

INSTRUCTION BOOKLET



SUPER NINTENDO.



THANK YOU FOR SELECTING

PALADIN'S QUEST **

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SO BEGINS THE PALADIN'S QUEST

n ancient times, the highly advanced society of Reiyold mysteriously disappeared. Bizarre forms of machinery were all that remained of this great city. Since then, eight wise and mystic Spirits were discovered among the rubble. Upon these ruins, a Magic School was constructed. Here, great wizards study the Spirits, trying to unlock the secrets of their magic, the key to power remaining just out of reach.









Nearby, in the small town of Reiyold, great magic potential was found within the mind of a small child named Chezni. With much joy and some sadness, Chezni's mother sent him to attend the Magic School. Having a natural talent for magic, Chezni quickly became one of the school's top students. However, he will soon learn that having a "special gift" may sometimes do more harm than good.

Far away, on the southern continent of Lennus, the evil dictator Zaygos has finally completed his plan for overtaking the northern continent, home of the Magic School. Unknowingly, Chezni embarks on a dare that will bring about the demise of all life as he knows it.





LENNUS WORLD MAP

The land masses of Lennus are split in two by the mighty Equator Rivers. The continent of Naskuot lies to the north, and Saskuot to the south. Ten tribes dwell in these lands, and they meet in peaceful trade as often as they meet in violent battle. Naskuot is a rich farming country, while Saskuot has only poor soil. Born in Naskuot, Chezni will sometimes face antagonism in the south.

LAGON



2 JURAYN



El Magic School



Міѕито



THE ISLAND of DAPHNE



Conshiuto



THE THRONE OF

THE MASTERS

8 KARON



2 Roki







2

6

WEST EQUATOR

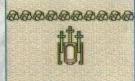
RIVER

8

4



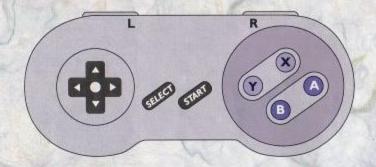






QUEST CONTROL

During the game, you will mainly play in two screens, the Field Screen and the Battle Screen. The controls work differently in each one.



- Field Screen Controller -

In the Field Screen, use the controller as described here and on Page 9. To change a button's function, see "SYS" on page 13. The buttons are described here in their default setting.



A BUTTON

In the Field Screen, to talk, land the spaceship, examine places and objects, or take other actions, push A Button.



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B BUTTON

To cancel a command, you must push B Button. Pressing B to answer a yes-no question. automatically means "No."

X BUTTON

When you want to enter the Command Window, push X Button.

Y BUTTON

To check maps when you are in the Field Screen, press Y Button.



-BATTLE SCREEN CONTROLLER -

On the Battle Screen, you will primarily use Control Pad to take action. Below is an explanation of how the Controller works.

CONTROL PAD

In battle, use Control Pad like this: Push up for option #1. Push right for option #2. Push both down and right for #3. Push down for option #4. Push both down and left for option #5. Push left for option #6.



The L, R, Start, and Select Buttons will not be used in this game.

A BUTTON

To choose the option to the right of the cursor, push A Button.

B BUTTON

Press B Button to cancel a command and return to the previous one.



BEGINNING THE GAME

At the start of PALADIN'S QUEST, you can watch a demo about the characters or return to an earlier game.

Mode Selection-

To begin play, insert the Game Pak into the control deck and turn on the power. When the screen appears, select one of the modes.



NEW GAME

If you are playing for the first time, or want to begin a new game, select New Game. To do this, move the cursor to that mode with Control Pad and push A Button. You can then choose to change the names of the main characters, Chezni and Midia.

CHANGE NAME

Use Control Pad to move the cursor to a letter, then push A Button. Push B Button to cancel.



CONTINUE

You can save up to four games. To return to one of them, select Continue mode. A list of the saved games will appear. Move the cursor to your game with Control Pad and push A Button. You will begin the game from the point where it was last saved.



DEMO

If you do not select any of the three modes, or if you choose Demo, you can watch the story of Lennus unfold and see the main characters.



GAME OVER

When you lose all the members of your party, the game will end. The Select Mode screen will then appear, and you can choose one of the three modes: New Game. Continue, or Demo. If you have saved your game, or if you want to return to a previous game, select Continue. The game chosen will open at the place where you last saved it. Or, if you want to start over from the beginning and try a different strategy, choose New Game.





SAVE GAME

You can always save your game at a Hotel. You can save in other places throughout the game, such as in caves or laboratories, but this happens randomly-don't count on it.





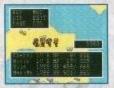


THE SCREEN

You will automatically switch between Field Screen and Battle Screen as you travel and meet enemies.

THE FIELD SCREEN

Press X Button while you are in the Field Screen to bring up the Command Window. In this window, you can choose one of six options: EQP, STR, RANK, EXIT, MGC, and SYS.



EQP

When you select EQP, four more options appear. Move the cursor to the one you want, then press A Button.

USE

Select characters to use their equipped items. If the item you want is not equipped, choose Item Bag. You can use items directly from the Item Bag.

ABNDN

Sell or throw away the items you do not need.

EQUIP

To use Weapons, Armor and Items in combat, choose them here. You can only do this for Chezni and Midia.

ORDER

Put the cursor on an item, push A Button, use Control Pad to move that item, then push A Button again.

STR

Choose this option, then pick a character and push A. Two new options appear: ABILT and MAGIC.

ABILT

This shows you the weaponry and items of a character, as well as his or her status.

MAGIC

Select this to check a character's Spirit Meter and spells. Pick a spell and push A Button to see its effects.

RANK

The front member of your party faces the worst of enemy attacks. Use this option to move the person with the most HP to the head of the group.

EXIT

To send away a mercenary, select this command. Use Control Pad to pick that person, then press A Button or the button you have chosen.

MGC

Select Use to cast spells or choose Order to rearrange them. You cannot rearrange spells when you are in the Battle Screen.

USE

ORDER

Select this option, then the person who's spell you want to use, then the spell.

Rearrange the spells by using Control Pad and A Button.

SYS

Select this option to change message speed; 1 is the fastest. Also choose System to change the functions of buttons. What this means is that you can change what

each button does. For example, you can make B or X or Y the button you use to perform the activities normally done by A Button. Modify the buttons according to the options provided.







-THE BATTLE SCREEN

When an enemy approaches, the Field Screen is replaced by the Battle Screen, as shown in the photos below. Now you will mainly use Control Pad.

The Field Screen



The Battle Screen



ACTION WINDOW

Before any action occurs, you must decide what you will do. Four options are offered: SPELL, DEFEND, WEAPON, and RUN. Choose one.

SPELL

This presents the list of spells available. The ones with green letters are useless for attacking.

WEAPON

Select the weapon or item you want. It can't be used unless it was chosen under EQP.

DEFEND

The character will concentrate more on defense than offence, to reduce damage by half.

RUN

Use this option if your party has low HP or an injured member. Escape is not guaranteed.

Enter battle commands for all characters. When finished, you must confirm your choices. Pick No to make changes. Answering Yes begins the fight, and you can't change anything until a round ends.

14

IDENTIFYING SYMBOL

The HP count for each character appears at the bottom of the Battle Screen. Getting wounded or casting spells uses up HP. When someone is affected in the following ways, a symbol identifying the injury replaces the HP count.

POISONED

When a character has been poisoned, he or she will lose some HP for each step taken after a battle.



CONFUSED

This is a dangerous malady that causes a character to brutally attack friends as well as enemies.



PARALYZED

You can restore a person who has been paralyzed only by using a special item or by casting a spell.



SWALLOWED

A swallowed character can only be freed when the responsible enemy is defeated.



FROZEN

Only magic inflicts this damage. Recovery comes naturally, but slowly. Remedy the condition.



UNCONSCIOUS

This injury takes all of a character's HP. You cannot restore that person until the battle is over.





IMPROVING BATTLE SKILLS

To defeat the monster, and then challenge Zaygos and win, Chezni and Midia must develop their skills.

Ability

As a character defeats enemies, his or her experience points increase. Once the points reach a certain number, he or she will Level Up to a greater degree of skill.

The Level Up improves a character's abilities (described below). Chezni and Midia must fight often to Level Up.

POWER

This measures a character's Attack Power without counting any Weapons or Items.

SP

Here you see the natural speed of a character. This also doesn't include either Weapons or Items.

ENDUR

This indicates a party member's defensive capabilities without Armor or Shield.

LUCK

Having a lot of Luck helps a character avoid enemy attacks, improving the chances for survival.

POWER	90
SP	130
ENDUR	87
LUCK	140
ATTCK	112
DEFENSE	116
ATTK SP	134

ATTCK

This is the measure of a party member's Attack Power including weaponry.

DEFENSE

Look here to see a person's defense ability with Armor and Shield.

ATTK SP

This demonstrates the character's agility with Items or Weapons.

Spirits.

By combining the eight Spirits, you can create 37 different spells. You can't use a Spirit to cast spells unless you have the proper book. The power of a spell will increase each time it is cast. The



Spirits are: ► Earth, - Water, - Fire, Sx = Sky, - Light,

A = Air, H=Heart, and SP=Sphere.

TOWNS AND VILLAGES

Visit every town and talk to the inhabitants to learn the latest news. Each town has the following establishments:

HOTEL

One way to recover from injuries or save the game is to stay at a Hotel. The amount charged differs at each Hotel, but it's worth the cost. Everyone in your party will fully recover their HP.

TOOL HOUSE

The proprietors don't accept trades, but they will buy items you no longer need. You must pay for new items.



LEARNING CENTER

In these shops you can purchase the Books of Spirits. Each store offers two books.



WEAPONS AND ARMOR STORE

You should sell old weaponry here, and upgrade. Look around carefully for new things to buy.







SOLDIERS OF FORTUNE

The maximum number of people in your party is four. Usually, two are the hero and heroine, and you can hire two mercenaries. Sometimes Midia must leave to look after her parents. You can replace her with a third mercenary.



Level	Power	Luck	Defense Power
Experience	Speed	Attack Power	Attack Speed
Hit Point	Endurance	Spirits 1 Earth 3.1	leart 5.Light 7.Sphere or 6.Sky 8.Water

TO US	Go	rf		W.
S	14	70	55	76
194	211	60	87	63
11 III	440	54	1 =	-

Slayer							
	20	90	100	130			
	392	90	110	94			
A	565	77	1/	8			



	Wi	ld		
	21	82	115	96
7	33	125	112	125
	645	80	6/	8



M	ear	nM	a	
	22	90	140	116
35.00	482	130	112	134
	665	87	5/	7

I	Des	try		
	21	95	115	116
	435	115	111	119
6	590	72	3/	6

	Fas	tjo	,	
	25	110	150	82
200	658	140	137	140
MIN	850	82	3/	4







GRazav						
1/28	20	99	133	171		
Dage:	149	111	176	116		
	610	55	1			

	Checan						
Ę	Mille	43	188	230	209		
i.	9	4241	230	228	237		
	1/2	1165	100	1/3	3/7		

P	Lil	ie		
	42	170	250	184
	3824	230	240	238
	1110	132	2/3/	4/5

Chen									
8	43	270	200	161					
13.11	4241	240	270	240					
	1210	132	-	-					





	Na	ils		
G.Q.		260	250	200
	-	300	445	300
	3000	200		-

Peppi									
Ned	51	210	280	228					
100	9701	290	320	300					
18/12	1420	167	3/6	/7					

Hawk								
	50	193	270	218				
13	4375	270	193	276				
11	1380	154	1/2/3/	5/6/8				

You cannot give weaponry or Items to soldiers, nor can you sell what they originally carried.





QUEST CLUES

As Chezni and Midia search for the monster, and later go after Zaygos, they will need to look for help in strange places and collect anything that looks useful. Each must quickly build experience.

BE FRIENdly-

Take every opportunity to talk to people. If at first they are difficult, don't give up. Ask your questions two or three times. Some people who give you one answer may change it the next time you ask. Be very careful

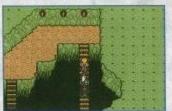


with the irritable people of Saskuot. If you feel lost or without direction, go back and talk to more people.

SAVE THE GAME

When all of the members of your party lose their HP, the game will end. When you Continue, you start at the point where you last saved, so try to save often. The enemies you face in the dungeon are fierce. They can wipe out your whole party. Save the game before descending into this ancient, man-made cavern of night-mares.





-WEAPONS AND ARMOR

Upgrade the weaponry of everyone in your group whenever possible. The price of armor, items, and weapons increases as does their power (see the poster). Protective armament can work like spells or items when it is used in a battle. For example, the Fire Shield will shoot a fireball just like the spell FireS, and the Svn Shoes will increase your agility just like the spell, SPUP.





- HEALING POTIONS -

When far from a Hotel, the party must rely upon Healing Potions to recover HP. Each of the four Potions has its own special kind of bottle. The Potions have different effects, as described in the Items section of the poster. You can refill Healing Potion Bottles at Items Shops, so be sure to do so before venturing into the country. You cannot use a Potion in battle unless the bottle is equipped at your belt.









ROUTE

- Search the town of Ratsurk for a clue.
- Z Take time to visit Rester Island.
- Camp out at the famous Skuruu site.
- Find and climb Denebra Mountain.
- Wander about the town of Hagudo for a while.
- In Jurayn you will find something of interest.
- Doubor has much to offer those who visit.
- 8 Go to the Equator and locate Daphne.
- Meet Strabo in the cave of Dragon Mountain.
- The town, Barsas, should not be passed.
- Explore the sacred place east of Barsas.
- You will find Rekuon town by the Rope Network.
- Show your respect at the Throne of the Masters.
- Return to the Equator to seek inspiration.
- In Misuto you will obtain valuable information.
- Search the cave that lies to the east of Misuto.

- Let yourself be captured by the Resistance.
- Spend time in the town of Conshiuto.
- Be a tourist in busy Karon town.
- Do not miss the Tower in the southwest.
- Go see the hideout of the Resistance.
- Take time to look around the town, Roki.
- Carefully study the Palace in the south.
- Explore the rooms of the Castle of Zaygos.
- 25 In the Tower, try to find Noi Gren.
- Take heart and descend into the Dungeon.
- Receive new lessons at the Magic School.
- 28 Visit Chezni's hometown, Reiyold.
- Take passage out to Dasdan Island.
- Locate the Unknown Island afloat in the ocean.
- Find a path through the Labyrinth of Crystal.
- Climb into the ancient machine, Dal Gren.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:

Enix America Corporation ("Enix") warrants to the original purchaser that this Enix Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs within this 90-day warranty period, Enix will repair or replace the PAK at its option free of charge.

To receive this warranty service:

1

DO NOT return your defective Game Pak to the retailer.

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Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M., Pacific time, Monday through Friday.

3.

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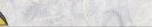
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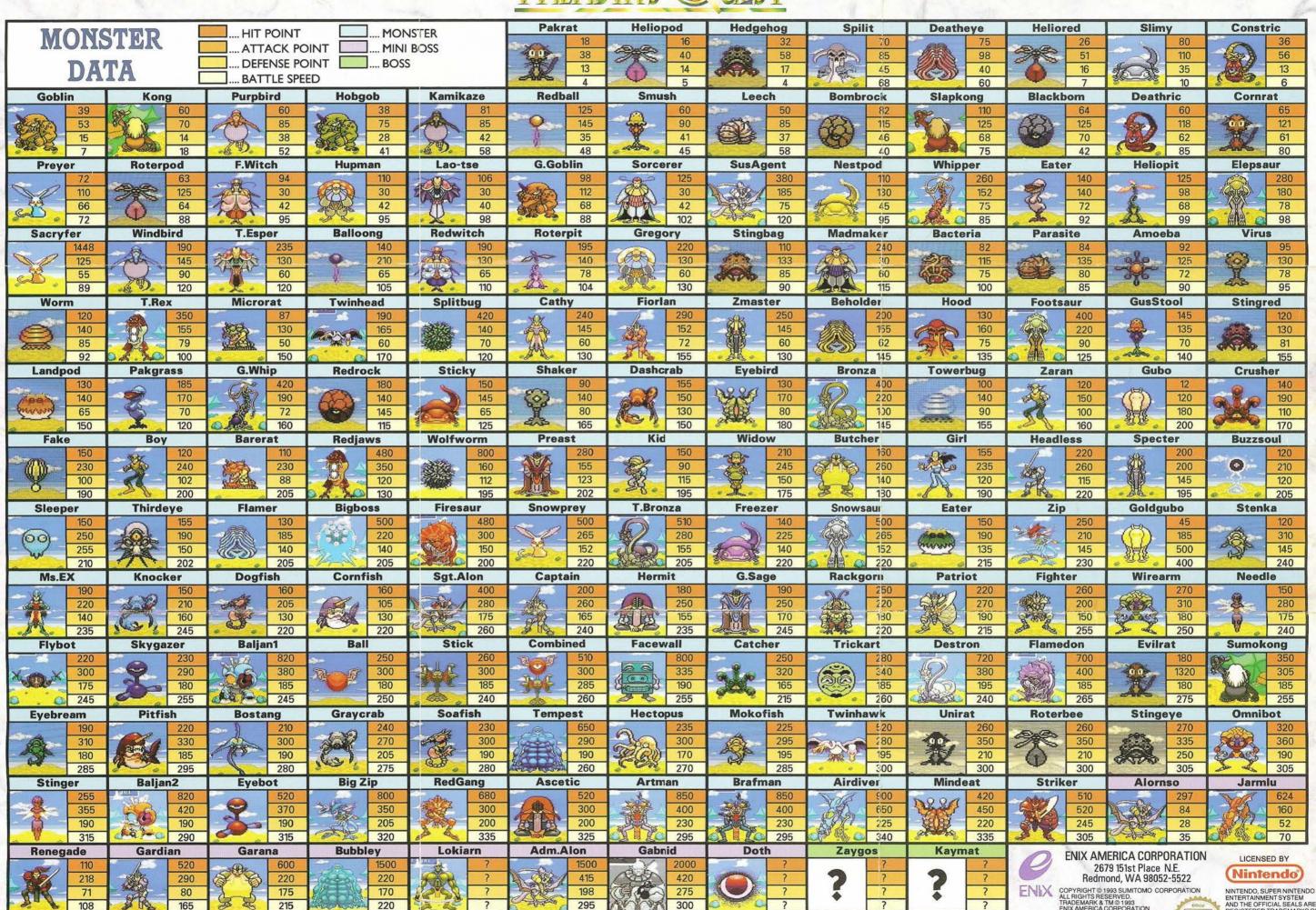




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WEAPONS ATT ATTACK POINT SPE ... SPEED USER PERSON WHO CAN USE THIS ITEM

WEAPU	110			VSE POINT	USER PERSON WHO CAN USE THIS ITEM
NAME	ATT	DEF	SPE	USER	COMMENT
Kn (knife)	2	0	0	1/2	You will begin with this weapon.
Dagger	4	0	0	1/2/5	None
Bow	6	2	0	1/2/4	None
Pickaxe	7	0	0	1/6/11	None
Light sw (sword)	10	0	0	1	None
Mid sw	15	0	0	1	None
Bmg (boomerang)	8	0	0	2/13	None
Gauntlet	13	8	0	2/17	This will increase your Defense Power.
Heavy sw	20	0	0	1/15	None
Pwr bmg	12	0	0	2	None
Aybro sp (spear)	25	7	0	1	None
Sword st (staff)	18	0	0	2	None
Btl ct (cutter)	16	0	0	2/14/18	You can attack a group of enemies with this.
Mgt	28	16	0	1/2/6	None
Life wh (whip)	35	0	0	2/24	Increases your HP by half the enemy's damage.
Wind sw	38	0	0	1/21	Get this to attack twice in one round.
HST	80	0	16	1/21	None
Gomutai	?	?	?	?	This is a very hard-to-find sword.
Tonfa	5	0	0	12	Use this weapon if you practice martial arts.
Kormu sw (present)	40	0	0	1	This sword is the subject of many legends.
Kormu sw (past)	85	0	0	1	You will find this sword in the past.
Para kn	3	0	0	2	The enemy is paralyzed by this sword.
Pray st	30	0	0	2/20	This club will banish nearby evil spirits.
Sph sw	50	0	0	2	You can use this like a key in some places,
Psych bm (beam)	40	0	0	1/2	None
Flame th (thrower)	50	0	0	1/28	Attack all enemies with this flame thrower.
Rgn sw	88	0	0	1	None
Tdr sa (saber)	70	0	0	1/2	This fires bolts of lightning at all enemies.
Pht cn (cannon)	20	0	0	1	None
Anq sw	39	0	0	20	None
Club	1	0	0	3	None
Wh	6	0	0	3	None
Shovel	5	0	0	6	A mining worker is skilled with this weapon.
Com kn	12	0	0	7	You can damage a group of enemies with this.
Blkjack	30	0	0	7	None
Compact	1	0	0	8	None
Psn nd (needle)	0	0	0	10	Use this on an enemy to paralyze him.
Glow bow	15	0	0	2/16	This will damage a group of enemies.
Demon wh	11	0	0	18	This will damage a group of enemies.
G tree	15	0	0	19	This will damage a group of enemies.
R crag	32	0	0	19	None
Seed sw	70	0	0	22	This is a good weapon for children.
Z eraser	40	0	0	23	You can attack a group of enemies with this.
Giga sw	60	0	0	27	None
Eng bm	50	0	0	28	None
Eng drw (drain)	20	0	0	28	This will damage a group of enemies.
Blood wh	45	0	0	2/29	None
Blow gn	25	0	0	10	None
Msl (missile)	60	0	0	28	This will damage a group of enemies.
Bow gn (gun)	65	0	0	29	This is a more powerful weapon than Arrow.
Handbag	1	0	0	8	None
Sing st	0	0	0	30	You can immobilize your enemy with this.
Razor	9	0	0	17	None
Contract Con					

SHIELD/RING

NAME	ATT	DEF	SPE	USER	COMMENT		
Wood sh (shield)	0	9	0	1	None		
Light sh	0	12	0	1	None		
Fire sh	0	15	0	1/14	Shoot a flame from this at one enemy.		
Evil sh	0	21	0	1/15	A whirlpool pours out to suck down one enemy.		
Good sh	0	51	0	1/22	This is best used by a child.		
Gabni sh	0	52	0	1/23	Heals immobility, confusion and paralysis.		
Rft sh	0	31	0	1	You are protected from enemy spells by this.		
Ang sh	0	24	0	20	None		
Sph ring	0	30	0	2	Use this to attack the enemy with lightning.		

			(A)	RMC)R
NAME	ATT	DEF	SPE	USER	

WILLIAM STATE OF THE STATE OF T								
NAME	ATT	DEF	SPE	USER	COMMENT			
Lth (leather)	0	13	0	1/4	None			
Light ar (armor)	0	16	0	1	None			
Light drs (dress)	0	15	0	2/9	None			
Mid ar	0	19	0	1/13/14	None			
Mid drs	0	18	0	2/17	None			
Heavy ar	0	22	0	1/15	None			
Pow drs	0	21	0	2	One member can recover 300 HP with this.			
Uniform	0	12	0	1/3	Wear this to school to learn magic spells.			
Sacr drs	0	12	0	2	None			
St rb (robes)	0	27	0	2	None			
Drem drs	0	31	0	2/24	Wear this to immobilize your enemy.			
Storm ar	0	58	0	1/21	This is a rare and ancient form of armor.			
Bib	0	49	0	1/2/22	None			
Adult cl (clothes)	?	?	?	?	None			
Kormu ar (present)	0	29	0	1	Many legends are told about this armor.			
Kormu ar (past)	0	60	0	1	You can find this armor in the past.			
Sphgown	0	42	0	1/2	This works like a key in some places.			
Cosrno cl	0	44	0	1/2	One person can recover HP completely in these.			
Ang ar	0	28	0	20	None			
Fly jl: (jacket)	0	13	2	5	None			
Workel	0	14	0	6/11	None			
Com cl	0	29	0	7/10/19/25/26	None			
Body drs	0	10	0	8	Only women may wear this powerful armor.			
Rain cl	0	16	0	16	A member can recover 300 HP wearing this.			
HTH cl	0	17	0	12	Martial art masters wear this type of armor.			
Ener cl	0	34	0	23	One member can recover 800 HP wearing this.			
Soa's ar	0	49	0	27	A person can recover HP completely with this.			
Bat cl	0	49	0	29	None			
Power rb	0	54	0	30	The Attack Power of wearer increases.			
Actor cl	0	0	0	18	These are specially made for vaudevillians.			

	SH	OF
		04

NAME	ATT	DEF	SPE	USER	COMMENT
Toe bt (boots)	0	2	2	2	None
Short bt	0	3	3	1/2/4/6/11	None
Midcle bt	0	3	4	1/2/17	None
Long bt	0	4	22	1/2/14/15	None
Knife bt	10	6	5	1/26	Wear these to increase your Attack Power.
Mesh tg (tights)	8	6	6	2	These also improve the wearer's Attack Power.
Wndr sh	12	7	8	2/24	None
Sh soles	2	2	5	1/2/22	None
Lth sh	0	3	6	1/2	None
Sph bt	0	12	12	2	These shoes work like keys in some places.
Grvty bt	15	11	11	1/2	The Attack Power of all members increases.
G h∈els	2	3	5	8	None
H heals	5	0	7	9	None
Com bt	7	6	5	10/27	None
Ang bt	7	7	0	20	None
Svn bt	7	8	0	21	These increase the Agility of all members.
Com sk (spike)	0	8	7	1/2/23	None
Wood bt	0	1	0	1/2	None
Iron bt	30	0	0	12	Increase your Attack Power by wearing these.
Cosmo bt	0	9	10	2	None

HELM

NAME	ATT	DEF	SPE	USER	COMMENT
Lth h (hat)	0	4	0	1/2/4/27	None
Ht (helmet)	0	5	0	1/6/11	None
Powermet	0	6	0	1/14/15	None
Hair orn (ornament)	8	14	0	2/24	None
Rage ht	0	23	0	1/2	Lightning from this blasts an enemy group.
Sun hl	0	24	0	1	This lashes a group of enemies with flame.
Kormu ht (present)	0	10	0	1	A great many stories are told of this helm.
Kormu ht (past)	0	25	0	1	Time warp back to find this special helm.
Learn h	0	3	0	1	You can find this at the Magic school.
Fth h	0	4	0	1/5/9	None
Sphor (crown)	0	18	0	2	This helm will work as a key in some places.

Cosmo mt (helmet)	0	17	0	1/2	None
Anq hl	0	9	0	1/20	None
Com mt	0	12	0	7/10/26	None
GH orn	0	3	0	8	None
Face mk (mask)	5	14	0	21	Children should wear this helmet.
Flm mt	0	15	0	23 .	None
Soa's cr	0	7	0	30	You can shoot lightning at enemies with this
Wing h	0	12	10	29	None

	USEI	RLI	ST
1.	Chezni	16.	Wild
2.	Midia	17.	MeanMa
3.	Duke	18.	Fastjo
4.	Fritz	19.	Gunny
5.	Tiger	20.	Bean
6.	Smash	21.	Razav
7.	Grunt	22.	GRazav
8.	Chill	23.	Checan
9.	Wind	24.	Lilie
10.	Fiery	25.	Chen
11.	Gorf	26.	Blades
12.	Dan	27.	Mouth
13.	Zuran	28.	Nails
14.	Destry	29.	Peppi
15	Slaver	30	Hawk

NAME	COMMENT	NAME	COMMENT		
Medicine	The one using this will recover HP.	Earth cd (card)	Improves your skill with the Spirit of Earth.		
MiniBl (bottle)	This restores 300 HP to one person.	Water cd	d Improves your skill with the Spirit of Water.		
HighBl	One person recovers 800 HP with this.	Fire cd	Improves your skill with the Spirit of Fire.		
MegaBl	The user of this recovers all HP.	Sky cd	Improves your skill with the Spirit of Sky.		
GigaBl	This restores HP completely to all members.	Light cd	Improves your skill with the Spirit of Light.		
AntiBl	Cure poison or paralysis with this.	Hvn cd	Improves your skill with the Spirit of Heaven.		
BombBl	Use this to destroy enemies.	Heart cd	Improves your skill with the Spirit of Heart.		
Fl dor (door)	This will help you leave a dungeon.	Sph cd	Improves your skill with the Spirit of Sphere.		
Home dor	Warp to a place you've already visited.	Tools	You will need this to repair something.		
Pro ball	You can bypass weak enemies with this.	u can bypass weak enemies with this. Map Th			
S tavern	Use this to recall a former member.	ber. Navdex The pass takes you through a cer			
P faces - Water	This will improve your Luck.	Stf gubo	GRazav, a soldier, has this.		
P tears Deland	Your Strength increases with this. Of lance	Actor cl (cloth)	This changes a person into a vaudevillian.		
S sweat	This item will raise your HP.	Natrec	Mouth , a soldier, has this.		
G milk	This boosts your Strength.	Sct msg (message)	(e) Get this from the resistance members.		
P fth (feather)	Your Agility is increased by this.	Glips	A girl in Conshiuto has this.		

MAGIC	SPELLS	FOR OFFENSE	FOR HEALING	I Earth 2 Fire 3 Heart 4 Air	5 Light 6 Sky 7 Sphere 8 Water
		FOR DEFENSE		4 AII	o vvater

MAGIO	SPEI	LLS	FOR SUPPORT OF OFFENSE OTHERS 2 Fire 6 Sky 3 Heart 7 Sphere 4 Air 8 Water	
NAME	HIT POINT CONSUMPTION	SPIRITS	EFFECT OF EACH SPELL	
FireS	12	2	Use this to attack an enemy with a fireball.	
FireG	18	2/7	This spell throws a fireball at a group of enemies.	
FireA	28	2/4	Cast this spell to crisp all enemies with a fireball.	
BoltS	18	5	Use this to attack an enemy with lightning.	
BoltG	24	5/6	This spell shoots lightning at a group of enemies.	
BoltA	28	4/5	Cast this spell to electrify all enemies with lightning.	
BreakS	24	6	Use this to attack an enemy with a whirlpool.	
BreakG	30	6/8	This spell rolls a whirlpool at a group of enemies.	
BreakA	36	3/6	Cast this spell to drown all enemies in a whirlpool.	
Storm	100	7/8	A blizzard engulfs your enemies when you use Storm.	
Heat	95	2/6	This spell will bake your enemies in a heat wave.	
Bury	110	1/4	The better your skill, the more enemies this will bury.	
LStorm	120	4/8	Cast the L Storm spell to stir up a lethal tornado.	
Crush	130	3/7	Attack one or more flying enemies with Crush.	
DeathS	20	3/5	Use this to create a black hole to suck in enemies.	
Blow up	80	2/5	This dynamite spell causes a powerful explosion.	
DeathA	5	2/8	Still the hearts of all your enemies with Death A.	
Spirit	250	1-8	This spell summons the power of the eight Spirits.	
Daze	60	5/8	Cast the Daze spell to confuse the enemy.	
Freeze	24	7	Immobilize your enemy with Freeze.	
DFdown	60	6/7	DF Down drops an enemy's defense.	
TakeHP	2	2/3	Use this to steal the enemy's HP for yourself.	
STup	70	1/6	This increases the Attack Power of one member.	
SPup	32	1/7	SP Up improves the Agility of one member.	
DFup	55	8	Cast DF Up to strengthen your party's defense.	
Wall	70	1/8	Call up a powerful shield with the Wall spell.	
MGwall	40	4/7	MG Wall reduces the strength of enemy spells.	
ATback	30	3/4	This spell gives half of your damage to the enemy.	
ATS	1	1/2	Draw enemy attacks to yourself with this spell.	
MGdown	50	5/7	Nullify enemy spells with MG Down.	
AntiPS	4	1	AntiPS counteracts the effects of poison.	
Heal up	8	1/5	Cast Heal Up to cure immobility, paralysis and confusion.	
DeathP	100	1/3	This restores everyone's HP, but knocks the user out.	
Warp	80	4/6	Use this to warp to the last place you visited.	
Escape	100	4	The Escape spell gets you out of a dungeon.	
Peace	60	3	Peace prevents weaker enemies from bothering you.	
Hire	150	3/8	Cast the Home spell to recall old members.	