

- Triangle - Brings up menu (Paused)
- Start - Nothing
- Select - Brings up map of area
- L-Button - Turns camera right
- R-Button - Turns camera left
- L-Button + R-Button - Camera auto adjusts to where your character is facing

-----|
Battle Mode [C02]

- D-Pad - Move cursor
- Analog Stick - Move Cursor
- X - Select current cursor position
- Square - Extend log
- Circle - Undo Selection
- Triangle - Nothing
- Start - Nothing
- Select - Nothing
- L-Button - Nothing
- R-Button - Nothing

-----|
Paused Mode [C03]

- D-Pad - Moves cursor in menu
- Analog Stick - Moves cursor in menu
- X - Select current cursor position
- Square - Nothing
- Circle - Unpause
- Triangle - Unpause
- Start - Nothing
- Select - Nothing
- L-Button - Switch left through characters


```
|Valen || hp100/100           Hydra           |
|Euphe || hp 98/100           |
```

Paused Screen

~~~~~

Includes basic character info...

```
|-----|
|               Game Purpose [B02]               |
|-----|
```

Obviously the purpose of any game is to have fun but thats not what I mean. This is a basic explaining of what you are going to need to do in this game and what needs to be accomplished.

Since its possible to get to lv 99 there must be a reason. That reason is that the monsters you face later in the game are in fact good enough to kill you at a high level. You always want to make sure you have the best equipment on possible for your level. For example you dont want to have a level 45 weapon equipped if you are level 75.

What you are trying to accomplish in this game is killing the Black Dragon and saving all the land. A typical story yes but there are many many twists along the road. You need to read on and find these out for yourself!

```
|-----|
|               Basic Weapon Info [B03]           |
|-----|
```

Each character has a seperate Dragon Orb (Read Basic Dragon Info [B05] for details. Each character is best with a specific type of weapon and can only hold that type of weapon to tell you the truth. Valen is best with the sword and I have found Valen and his Swords to be the most effective. Based on the Dragon Orb each character is a certain elemental type. Valen is first given Fire and it's best to keep him with that. It is possible to craft 6 different types at the same level. Each of the 6 swords is a different elemental type. Therefore it is best to match the elemental type of a weapon to the elemental type of your character. Hence a Fire Sword with Valen equipped with the Fire Orb. Fairly simple. The four available types of weapons are the Sword, The Staff, The Gun and The Circle. I don't see why they inserted a Gun into this game but it works just fine with the story line.

```
|-----|
|               Basic Item Info [B04]             |
|-----|
```

EQUIPMENT

Rings

~~~~~

Bracelets

~~~~~

Necklaces

~~~~~

Lusces

~~~~~

magic

ten levels

mana is used depending on level

lv 1 takes 1 mana, lv 2 takes 2 mana etc...

## Chests

~~~~~

There are three types of chests in Dragoneers Aria. These chests are

Brown Chests - These chests are found often, especially early in the game. You can open these chests at any time and you dont need any special requirements. Since these chests are so easily opened usually their rewards aren't the best but you never know.

Green Chests - These chests are also very common. They require an item to be opened. The chest will tell you what item it needs. These chests can hold very sweet items but they also throw a crappy item in every once in a while.

Blue Chests - These chests are the least common by far. They require the player to have a certain type of lusce at a certain level of luminescence. For example. there is a blue chest in the Fire Dragons nest. You need a fire impact lusce and it has to be level two. As you get farther in the game these chests will demand that your lusces be a higher level.

Note that many items can only be obtained if you open a chest then leave and come back to that area to where the previous chests was. Another chest may appear there...

```
|-----|
|               Basic Dragon Info [B05]               |
|-----|
```

Dragons...

~~~~~

### Fire Dragon

~~~~~

Wind Dragon

~~~~~

### Thunder Dragon

~~~~~

Earth Dragon

~~~~~







After this cutscene you are allowed to walk around. I would take the time to talk to a few people. One girl gives you a Fire Impact Lusce which you might aswell take. Eventually you will meet up with two wierd looking people and without even talking to them a cutscene will come up.

These two wierd people are apparantly Dragoons already. The man is definitely the most creepy and he seems reluctant that Valen is going to become a Dragoon. The female seems glad that Valen is becoming a Dragoon but only because he will have to suck up to the Dragons instead of her. Oddly they both seem reluctant towards Dragons.

Walk around talking to more people to learn a few things (Mostly useless things). You will find yourself at a save spot. Might as well save because every time you lose you have to start back from your last save point.

Continue on making note of the stores and there locations. Refer to Central Cities & Towns [T01] to see where everything is located in Granadis Main District. Eventually you will come to a blue haired girl that is looking in a store and talking some pointless garbage. This is Euphe, she is fairly important despite first appearances.

You will soon come to a big door and Valen will say something about getting ready. It will turn to night after this. Just go up to that door again and press x to go through

#### Central Granadis

~~~~~

You will appear in another part of the city. It has a whole bunch of pedestals with weird coloured crystals on them. A cutscene launches. Everyone is worrying when all of a sudden a massive Black Dragon appears. He shoots a big hole in the wall and blows up half the city. Then a Blue Dragon appears, which turns out to be the Water Dragon.

After a small slow confrontation with some other Dragoons and the Black Dragon a three headed beast is spawned. Here is your first battle!

Your battle screen comes up and you are battling a Hydra.

Hydra 200 Incredibly Easy

This is probably the most simple of all the battles. You don't need to do anything except use your plain attack. You will do from 35-45 damage to the Hydra and the most he will do is 10.

After you defeat the Hydra a post battle screen will come up showing how much experience you have and have gained. You gain 150 from this monster which is a fair amount. You will also recieve a Heal Lusce which you are forced to take

A new cutscene will come up where everyone talks about the damages and other useless things like dead civilians. General Panova then issues orders for everyone to go see to a Dragon to see if they are O.K because only the Water Dragon showed up.

General Panova also presents Valen with a small red orb called the Fire Orb. This I found to be one of the most crucial pieces of the game. The Fire Orb allows the carrier, now Valen, to perform Fire Based attacks. These attacks outweigh the abilities of Lusces 20 to 1.

Save the game and talk to some people if you want.

Go back through the door you entered from

```
|-----|
|                Still The Beginning [W02]                |
|-----|
```

Granadis Main District

~~~~~

Walk all the way down to the bottom of Grandadis Main District and go through the door there (D2 on map).

Right when you get outside a cutscene starts.

Euphe knows that you are going to go talk to the Fire Dragon and she wants to come along. Since she is an Empath and healed the Water Dragon to recieve the Water Orb, Valen agrees to her request.

Congratulations Euphe is now part of your party. Her healing abilities can be very helpful. Change your party leader to Euphe and use her field ability (square) to use 1 Mana and heal all your party members whenever you need to.

I would recommend that you go back through the door into town again so that you can pick up some stuff.

Go to the Inn to heal any damage that you have taken and then go to the Ornamenteers and pick up any equipment that you need, like a ring for Valen and Euphe.

Once you have done this and equipped everything go back outside the door.

```
|-----|
|                Southern Iris [W03]                |
|-----|
```

Now to get the game underway.

When you go outside you will see a save point and a guy standing there. You might aswell save and talk to the guy to learn how to fight. My guide has already explained but just incase you forgot.

Your only level 1 so you need to level a bit to advance. The farther you go along a map the harder the monsters get so move along accordingly.

Note that there are a few items on this map. A chest is right in front of you. You receive a Water Impact Lusce from it. There is a action light in the first dead end also in front of you. From it you receive Proto-Gun MK. I which is clearly a gun which can't be used with any of your current characters. There is one more chest in another dead end containing a Mobilize Lusce. There is a green chest that needs a water rune and you recieve Aquas Sword Recipe. On your second visit that same chest needs an earth rune and you get Rose Staff recipe from it.

Now fight some monster to level up. As I already said make your way along accordingly. There is a 3 Mana regeneration light about half way if you need it.

This areas attribute is Earth.

Monster List (Note that Hp is not always a perfect number just an  
----- approximation)

| Monster         | Hp  | Strength               |
|-----------------|-----|------------------------|
| Fetid Grass     | 75  | Weak                   |
| Ensnaring Weed  | 70  | Weak                   |
| Retch Grass     | 110 | Weak                   |
| Crawling Weed   | 120 | Weak                   |
| Spriggan Nisshy | 145 | Just a bit stronger    |
| Tiny Spriggan   | 200 | Same as other Spriggan |

You may come across a monster name something avatar. This is a typically stronger being for what ever area you are in. Depending on the area the monsters name will be different. You will find Avatar monsters in all battling areas.

Keep battling monsters until you are level 5 then move on to the next area.

```
|-----|  
|                Mt. Baird [W04]                |  
|-----|
```

Right when you are through save the game.

These monsters are a bit harder then the former monsters and they can actually do some damage so be a little more cautious. Not too cautious though!

You need to make your way to the end of the map to reach the next portion. But you have to do some leveling on the way. Keep in mind that monsters get harder as you go a long so don't run to the end. If you just run to the next door whatever is there will crush you. That is how much difference just a few levels is.

There is a Green Chest near the beginning, need Fire Rune to open it. There is also a brown chest with a Clarify Lusce and another with a Sleep Lusce. There is also a 3 Mana regeneration light which you will probably want.

This areas attribute is Fire

Monster List  
-----

| Monster           | Hp  | Strength            |
|-------------------|-----|---------------------|
| Fuming Spriggan   | 280 | Easy-Medium         |
| Spriggan Seer     | 250 | Easy-Medium         |
| Tough Turf        | 600 | Surprisingly Strong |
| Posion Root       | 430 | Not Bad             |
| Vision            | 400 | Medium              |
| Spriggan Conjurer | 500 | Easy-Medium         |
| Raging Spriggan   | 500 | Easy-Medium         |

Once you are around level 10 then you should be good to enter the next area.

```
|-----|
```

| Fire Dragon [W05] |

-----  
You enter another cave like area and a cutscene starts. You see the fire dragon and a flying monster. Valen decides you need to help...

Dark Servant Demon      3700              Quite Powerful

After you beat him a cutscene comes on. The fire dragon explains about Nidhogg the evil black dragon. Out of nowhere Lucien drops down and stabs the fire dragon and kills him.

There are quite a few chests here:

Brown chests

-Dragon Bone Recipe

-Empower Lusce

-Fire Dragon Key\*

Green Chest

-Need Arcanastone

Blue Chest

-Need Fire Impact Luminescence - get Attract Lusce

Now go to the stone pedestal on the right side of the room. It is in fact a teleporter back to Grenadis.

-----  
| Grenadis [W06] |  
-----

Cutscene - You talk to General Panova about Euphe and Nidhogg and are charge with a new mission. That mission is to go to Wentos and save the Wind Dragon.

You can talk to people if you want but its a waste so go through the door into the main district.

Now is a great time to stock up on some stuff. Refer to the map if you need to.

Firstly go to the inn and rest.

You should be around level 10 now so you should get some new equipment and items. Go to the recipe clerk if you have a decent amount of money. At the recipe clerk go to weapons and buy short sword and falchion recipe and if you want get the longsword recipe. Now buy the Oak staff, oregano rod and bergamot rod if you want. If you go to equipment you might find some recipes you like so buy them now. Now go to ingredients and buy All the recipes, yes all. Next go to items and get anything you want. I like to buy some of the potion recipes because you never know when you will need them.

Exit the recipe clerk.

Go to the Item clerk if you want anything like potions and whatnot.

Next go to the weapon shop. I like to buy at least one of everything just in

case.

Now you can either equip one of the weapons from the shop or craft a new one. I find crafted items to be way better than the normal weapons (obviously). I wouldn't bother crafting a weapon unless your level 15 already because there is no point in crafting a lv 5 weapon.

Now your going to want some decent equipment. Go to the ornamenteer or craft some equipment.

Save your game.

Go through D2 which is the only door you haven't entered.

```
|-----|  
|              Northern Iris [W07]              |  
|-----|
```

Cutscene - Euphe is being an idiot and thats it...

You are now in an old ruined part of Grenadis that is all snowy. Its basicly just like every other part of the game and all you have to do is level up and make your way along to the next place.

Brown Chests

- Heal Lusce
- Thunder Impact Lusce
- Thaw Lusce

Green Chest

- Need Fire Rune

Action Light

Says: There is a tarnished old necklace - search  
You recieve a warrior collar

Action Light

Says: You see a haggard old sword. Its rusted, but it somehow looks familiar. That symbol, and the aura it emits... Perhaps it is the Zombie Slayer, famed killer of the undead. Legend says the sword must first test you. It must determine if you are worthy of its grace - pick it up - you hear a piercing voice. You wish to take my zombie slayer? Then i must test your worth.

Hunting Haunt      2800      Okay

He is big but you can just destroy him with Valens Burning Blade

After: The spirit speaks with joy in his voice. I see i can entrust you with my weapon. Protect Iris from the undead legion that comes from Karuso.

Recieve Zombie Slayer

If you are still below level 15 equip zombie slayer

Monster List

-----

Wraith                      740      Not very strong

|                   |      |             |
|-------------------|------|-------------|
| Poltergeist       | 1000 | Fairly Weak |
| Haunt             | 1500 | Okay        |
| Spriggan Magician | 900  | Pretty Weak |
| Furious Spriggan  | 1000 | Weak        |
| Shade             | 800  | Okay        |
| Gh'eat Runner     | 1300 | Strong      |

Once You are about level 15-17 go through the next door.

```

|-----|
|               Karuso Tunnel [W08]               |
|-----|

```

Cutscene - Another pointless conversation

Brown Chest

- Frost Impact Lusce
- Purify Lusce

Green Chest

- Need Holy Rune - Recieve Prima Sword Recipe
- Need Arcanastone

Action Light

Recieve Protogun Mk. II

Monster List

-----

|                  |      |             |
|------------------|------|-------------|
| Vampire          | 1800 | Okay        |
| Phantom          | 1500 | Pretty Weak |
| Ghoul            | 1300 | Pretty Weak |
| Revenant         | 1100 | Pretty Weak |
| Zombie           | 1200 | Weak        |
| Undead Mage      | 1700 | Okay        |
| Undead Elemental | 1500 | Weak        |
| Gh'eat Runner    | 2000 | Okay        |
| Harpy            | 2200 | Weak        |
| Avian Voice      | 2000 | Weak        |

Enter Through the next door at about level 20

```

|-----|
|               Wentos [W09]               |
|-----|

```

Cutscene - Explaining about empaths

Brown Chests

- Poison Lusce
- Awaken Lusce

Green Chest

- Need Dark Rune

Action Light

- Get charging staff

This areas attribute is Wind

#### Monster List

-----

|                |      |        |
|----------------|------|--------|
| Raven          | 1600 | Decent |
| Avian Singer   | 1700 | Decent |
| Killer Eagle   | 2300 | Decent |
| Zephyros Rider | 1800 | Okay   |
| Flying Pillow  | 1800 | Good   |
| Necromancer    | 1700 | Weak   |
| War Hawk       | 1600 | Weak   |

Once you are around level 25 go into the lower door.

```
|-----|  
|                               |  
|                               |  
|                               |  
|                               |  
|                               |  
|                               |  
|                               |  
|                               |  
|                               |  
|-----|
```

(called Talvos)

Cutscene - Lucien and a little girl pirate are arguing while the Wind Dragon is suffering. Then a fight begins with a third party member, Mary

Lucien 6800 Not really that good

Lucien is a fairly easy boss and if you just use one of your powerful Dragon Skills like burning blade then attack normally with Euphe and Mary you never lose mana (unless one of them misses). In a short time of battling Lucien is defeated. If you want you can defend instead of attack with Euphe or Mary.

Cutscene - Lucien runs away then everyone has a nice friendly chat. Mary recieves the Wind Orb

Cutscene - Mary Joins your party but for some reason they placed this scene back outside

Go back into the Wind Dragons Nest

#### Brown Chests

- Wind Dragon Key\*
- Beast Bone Recipe
- Flutter Lusce
- Wind Impact Lusce

#### Green Chest

- Need Arcanastone

#### Blue Chest

- Need Wind Impact Luminescence - get Aerial Armor Lusce

Take the stone Portal Back to Grenadis

-----  
| Grenadis [W11] |  
-----

Go to any stores you see fit and dont forget to visit the Inn to heal. Now that you have Mary dont forget to equip here with a gun and put some decent equipment on her.

Here is a portion of katastrophie's Dragoneers Aria walkthrough which I found quite useful. I didnt originally link all these together but its much better this way.

"talk to Louise near the entrance. She'll ask for a white ring, make it (you should have some protect runes by now) and give it to her. She will give you an OPAL RING RECIPE. Go back into town.

Go all the way to the save point and talk to Maria thats standing next to it. She'll give you a DRAGOON BRACELET. This is a very good armor for when you reach level 35.

Next go and talk to Corinne that is near the item store and you'll get a HEAVY BRACER RECIPE.

Now go and talk to Judy that is also near the item shop. You will get a TRAINEE GORGET RECIPE. If you talk to her again you'll get a WANDERING GORGET RECIPE."

written by katastrophie

some good items are recieved if you follow this little bit...

finish up in Granadis then head back to the Wind Nest.

-----  
| Tartunis [W12] |  
-----

From the wind nest go back outside then go through the other door.

You are now in the Tartunis tunnels...

Brown Chests

- Wind Impact Lusce
- Liquify Lusce

Green Chests

- Need Item to prove your an aspiring adventurer
- Need Fire Rune - get Flintlock Recipe

Action Light - you see some junk on the ground then here flapping. Check it out. A giant manta attacks you

All-Swallow 8000 Strong

He is fairly strong but if you just play the right strategies you can beat any monster. I just use the simple old dragon attack and gaurd moves.

You receive Proto Gun X  
It's a good weapon so I would recommend making Mary use it.

This area's attribute is Thunder.

#### Monster List

-----

|                |      |            |
|----------------|------|------------|
| Flying Mat     | 2000 | Decent     |
| Flying Blanket | 2500 | Quite Good |
| Flying Cloth   | 3200 | Quite Good |
| Euros Rider    | 2400 | Good       |
| Nautis Rider   | 2500 | Good       |
| Roc            | 2500 | Weak       |
| Avian Bard     | 2000 | Very Weak  |
| Gob K'at Lin   | 2000 | Okay       |
| Gh'eat Runner  | 2800 | Okay       |
| Peaceblossom   | 2600 | Okay       |

Once you are approximately level 30 enter the left door

```
|-----|  
|                Thunder Dragon [W12]                |  
|-----|
```

(called Thanos)

Cutscene - You enter and you see Langley in pain near the thunder dragon and you guessed it, Lucien.

Lucien 15 000 Strong but not too strong

Lucien is still fairly easy. I used gaurd quite a bit to replenish Mana then unleashed a heavy wave of attack using all three characters.

Cutscene - Yay, Lucien dies! The Thunder Dragon offers langley his dragon orb but he refused so instead you get it.

#### Brown Chests

- Magic Bookmark
- Spark Lusce
- Thunder Impact Lusce
- Thunder Dragon Key

#### Green Chest

- Need Arcanastone - get holy symbol

#### Blue Chest

- Need Thunder Impact Luminescence - get Shield Lusce

Open the Dragon portal but this time dont go back to Grenadis unless you really want to

Now exit the way you came in. Go through the other door now.

-----  
| Ambul [W14] |  
-----

Finally you are in a new town. And after all that wait you get something smaller then Grenadis. But this town has way way better stuff so check out all the stores and buy anything you want. I recommend some new recipes and new weapons.

Action Light - There is a spectre who talks to you and asks you if you could lay some flowers at the dead dragons dens. That is the Fire Dragon and Wind Dragon. SIDEQUEST - You can just go to these places and you will automatically place flowers there. Irecommend to wait until you are at least level 35 before you do this because of the monsters abilities.

When you are ready go through the next exit.

-----  
| Basalt [W15] |  
-----

You are now in Basalt.

Brown Chests

- Petrify Lusce
- Weaken Lusce (same chest as previous)

Green Chests

- need protect rune - get Lizard Bangle recipe
- need resist rune - get Unigaurd Ring Recipe (same chest)

This areas attribute is Earth.

Monster List

-----

|               |      |            |
|---------------|------|------------|
| Cobweb        | 2400 | Weak       |
| Leprechaun    | 2600 | Okay       |
| Sea Acolyte   | 2900 | Good       |
| Sea Bandit    | 3200 | Quite Good |
| Dwarf         | 2600 | Okay       |
| Flying Carpet | 2800 | Okay       |
| Mustard Seed  | 3400 | Decent     |
| Moth          | 2500 | Moth       |
| Boreus Rider  | 2000 | Weak       |

You will notice that if you try to travel up the first of the two pathways it will send you back to the beginning of the map. If you go to the second one then a cutscene starts.

Cutscene - Nikita and an Elf are arguin because the elf wont let Nikita through. The elf says that he will only let them through if one of you drinks posion. So Valen (being so brave [not]) decides he will drink it. Turns out the elf was kidding and Euphe had to save Valen from dying. Then the elf says that he will let you through just come back and talk to him.

Action Light - A rude pixie starts talking and flies into Euphe's cloths.  
You decide you need to "beat the crap out of him".

Pixie 8000 Strong

He is a surprisingly strong little bugger but you can still pound him if you play right. Once you beat him you recieve Cormorant Circle which is a strong weapon for your next character but has a major downside (-1500 health).

I would recommend saving then at level 35 go talk to the elf again to enter the Earth Dragons nest.

```
|-----|
|                                     |
|                               Earth Dragon [W16]                               |
|-----|
```

(called Teras)

Cutscene - Turns out the Earth Dragon died a year ago. Nikita laughs maniacally and turns out she is also evil (Didnt see that coming did you) You decide to fight Nikita and the elf helps out.

Nikita 18 000 Strong

Nikita is definitely a step up from Lucien but just Gaurd if you have low and heal using heal lusces or Euphe. Attack big with dragon skills.

Cutscene - You beat off Nikita and she leaves. Ruslan who seems very snobbish joins your party. He says he is only joining because you would be hopeless without him and that he would destroy Nikita. (In my opinion he isnt that good) You recieve the Earth Dragon Orb because Ruslan the Elf already had it.

Brown Chests

- Earth Dragon Key
- Star Fragment Recipe
- Invigorate Lusce
- Earth Impact Lusce

Green Chest

- need Arcanastone

Blue Chest

- need Earth Impact Luminescence

Open the Dragon Portal. You can go to Grenadis or back to Ambul. I prefer Ambul just because it is smaller and better.

```
|-----|
|                                     |
|                               Basalt Again [W17]                               |
|-----|
```

After you are done in Ambul go back into Basalt.

You remember that pathway with a strange force that pushed you back. Of course you do. Go there.

There is a 3 Mana regen light.

Action Light - A Gremlin says you are trespassing and wants you to pay so...  
"beat the crap out of him"

Gremlin 8800 Okay

You receive Scorching Ring when you defeat him.

Now go past the sign (you can read it if you want) into the next area.

```
|-----|
|                Tergem Straits [W18]                |
|-----|
```

Save the game when you enter.

This is a pretty straight forward part of the game. Its just a tunnel with no extra pathways.

Brown Chest

- Paralyze Lusce
- Addle Lusce (same chest)

Green Chests

- need Dark Protect Rune
- need an item to prove you are a swashbuckler

Action Light - It says you see a necklace on the ground that is emitting a magical aura. Pick it up. You receive Bulwark Aventail

This areas attribute is water.

Monster List

-----

|               |      |                                          |
|---------------|------|------------------------------------------|
| Sea Adept     | 3000 | Weak                                     |
| Sea Robber    | 3300 | Decent                                   |
| Oberon        | 3100 | Weak                                     |
| Sea Rogue     | 3200 | Weak                                     |
| Sea Priest    | 3800 | Okay                                     |
| Boogiemán     | 3200 | Has powerful attacks otherwise just okay |
| Sea Patriarch | 4000 | Good                                     |
| Titania       | 3300 | Good                                     |
| Gh'eat Runner | 4000 | Okay                                     |

When you are about level 40 enter the next area.

```
|-----|
|                Glacias [W19]                |
|-----|
```

Cutscene - Euphe and Mary complaining about the cold. Ruslan throws in some

stupid remarks.

Brown Chest

- Freeze Lusce

Green Chest

- need attack rune - get Purity Sword Recipe

Action Light - It says "You see a remarkably beautiful staff on the ground. It bears some resemblance to the legendary Feiden Staff. As you approach the staff, you hear a sound. Its a maddening howl off in the distance".

Approach with caution. "You approach the staff and pick it up. Upon closer inspection, this must be the legendary Feiden Staff. A raging yeti suddenly appears. He's obviously upset about something. He's pointing at the staff and howling. He seems to want you to give him the staff".

Howling Beast      23000 Good (Obviously lots of health)

When you beat him you recieve the Feiden Staff

This areas attribute is Frost.

Monster List

-----

|                  |      |                                           |
|------------------|------|-------------------------------------------|
| Glacias Kong     | 3400 | Okay                                      |
| Monkey Slaughter | 3400 | Good                                      |
| Sea Magsman      | 3600 | Weak                                      |
| Blizzard Kong    | 3800 | Okay (Beware of Tornado Axe- high damage) |
| Sea Bishop       | 3200 | Okay                                      |
| Emperor Kong     | 4000 | Decent (Beware of Tornado Axe)            |
| Monkey Giant     | 4000 | Okay                                      |
| Gh'eat Runner    | 4000 | Weak                                      |
| Yeti Avatar      | 8000 | Good                                      |

Once you reach level 45 go through the doorway

```
|-----|
|               Frost Dragon [W20]               |
|-----|
```

Cutscene - The Frost Dragon talks to you then gives you the Frost Orb. The Black Dragon comes charging in and attacks the Frost Dragon. Euphe starts being heroic and says she isnt going to stand and watch. She turns out to be the Water Dragon and transforms to epicly take on the Black Dragon. She fails miserably. The Frost Dragon gets bit in the neck because of his incredibly slow reflexes and dies. The Black Dragon leaves.

Your party heads back to grenadis

Cutscene - Euphe and Valen have a really boring talk

```
|-----|
|               Grenadis [W21]               |
|-----|
```

Cutscene - It is determined that you must go to the Seclusion Gate to move on.



