raging Blow, Attack/Healing when out of MP.

Humphrey: Attack/Healing.

Milia: Attack/Healing.

Cleo: Explosion/Dancing Flames, Attack/Healing when out of MP.

McDohl: Black Shadow, Attack/Healing when out of MP.

This should be a cakewalk fight compared to Neclord..... After the battle, collect the Cyclone Crystal to the left and Save at the crystal nearby. Head to

the north to an intersection and go to the left for a Gold Necklace. Head back to the right and you'll find the Moonlight Weed. Windy will appear and answer "Don't return Soul Eater." to Ted's query.

Listen to Ted when he speaks and answer "I will not give you the Soul Eater." to Ted's query. Ted will give his soul to the Soul Eater (Enabling the use of the last of its spells, Judgment) and you'll collect the Moonlight Weed. You'll go back a screen, backtrack all the way to the red dragon on which you came there to return to Dragons Knights' Fortress.

Save & Rest at the inn there and go up to the second floor. Talk to Joshua there and watch the scene. The scene will switch to Futch in the Floating Garden, go to the south and examine the strange flower to the right of the road. The emperor will come by and tell you to leave with the flower. Head north back to Black and you'll shot down by Windy. Futch will end back at the castle and the dragons will have been restored, at a price, Black is now dead.

Go up to the 2nd floor once you regain control of the party and talk to Joshua. He'll join your cause at this point and Futch also. Answer "Please." to Milia's query to fly back to the castle and head out of the castle. You'll fly back to Freedom Castle. Go inside and watch the scene there. Go up to the 4th floor and listen to the scene there.

RESCUE PARTY

Items: Old Book Vol.7 x1, Pink Paint x1, Taikioku Wear x1, Mega Medecine x3, Needle x4, Mother Earth Crystal x1.

Taggart will tell you about Warren and you'll have to go rescue him. Answer "I agree." to Mathiu's claim and go change your party members after that. Put Maas, Meese, Mose, Moose in your party and head to the basement to talk to Viki to warp to Dragons Knights' Fortress. Ride Thrash to Seek Valley and follow the directions to Mace's place.

Just follow the path to an intersection and head to the right to a cabin. Enter and talk to Mace to recruit him (Thanks to all the Blacksmiths in your party). Head back to Freedom Castle and to the 4th floor. Head to your room on the left and Mathiu will come to talk with you. Answer "As you wish." to his query and you'll wake up next morning.

Head back to the right and talk to Mathiu in the 2nd room on the right. Answer "Good. Let's go." to his query and you'll end up attacking the enemy instead of practicing. Watch the scene at the northern checkpoint right after and you'll enter Battle at the Northern Checkpoint. They're highly outnumbered and easily beatable, you probably know the strategies at this point so I won't repeat them.

You'll be in the Northern Checkpoint after the battle, answer "Recruit." to Griffith's plead to recruit him (duh.) and you'll get back to Freedom Castle. Form the party that will head to Moravia Castle and you'll immediatly get back to the Northern Checkpoint. You'll leave the place via the northern exit, re-enter and collect the Old Book Vol.7 to the right.

Exit by the northern exit and head to Moravia Castle to the north. Go toward the guards at the entrance and watch the scene there. Go into the room to the right for Pink Paint and go into the room to the north of this one to Save & Rest (Talk to the guard). Head to the left after that and collect the Taikioku Wear you come across. Head to the north after that and continue north to the

next screen.

Follow the path from now until you get outside of the castle on a balcony and re-enter the castle by the entrance to the right. Follow the path to a Mega Medecine and go out by the exit to the left. Krin will put a rope there, go across and enter the entrance at the end of the roof there. Collect the Needle there and go out via the exit to the right.

Re-enter by the next entrance to the right and you'll free Viktor & Warren. Warren joins your cause at this point and now you'll have to watch a scene. Kasim will join during this scene and you'll exit the area. Go back inside and return to where you freed Warren & Viktor. Talk to Vincent remaining in the cell and he'll join your cause. Collect the Mother Earth Crystal to the right and walk out of the area.

Go to the south to the Northern Checkpoint and you'll recruit Max & Sancho there. Exit the area and use the Blinking Mirror to get back to Freedom Castle. Head to the 4rth Floor of the castle and talk to Mathiu in the room to the right.

THE FLOATING FORTRESS

Items: Chaos Shield x1, Guard Ring x1, Master Garb x1.

Answer "All right. Let's get to work." to Mathiu's query and watch the scenes that follow. Once you wake up the next morning, head to the basement and go to the south to the pier. Listen to the scene and answer "All right, move forward!" to Mathiu's query. You'll enter the Battle at the Floating Forteress Shasarazade, just use the same strategy as in the other battles to win this one.

Note: The Siren enemies in Shasarazade carries the Sound Setting 3, try to get it while you're there. (Don't put it back to later... you'll soon know why)

You'll be in Shasarazade after it, go toward the main group and choose your party. Go save at the crystal on the left and enter the castle. Go down the stairs on the left and go around the river for a Chaos Shield. Follow the path south to the next screen and cross the bridge there. Go to the left and collect the Guard Ring there. Head to the south for a Master Garb and head to the next screen on the right.

Go down the stairs there and head to the left. Continue past a passage to the south for a Mega Medecine and backtrack to take the passage to the south that you passed by. You'll have to battle Shell Venus there, DON'T use your magic there!!! There is an harder boss after this battle..... I only used physical attacks, but some basic magic might be useful too (Just keep your strongest spells for the battle after).

Viktor will close the floodgate after this, collect the Thunder Crystal to the left and backtrack all the way to the first set of stairs. Sonya will come by then and answer "What you are saying is not true." to her query. The castle will burst into flames and Sonya will attack. Here's my strategy (You DID keep your strong magics, no?)

Pahn: Attack/Healing.

Viktor: Attack/Healing

Valeria: Falcon Rune/Healing.

McDohl: Judgment/Black Shadow, Attack/Healing once out of MP.

Kirkis: Storm/The Shredding, Attack/Healing once out of MP.

Cleo: Explosion/Dancing Flames, Attack/Healing once out of MP.

If you can cast 2 Judgment spells with McDohl, this battle will be far easier than it could be (Sonya is VERY fast and makes healing up a tad bit harder). Go up the stairs and out of the castle after that. Watch the scene and you'll be back to Freedom Castle after that. Head to the basement and watch the scene there. Enter the cell and talk to Sonya to recruit her.

Before going along the walkthrough, make sure you have all 107 Stars (Except Gremio) on your side, if there is a few missing, head to the fourth floor of the castle and talk to Sanchez on the left to change party members if needed, but DON'T talk to Mathiu. Once everybody is on your side, go talk to Mathiu on the right and answer "March to the capital." to Mathiu's query.

THE EMPIRE'S FINAL BREATH

Items: Windspun Armor x1, Horned Helmet x1,

Watch the scene before the battle and Leknaat will appear out of nowhere. She will bring Gremio back to life at this point if you have the 107 Stars recruited here, say "Victory!" after this event and watch all the scenes after this. Talk to Mathiu after that and answer "All right. Let's go!" to his query.

Watch the scene after that and answer "The Soul Eater...." to Leknaat's query. You'll enter The Last Battle, use the same strategies as with the previous war battles to win. Watch the scene after the battle and choose your party after that. Outfit everybody at the Armory and head into the castle. You'll have to beat Ain Gide at the entrance, here's my strategy:

Pahn/Gremio: Talisman Attack/Healing.

Viktor: Attack/Healing

Flik: Ball of Lightning/Raging Blow, Attack/Healing when out of MP.

McDohl: Judgment/Black Shadow, Attack/Healing when out of MP.

Cleo: Explosion/Dancing Flames, Attack/Healing when out of MP.

NOTE: I heavily recommend that you don't use ANY magic spells in regular battles, keep the damaging spells for the end boss and use Hell to dispose of the Imperial Guards groups along the way easily.

2 Judgments spells should make this battle way easier. Go back to Freedom Castle to heal up after the battle and return to Gregminster past Ain Gide. Enter the castle straight ahead and go through the passage on the right. Go in the room to the south for a Windspun Armor and return to the red carpet at the entrance.

Follow it north and you'll have to battle 4 Imperial Guards, use Hell from the Soul Eater to dispose of them easily. Go to the north end of the passage and head up the stairs on the left. Follow the path past all the rooms to a red carpet. Follow it north to the throne and follow the path after the doorway to the left. Go up the stairs at the end.

Go to the right to a red carpet and follow it north. Dispose of the 4 Imperial Guards with Hell and use Hell for the 4 Imperial Guards a little higher again. Go north to the next screen and dispose of ANOTHER group of Imperial Guards with Hell (That spell is very cheap...). Continue north and dispose of another group of Imperial Guards (With Hell, remember?).

Continue north and dispose of another group of Imperial Guards (You should run out of Points to cast Hell at this battle). Either return to the castle to heal up or press on (A few more groups of guards are waiting for you). Anyways, go through the passage on the left and you'll be engaged by 5 Imperial Guards. Kill them all without using your damaging spells and head to the left after that to battle another group of 5 Imperial Guards.

Kill them all and continue to the left for ANOTHER group of 5 Imperial Guards. Dispose of them and continue to the left, battling another group of 5 Imperial Guards (Sounds repetitive, doesn't it?). After you're done with them, go on to the left and kill the last group of Imperial Guards. Go up the stairs and follow the path until you encounter another group of Imperial Guards (I DID say the last one for the previous floor... not finished yet, but almost).

Continue to the right for an Horned Helmet and return to where you killed the previous group of guards. Go to the north to an intersection and head to the left for a Power Ring. Save at much-needed save crystal there and return to the intersection. Head up the stairs to the right and follow the path all the way to the end of the garden.

Barbarosa will challenge you there and morph into a 3-headed Golden Hydra. You must kill all 3 heads, here's my strategy:

Flik: Ball Of Lightning/Raging Blow, Attack/Healing when out of MP.

Viktor: Attack/Healing.

Valeria: Falcon Rune/Healing.

McDohl: Judgment/Black Shadow, Attack/Healing when out of MP.

Cleo: Explosion/Dancing Flames, Attack/Healing when out of MP.

Kirkis: Storm/The Shredding, Attack/Healing when out of MP.

Kill the left head first (Revives the other heads if you don't), right head after and middle head last. The left head is invincible to Wind, right head is invincible to Fire and middle head is invincible to Lightning. Enjoy the ending! (And keep the savegame if you have all 108 characters since it lets you unlock a secret in Suikoden 2).

You need to exit the castle at this point, backtrack all the way out (Use the walkthrough, but backwards). Viktor and Flik will stop along the way to secure your escape.

6. Helmets List

Listing of the game's helmets, along with thier stats, the effect (If applicable) and the first appearance of it in the game. They are listed in order by defensive power.

*****HELMETS*****

Name	Stats	Effect	First location
Bandanna	Defense +1	*N/A*	McDohl's basic equip
Headband	Defense +2	*N/A*	Sold in Gregminster
Circlet	Defense +3	*N/A*	Cleo's basic equip

Pointed Hat	Defense +5	Balloon defense	Sold in Lenankamp
Half Helmet	Defense +9	*N/A*	Sold in Village of the Dwarves
Head Gear	Defense +14	*N/A*	Odessa's basic equip
Full Helmet	Defense +20	*N/A*	Sold in Warriors' Village
Silver Hat	Defense +27	Auto Recover HP	Sold in Last Gregminster
Horned Helmet	Defense +35	*N/A*	Gregminster (Final)

7. Armors List

Listing of the game's armors, along with thier stats, the effect (If applicable) and the first appearance of it in the game. They're listed by order of defensive power.

*****ARMORS*****

Name	Stats	Effect	First location
Robe	Defense +1	*N/A*	Sold in Gregminster
Tunic	Defense +2	*N/A*	McDohl's basic equip
Leather Coat	Defense +4	*N/A*	Sold in Gregminster
Brass Armor	Defense +5	*N/A*	Sold in Lenankamp
Guard Robe	Defense +7	Magic bonus	Sold in Kaku
Karate Uniform	Defense +10	*N/A*	Sold in Kouan
Leather Armor	Defense +14	*N/A*	Sold in Kouan
Half Armor	Defense +18	*N/A*	Sold in Village of the Dwarves
Magic Robe	Defense +22	*N/A*	Sold in Village of the Elves
Ninja Suit	Defense +28	Speed Bonus	Sold in Antei
Dragon Armor	Defense +34	*N/A*	Sold in Kirov
Master Robe	Defense +37	Auto Recover HP	Crowley's basic equip
Full Armor	Defense +45	*N/A*	Sold in Warriors' Village

Taikioku Wear	Defense +48	Speed Bonus	Dropped by Rock Buster	
Master Garb	Defense +55	Skill Bonus	Shasarazade	
Windspun Armor	Defense +63	*N/A*	Dropped by Phantom	

8. Shields List

Listing of the game's shields, along with thier bonuses, the effect (If applicable) and the first appearance of it in the game. They're listed by order of defensive power.

*****SHIELDS*****

Name	Stats	Effect	First location	
Wooden Shield	Defense +2	*N/A*	Sold in Rockland	
Steel Shield	Defense +13	*N/A*	Sold in Kouan	
Chaos Shield	Defense +27	*N/A*	Sold in Kirov	
Earth Shield	Defense +45	*N/A*	Dropped by Magic Shield	

9. Others List

Listing of the game's other equippable items, along with thier effect, and the first appearance of it in the game. They are listed in order by defensive stat.

*****OTHERS*****

Name	Stats	Effect	First location	
Wooden Shoes	Defense +1	*N/A*	Sold in Gregminster	
Gloves	Defense +2	*N/A*	McDohl's basic equip	
Cape	Defense +2	*N/A*	Gremio's basic equip	
Leggings	Defense +2	*N/A*	Sold in Rockland	
Boots	Defense +3	*N/A*	McDohl's basic equip	
Shoulder Pads	Defense +4	*N/A*	Sold in Kaku	
Gauntlet	Defense +4	*N/A*	Sold in Kouan	
Blue Ribbon	Defense +6	*N/A*	Dropped by Beast Commander	

Necklace	Defense +7	*N/A*	Sold in Village of the Elves
Emblem	Defense +8	Magic bonus	Sold in Kouan
Star Earrings	Defense +8	Auto Recover HP	Eileen's basic equip
Fur Cape	Defense +8	*N/A*	Sold in Village of the Dwarves
Toe Shoes	Defense +9	*N/A*	Toran's Castle
Feather	Defense +9	*N/A*	Dropped by Roc
Silver Ring	Defense +11	*N/A*	Dropped by Kobold
Silverlet	Defense +11	*N/A*	Sold in Kirov
Speed Ring	Defense +13	Speed bonus	Luc's basic equip
Rose Brooch	Defense +13	*N/A*	Sold in Antei
Cape Of Darkness	Defense +13	*N/A*	Sold in Warriors' Village
Wing Boots	Defense +14	Speed bonus	Sold in Gregminster
Power Ring	Defense +14	Power bonus	Dropped by Colossus
Guard Ring	Defense +15	*N/A*	Sold in Antei
Power Gloves	Defense +16	Power bonus	Dragon's Den
Silver Necklace	Defense +17	*N/A*	Soniere Prison
Earth Boots	Defense +18	*N/A*	Neclord's Castle
Goldlet	Defense +18	*N/A*	Dragon's Den
Crimson Cape	Defense +21	*N/A*	Qlon Cave
Gold Necklace	Defense +25	*N/A*	Seek Valley

10. Items List

Listing of the game's items, along with thier effect and the first appearance of it in the game. They are listed in the order I found them.

*****ITEMS*****

Name	Effect	First location
Medecine	Restores 100 HP	McDohl's items

Antitoxin	Dilute poison	Sold in Gregminster
Celadon Urn	Antique	Dropped by BonBon
Escape Talisman	Escape dungeon	Sold in Rockland
Defense Rune Piece	Defense up	Mt. Seifu
Thunder Rune Piece	Enchant weapon with lightning attribute	Mt. Seifu
Vase	Antique	Mt. Seifu
Earth Rune Piece	Enchant weapon with Earth attribute	Dropped by Crows
Wind Rune Piece	Enchant weapon with Wind attribute	Mt. Tigerwolf
Water Rune Piece	Enchant weapon with Water attribute	Dropped by Killer Slime
Mega Medecine	Recover 500 HP	Toran's castle
Power Rune Piece	Power up	Toran's Castle
Needle	Recovers Balloon	Sold in Great Forest
Hex Doll	Antique	Grady's Mansion
Octopus Urn	Antique	Mt. Tigerwolf
Lover's Garden	Antique	Dropped by Empire Soldier
Peeing Boy	Antique	Dropped by Killer Rabbit
Speed Rune Piece	Speed Rune	Lepant's house
Fire Rune Piece	Enchant weapon with fire attribute	Lepant's house
Japanese Dish	Antique	Dropped by Killer Rabbit
Fortune Rune Piece	Luck up	Great Forest
Flower Painting	Antique	Dropped by Holly Boy
Graffiti	Antique	Dropped by Holly Boy
Sacrificial Buddha	Sacrifice	Dwarf Trail
Skill Rune	Skill up	Dwarves' Vault

Piece			
Magic Rune	Magic up		Scarleticia Castle
Piece			
Failure Urn	Antique		Dropped by Larvae
Blue Dragon Urn	Antique		Dropped by Larvae
Knight Statue	Antique		Dropped by Ivy
Dragon Seal	Recovers all personals HP		Lepant's house
Incense	slightly		

11. Special Items List

Listing of the game's Special Items, along with thier use, and thier location in the game. They're listed in no particular order.

Paints: Give to Ivanov once you recruited him.

Old Books: Give to Hugo once you recruited him.

Seeds: Give to Zen to get him to join up.

Nameless Urn: Try to appraise at Jabba's to recruit him.

Sound Settings: Give to Melodye once you recruited her.

Opal: Give to Esmeralda to recruit her useless presence.

Window Settings: Give to Window once you recruited him

Basic Items: To accomplsih the sily trading sequence to recruit Sarah.

Sound Crystal: Give to Melodye to get her to join.

Window Crystal: Give to Window to get him to join.

War Scroll: Give to Hugo to get him to join.

*****SPECIAL ITEMS*****

Name	Use	Location
White Paint	Material for mural	Lepant's house
Yellow Paint	Material for mural	Sold in Teien
Blue Paint	Material for mural	Sold in Rikon
Black Paint	Material for mural	Liukan's house
Red Paint	Material for mural	Scarleticia Castle

Green Paint	Material for mural	Neclord's Castle
Pink Paint	Material for mural	Moravia Castle
Old Book Vol.1	Book 1	Pannu Yakuta
Old Book Vol.2	Book 2	Qlon Cave
Old Book Vol.3	Book 3	Qlon
Old Book Vol.4	Book 4	Dragons Knights' Fortress
Old Book Vol.5	Book 5	Dragon's Den
Old Book Vol.6	Book 6	Soniere Prison
Old Book Vol.7	Book 7	Northern Checkpoint
Old Book Vol.8	Book 8	Kalekka
Yellow Flower Seeds	Seeds	Sold in Teien
Blue Flower Seeds	Seeds	Sold in Rikon
Red Flower Seeds	Seeds	Sold in Warriors' Village
Nameless Urn	Antique	Dropped by Holly Fairy
Sound Setting 0	Sound 1	Soniere Prison
Sound Setting 1	Sound 2	Neclord's Castle
Sound Setting 2	Sound 3	Seek Valley
Sound Setting 3	Sound 4	Dropped by Siren
Opal	Beautiful jewelry	Dropped by Nightmare
Window Setting 0	Window 1	Secret Factory
Window Setting 1	Window 2	Scarleticia Castle
Window Setting 2	Window 3	Dragons Knights' Fortress
Window Setting 3	Window 4	Dropped by Sunshine King
Sugar	Sweet	Sold in Kirov
Yardstick	Yardstick	Kirov
Salt	Salty	Kirov

Soy Sauce	Spicy	Kirov	
Soap	Bubbles arise	Kirov	
Sound Crystal	The sound	Kalekka	
Window Crystal	Window maker	Qlon Cave	
War Scroll	Historical Book	Qlon Cave	

12. War Groups

This is where the abilities/attacks of the different war parties are.

KNIGHTS PARTY

Members= Max, Sancho and Qlon.
 Effect= Charge Attack
 Attack power= 30

LEPANT FAMILY

Members= Lepant, Eileen and Sheena.
 Effect= Charge Attack
 Attack power= 26

COMMANDER'S TEAM

Members= McDohl, Pahn and Gremio.
 Effect= Charge Attack
 Attack power= 26

HUMPHREY'S TEAM

Members= Humphrey, Alen and Grenseal.
 Effect= Charge Attack
 Attack power= 24

OLD SOLDIERS

Members= Kai, Lukian and Fukien.
 Effect= Charge Attack
 Attack power= 24

WILD GEESE

Members= Kreutz, Morgan and Kirke.
 Effect= Charge Attack

Attack power= 24

VIKTOR'S TEAM

Members= Viktor, Warren and Taggart.

Effect= Charge Attack

Attack power= 23

PIRATES

Members= Anji, Leonardo and Kanak.

Effect= Charge Attack

Attack power= 23

FORMER IMPERIAL TEAM

Members= Kasim, Griffith and Valeria.

Effect= Charge Attack

Attack power= 22

INVULNERABLE DEFENSE

Members= Kwanda, Eikei and Gaspar.

Effect= Charge Attack

Attack power= 21

FELLOWS

Members= Blackman, Zen and Ivanov.

Effect= Charge Attack

Attack power= 21

BANDITS

Members= Varkas, Sydonia and Kessler.

Effect= Charge Attack

Attack power= 21

FISHERMENS

Members= Tai Ho, Yam Koo and Kimberly.

Effect= Charge Attack

Attack power= 19

WARRIOR'S VILLAGE KIDS

Members= Flik, Tengaar and Hix.

Effect= Charge Attack

Attack power= 17

GOOD BUDDIES

Members= Marie, Onil and Sansuke.

Effect= Charge Attack

Attack power= 16

BLACK GOLDS

Members= Maas, Meese and Moose.

Effect= Charge Attack

Attack power= 15

CARPENTERS

Members= Gen, Kamandol and Tesla.

Effect= Charge Attack

Attack power= 14

SECRET FACTORY TEAM

Members= Mose, Ronnie and Sarah.

Effect= Charge Attack

Attack power= 14

KOBOLDS

Members= Fu Su Lu, Kuromimi and Gon.

Effect= Charge Attack

Attack power= 13

TRICKSTERS

Members= Juppo, Jabba and Meg.

Effect= Charge Attack

Attack power= 6

FOREST PROTECTORS

Members= Kirkis, Sylvina and Stallion.

Effect= Bow Attack

Attack Power= 21

EXPERTS

Members= Clive, Pesmerga and Mace.

Effect= Bow Attack

Attack Power= 19

ADVENTURERS

Members= Lorelai, Quincy and Mina.

Effect= Bow Attack

Attack Power= 17

COOKS

Members= Antonio, Lester and Rock.
Effect= Bow Attack
Attack Power= 14

ENGINEERS

Members= Sergei, Hugo and Templeton.
Effect= Bow Attack
Attack Power= 12

ARCHERS

Members= Rubi, Georges and Marco.
Effect= Bow Attack
Attack Power= 8

CHILDREN OF THE RUNES

Members= Crowley, Luc and Lotte.
Effect= Magic Attack
Attack Power= 25

MAGICIANS

Members= Jeane, Hellion and Viki.
Effect= Magic Attack
Attack Power= 20

SOLDIER BEAUTIES

Members= Sonya, Cleo and Camille.
Effect= Magic Attack
Attack Power= 20

NARCISTS

Members= Milich, Vincent and Esmeralda.
Effect= Magic Attack
Attack Power= 18

MUSICIANS

Members= Kasios, Melodye and Window.
Effect= Magic Attack
Attack Power= 14

DRAGON KNIGHTS

Members= Joshua, Milia and Futch.
Effect= Dragon attack. Yield to bow.

MERCHANTS

Members= Kun To, Chapman and Chandler.
Effect= Make the enemy turn traitor.

NINJAS

Members= Kage, Kasumi and Fuma.
Effect= Check the enemy's strategy. Will definitely succeed.

THIEVES

Members= Krin, Ledon and Giovanni.
Effect= Check the enemy's strategy. Fails sometimes.

STRATEGISTS

Members= Mathiu, Leon and Apple.
Effect= Boost charge attack power.

13. Credits & Legal Stuff

Thanks to JohnnyBlaze363 for submitting the location, data of the Dragon Seal Incense item.

Thanks to Konami for bringing a short, but enjoyable RPG!

This FAQ is Copyright to Kildread2, I don't particularly care that much if you put it up on your website as long as you're not making any money off MY work and don't alter this guide at any point.

Also, if you put it up on your site, check for updates at www.gamefaqs.com, that would avoid e-mails asking me about a completed section because some site owner was too lazy to take the updated guide.

If you have any questions, information or comments, mail me at Kildread2@hotmail.com.