

Dragon Quest V (Import) FAQ/Walkthrough

by Khronlk

Updated to vFinal on Sep 12, 2009

This walkthrough was originally written for Dragon Quest V on the SNES, but the walkthrough is still applicable to the PS2 version of the game.

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***** Dragon Quest V - Bride Of Heaven *****
***** FAQ Walkthrough *****
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**----- Version 1.2 | August 3, 2005 -----**
**-- By (Ikon) --**
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My FAQ Walkthroughs @ www.gamefaqs.com

- The Mars Saga & Mines of Titan (Commodore 64 & PC)
- Dragon Quest V (Super Nintendo)
- Stronghold (PC)
- Final Fantasy Mystic Quest (Super Nintendo)

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Version History

Version 1.2 - April 21, 2006

- I am adding a character list, monster list and a recruitable monster list and changed the boss encounter strategy method up. I think this FAQ Walkthrough is just about complete now, the only updates that will probably happen now is minor spelling corrections and spacing problems.

Version 1.1 - September 21, 2005

- There were alot of tabbing errors I fixed within the in-depth game information section, I also cleaned up the look of a few tabing and spacing errors throughout the actual walkthrough part of the FAQ as well. I recieved a email from www.neoseeker.com asking if they could list my FAQ Walkthroughs on their site, I of course agreed so you can now look for my FAQ Walkthroughs on their site now as well.

Version 1.0 Update - September 11, 2005

- I have completed the entire FAQ Walkthrough now, I only gave it a quick proof read because I am tired of working on it for now, I will list it on www.gamefaqs.com in a few days when I get on the internet again. I'm sure there will be quite a few mistakes throughout the FAQ when it's listed so expect a fairly soon update.

Version 1.0 - August 3, 2005

- I have started work on this FAQ Walkthrough on August 3, 2005. I will start with the walkthrough itself until I finish and then start

up with the in-depth game information.

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I. Introduction

Any serious RPGer knows the Dragon Warrior series and how amazing the story and gameplay really is, Dragon Quest V is no different. The game is amazing in the story and gameplay like the other Dragon Warrior games except one difference, Dragon Quest V is for the SNES and with it comes updated graphics and alot more convenience to the over-all controls.

I was pretty excited once I found a translated copy of Dragon Quest V and was eager to get back into the Dragon Warrior series. For anyone who doesn't know Dragon Quest is the Japan version of Dragon Warrior games. Dragon Quest V was not released in North America for purchase so alot of people have not had the pleasure of playing this game except through emulators.

I love classic RPG games so I had to play this game and once I beat this game I decided to make my second FAQ Walkthrough. So if your stuck in the game or just wanna play it again without missing anything and getting the full game experience then this FAQ Walkthrough is for you.

II. Playing The Game

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= Starting The Game =

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After you choose your name for the hero the game starts off in a throne room where your father Papas is pacing back in forth. A short while later he is notified you are born and he quickly rushes to where his wife and your mother Martha is to see his new child. After a short conversation between the two something happens to Martha and the screen goes black.

When the screen comes back you are a little boy in a room with Papas on a boat. You have to go around and talk to everyone on the boat to get the game going but before you leave to go do that search the drawers in the room and you will find a (Medical Herb). Once you talk to everyone the captain will tell you to get Papas, once you go to get him he is waiting for you on the deck. You will land at a place called Vista Port. Papas will leave you to go talk to some friends, you can go upstairs and talk to someone who remembers who you are. After that there is nothing to do but leave Vista Port, once you do you will be

immediatly attacked by three slimes. during the fight Papas will pop in and rescue you. After the fight he will heal you to full, he does this after every fight you are in with him. After the three slimes are defeated Papas will lead you to a town called Santa Rosa, you may or may not get in more fights along the way.

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= Santa Rosa =
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Items Found - 2 Medical Herbs
Leather Hat
Strength Seed

Once you arrive in Santa Rosa with Papas he is treated like the pope, people come out to see him and are excited for his return. You and Papas end up at Sancho's house where Papas and Sancho's will begin to talk, while they are talking a little girl named Bianca will come down from upstairs and ask you if you wanna go upstairs with her. Once you go up there she asks if you remember her, either answer brings the same conclusion. She tries to read to you but is interrupted by her mother leaving you alone upstairs. Search her drawers and discover the (Leather Hat), once you have it go back down stairs and Papas will tell you he needs to go out for awhile leaving you behind. If you talk to Sancho's when he leaves you can take a rest if you want. Choose no for now and search his house, in the drawer there is a (Medical Herb) and downstairs in a jar is a (Strength Seed). After taking those items head over to the weapons shop and go upstairs, in one of the drawers you will find another (Medical Herb). After leaving the weapons shop talk to people around the town and you will find out that Duncan's wife is worried about a man who was supposed to return by now with a healing herb for her husband Duncan, this will lead to your first real quest.

=====
= Santa Rosa Cave =
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Items Found - 50 Gold
Medical Herb
Leather Shield
Wayfarer's Clothes

Before starting this quest it's probably best to level up a few levels before attempting to complete it. Once in the cave go north and on your first left you can find a (Medical Herb) in the chest. Once you have it leave and continue going north until the next screen then take a left and go down the stairs.

Once you are on this floor you can go right and down to find a chest containing (50 Gold). Go back to where the stairs were, take a left and then go up past a sign to where there is another chest containing a (Leather Shield). After that head down go down to the next screen, turn left and go down another set of stairs.

Once down the stairs proceed left and then up, you will pass where there is a right turn but just go straight. You will find the man who was looking for the healing herb trapped under a rock. Move the rock for him and he will thank you and proceed to return to Santa Rosa to deliver the healing herb to Duncan's wife.

Once the man leaves you can go north of where the man was and you will find a chest containing the (Wayfarer's Clothes). Once you have the you can go back to where the man was and southeast of where the man was you will find a slime, talk to the slime and he will tell you some useful information. This does it for the cave so leave and go back to Santa Rosa, once back head back to Sancho's place and take a rest.

In the morning Bianca and her mother are there with the healing herbs and are leaving to go to Alkapa. Papas doesn't want them going alone so he accompany's them back to the town and your force to come along regardless.

=====
= Alkapa =
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Items Found - Defense Seed
 Wing Of Wyvern

Once you arrive in Alkapa, Papas goes to Duncan's house to talk with his sick friend. Again you are left to run around while Papas is talking, go upstairs in the inn and check the drawers you will find a (Wing Of Wyvern) and a (Defense Seed). After you pick up those items leave the inn, right before you leave to go outside Bianca will come to you and accompany you. Once you have her go around town and you will come upon two punks kicking a cat. Bianca will try to tell them to stop but they tell you that you can have the cat if you go to a castle north of Alkapa that is called Lenoire. Once you are done talking to them and everyone else go back to the inn and talk with Papas, after you chat with him Duncan's wife will make you stay the night at the inn. While you are sleeping Bianca will wake you up during the night for you two to go to the haunted castle of Lenoire. Before you go to Lenoire you should level up and upgrade your equipment with the money you earn. If you stay at the inn and heal up then you will wake up beside Papas who if you talk to him has contracted Duncan's cold so you can finish the quest off.

=====
= Lenoire =
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Items Found - Bianca's Ribbon
 Defense Seed
 Gold Orb
 Handwoven Cape
 2 Medical Herbs
 Torch
 Wing Of Wyvern

Once ready to head out to find Lenoire, proceed north, you can go a little west and go over mountains to reach Lenoire or go a little east and take a bridge over to it. When you arrive at Lenoire and try to go in the door is found to be locked, move to the right and you will find a ladder which leads up to the top of the castle. Proceed to enter the castle and when you do the door behind you will close and lock you in, move down the stair case until you reach the next room. When you get into the room you will notice six skeletons laying in six beds, when you walk past them to go down the stairs they will stand up and walk toward you, the screen will go black and when it comes back Bianca is missing.

Proceed to go down the stairs, when entered the room there is two chests, the north one has a (Wing Of Wyvern) and the other one is empty. There is a hole in the floor and also a set of stairs, go down either one and you will find yourself outside. Once outside you will hear a noise and see two graves, one with your name and one with Bianca's. Search Bianca's grave to find Bianca! She will thank you and tell you that was creepy, proceed to go back where you came from. When you get back into the room you will notice a ghost of a woman named Sophia standing at the top left of the screen, speak to her and when your done a bookcase will begin to move revealing a stair case underneath, go down these steps. Once this floor move west and then move north through the door, you will see a ghost on a bed. Speak with Sophia the ghost and she will ask you to help her take back her grave, once done speaking with the ghost move south and go down the stairs. When down the stairs you will be in a room that is completely black, move southeast until you find a lighted room with stairs.

On this floor you will see a male ghost named Erik, he wants you to follow him but before you do there is a (Medical Herb) in one of the jars near the stairs. Then begin to follow where the ghost has gone, it will lead to a staircase. Once up the stairs go and talk with the ghost, he asks for your help like the other ghost. Agree to help him and he will tell you he left a torch in the kitchen, when done speaking with him go back down the stairs from where you came and go into the kitchen you passed earlier. Check one of the pots in the kitchen to find the torch which will now light up the dark room you were in before. So proceed back up the stairs you came from where the dark room was, use the torch to light up the room, when the room has been lit up go northeast until you see a set of stairs there. when you go up the stairs you will see a statue, walk past it going south and you will notice it start to follow you, if you talk to the statue it will start up a fight with you. If you choose to fight it and win because it's a tough little fight you will receive a (Defense Seed) from it.

After killing it if you choose to keep moving south until you see another set of stairs, once up the stairs you will see Erik the ghost again, he will tell you to follow him into a pot but before you go into the pot search the other pots first to find a (Medical Herb). After acquiring the item go to the pot where Erik went into and search it to follow him into the pot. Move west when you reach this floor and go through the door then north to find a staircase leading down, once down the stairs move south and open the front door of the castle. Move back to where you came down the stairs and go back up them and move north through the door, once through your first right will be a inn. If you chose to sleep here you will end up outside with an old man when you wake up, if you opened the front door like I said then you can get back in no problem. So go back in through the front door and

go back to the stairs again to go back to where the inn was, instead of going right into the inn keep going north and when through the door go west and then go south to find a stair case. After going up the stairs proceed going east and you will enter into a throne room with a monster sitting in the throne chair, if you talk to him he will send you through a hole in the floor and into a square with other monsters surrounding you looking for a meal a.k.a you! You will begin to fight these monsters and when your done make your way back to the throne room, this time when you enter the throne room you will see the monster go out on the balcony. Follow him out and talk to him, this time you end up in a fight with him and he is the first boss character you fight.

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Boss : Boss Ghost
HP : 195
Spells/Abilities : Sap
Difficulty : Very Easy

He is pretty easy if you use Decrease and Surround on him, use Upper on yourself to increase defense power. He will case sap to bring it back down so you will have to cast upper a few times to bring it back up, then once that is all settled just pound him with attacks until he gives up.

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He tells you he will restore the graves of the two ghosts if you let him go, obviously you have to say yes or your in the repeat cycle until you say yes. When you say yes he will thank you and disappear, then Erik and Sophia will appear and take you to their graves where they can finally rest in peace now. Once they thank you and disappear the (Golden Orb) will appear and Bianca tells you it must be a thank you gift from Erik and Sophia. After recieving the gift head back to Alkapa.when you get back to Alkapa everyone knows how you went to Lenoire and beat the monster there. In the morning Bianca and you go back to where the two punks were beating the cat up and they agree to give you the cat since you did what they asked, once you get the cat from them Bianca wants you to name the cat from four choices she asks you. Once you decide on a name head back to the inn and talk with Papas, he will ask you if you wanna head back to Santa Rosa now so say yes. Bianca leaves your party at this time but before you leave she will give you her ribbon which is (Bianca's Ribbon) for you to remember her by.

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= Santa Rosa Part II =
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You and Papas will return back to Santa Rosa after finishing your quest at Lenoire, shortly after arriving in Santa Rosa Papas will recieve a letter and again leaves, leaving you alone to find something to do. First thing you should do is go north of Sancho's house and you will see a door in the mountain, enter and you will see the man you rescued from the cave. He will thank you for helping him, search his drawers to find a (Handwoven Cape). After leaving his place go around town talking to people, most of them complain about stolen or misplaced things. In front of the church you will see a person who looks alot like you but bigger, he asks to see the (Golden Orb). Once

you talk to him you have to give it to him or repeat saying no millions of time, he inspects the orb and then returns it and tells you to take care of your father Papas. After talking to people if you haven't already go to the inn and in there, you will see what appears to be a ghost staning on the end of the bar. Talk to the girl and you will find out she has been doing all the mischievus things to try and get someone to see her but no one does only you can see her. She asks you to meet her in a basement of a house which is Sancho's basement, leave and meet her there. When you arrive at Sancho's basement you will see her there, she tells you her name is Bella and she needs your help. She wants you to return to her village with her, if you agree she will disappear and a staircase teleporter thing will appear it looks like a tube, enter to tube to transport to the village.

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= Faeire Village =
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Items Found - Holy Water

Once you arrive in the village Bella will escort you to Lady Powan. Lady Powan asks you for a favour, she needs the (Flute Of Spring) back and asks you if you could get the stolen flute back for her. When you agree Bella joins your party to assit you in searching for the flute. When your done talking with Lady Powan move south and then left till you see the inn, beside the inn there are some jars with a (Holy Water) in one. Inside the inn there is a man who is a mobile general store, talk with him if you are in need of supplies, he also carries a couple of weapons. To the east of the inn there is an armor shop where you can upgrade your equipment further before you set out to find the flute. Also before going to find the flute it's best to level up, as you know by now you need to go through this ritual before setting out on your next quest. Once you buff up your team and upgrade their equipment, set out to the west, after a bit of walking you will come to a cave known as Dwarves' Cave.

=====
= Dwarves' Cave =
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Items Found - 100 Gold
 120 Gold
 25 Gold
 Acorns Of Life
 Agility Seed
 Secrets Of The Key

When you enter the cave proceed south until you come upon a sign post, once you make it there head west and your next turn will be north if you want to find alittle gold. There are two chests north with gold in them, one has (25 Gold) and the other (100 Gold). After getting the chests head south and proceed to go into the smaller entrance on the right, here you will find a dwarf and a slime and find out why the flute was stolen, the dwarf tells you about the (Thieves' Key) also. Leave the room and continue straight south until you hit a set of stairs. When you get down the stairs proceed northwest and take the

path west until you find another set of stairs, when you get to this floor there is a (Agility Seed) in the east side room second from the top. Once you get the item move west out of the room and back south till you reach the first path leading east, there you will find some stairs leading down. When you get down to this level the door on the right is locked so continue to go north, you will come upon a chest and in it is the (Secrets Of The Keys). This will allow you to open the large door to the south and let you get at the two chests in the room, in one chest there is (120 Gold) and in the other you will find the (Acorns Of Life). The Dwarves' Cave is a dead end now, you got what you came for so head back to Faerie Village and rest up for your next trip.

If you take my advice and rest up at Faerie Village you will wake up back in Santa Rosa, don't panic just go back down to Sancho's basement and take the teleporting tube back. When back in Faerie Village leave and begin to move north until you reach some mountains then proceed west and you will run into Ice Mansion.

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= Ice Mansion =
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Items Found - 5 Gold
 Boomerang
 Flute Of Spring
 Intelligence Seed
 Wing Of Wyvern

When you reach the Ice Mansion entrance go to the northwest corner first and find a chest with a (Intelligence Seed) in it. Continue on in the Ice Mansion, you will see the floor is all ice and quite slippery. You have to plan ahead where your gonna bump into and figure it out to how to get to the stairs to the east. If you fall into one of the hole in the floor you can take the stairs back up, there are also three chests down here as well if you want to grab them, the northwest chest has (5 Gold) the northeast one has nothing in it and the south chest has a (Wing Of Wyvern). After finally reaching the stairs up you will see someone in the middle of the room you have to slide your way over to get to him, once you talk with this person you engage in a fight.

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Boss : Zaile
HP : 160
Spells/Abilities : Heal, Robmagic
Difficulty : Very Easy

This is a fairly easy fight, just pummel him until he is defeated.
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Once Zaile gives up the Snow Queen will arrive beside him, she won't be too happy with you and change into a monster and attack you.

=====
Boss : Snow Queen
HP : 600
Spells/Abilities : Heal, Ice Bolt, Ice Breath, Surround

Difficulty : Normal

The snow queen is much more difficult than Zaile, I recommend casting decrease and just pounding her until she dies, don't forget to keep your party healed up though since she can do some decent damage to you.

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Once you defeat the Snow Queen you receive a (Wing Of Wyvern). Zaile will still be standing there, so speak with him and he will run off. Get the two chest in front of you, they contain the (Flute Of Spring) and a boomerang.

Once you have the flute make your way back to Faerie Village to give Lady Powan the flute back. Once returned she will offer her assistance in the future to you. which will come in handy later. She will play the flute and you will be return back to Santa Rosa. Once you are returned you will find yourself back in Sancho's basement, make your way upstairs and talk to Sancho, he will tell you Papas was summoned to Reinhart. He also tells you Papas wanted you to go but you were no where to be found, but Papas just left and if you hurry you can catch up to him and find him. If you hurry and try to leave the village the guard that's there will be blocking the exit and tell you he never seen Papas leave, also he will not let you leave either. Make your way back up to the church to find Papas there praying. Papas tells you to pray before you leave, this will save the game before you set out. When you finish saving your game and are done doing whatever you need to do in the town head to the exit of the city to meet up with Papas.

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= Reinhart =

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Items Found - Acorns Of Magic

After a short walk you will come to the castle of Reinhart. When you arrive you will head straight to the king of the castle, Papas will do his usual talk with someone and leave you alone. Explore the castle and talk to everyone, you can find the (Acorns Of Magic) on the second floor on the east side of the castle in a drawer. After talking to everyone in the castle return to the king and speak with him, he tells you he wants you and Papas to watch over prince Henry. Head off to prince Henry's room to meet Papas, Papas will tell you to try and make friends with Henry. Move over to Henry's room and talk with him, he will ask you if you want to become his goon, say yes and then Henry will tell you to go get the goon badge from a chest in the other room. Go to the chest and open it up, it will be empty so head back into Henry's room, but Henry's gone when you return. Go talk to Papas and he will accompany you back to Henry's room to look for him, upon arrival Henry is back where he was before. Talk with Henry again and he will ask you if you have the badge, obviously you don't so he tells you to go and get it in the chest again. Search the chest again and discovery it empty again, go back to Henry's room and he will also be gone again. Search the chair he was sitting on and you will find a stiar case down, travel down the stairs to find Henry. After a short talk about how unfun you are two men will bust in the side door and take prince Henry. Go back upstairs and talk to Papas, Papas

will tell you to follow him to go look for him. You will follow Papas for awhile but eventually he loses you on the west side of the town.

When you are all alone talk with everyone in the town and find out you need to head to a cave to the northeast of Reinhart. It's best to once again level up and upgrade your equipment before setting out. Once you are ready move east around the mountains and then north once you see a swamp, don't bother reading the sign and injuring yourself because all the sign says is stay out of the swamp because it's dangerous. Moving north of the swamp you should come upon a cave, enter the cave.

=====
= Reinhart Cave =
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Items Found - 180 Gold
 Antidote Herb
 Elven Medicine
 Monster Lure
 Strength Seed

When you enter the cave move north into the next room, the first thing you will see is Papas in a fight with some monsters. Head east, you can take the stairs down once you come to them and you will come upon a chest containing (180 Gold), if you do go for the chest walk back up the stairs and go up the stairs east and over a bridge. Begin to move south and come upon a chest containing a (Antidote Herb), after you get the chest move north and through the doorway you will come across. You will see the men who kidnapped the prince, you can talk to them and they will mention the queen hired them to kidnap Henry. Continue east and exit the room, move around the room north and then move east and finally south until you see another chest and in it a (Strength Seed). Move west until you see some stairs and take them, once you are on the floor move north until you come across the big door in the cave. Proceed west and then south to the exit. Continue south along the path and you will see a door and Papas on the other side of it, when you get close to Papas you will see him start a fight with the monsters and defeat them.

After he beats them Papas tells you that you must be stronger than he thought to make it to him in the cave, after the short conversation he joins your party backing up the rear and he will heal you up after each battle. Go north until you see another door and a symbol on the ground, step on it to open the door. Go through the door and you will see a lot of water with a boat, get into the boat and move west, you can go south to find a chest containing a (Monster Lure). Go back up all the way north and then move east, you should come upon another chest with a (Elven Medicine) in it. From the chest continue east and then move north through the hole in the wall, you will see some jail cells and in one of them Henry is in it. You will go free Henry and when you try to leave three monsters will appear and Papas will go and attack them himself, as he is fending them off he tells you to get into the boat and take Henry to safety.

Get into the boat and take Henry all the way back to the start of the cave into the one solitary room. Once you get back to that room Gema appears and fights you, he is way too strong and defeats you easily. After the fight you will be lying on the floor in front of Gema, Papas

will rush into the room and try to save you. Gema summons two monsters to fight Papas, after a bit of a fight finally Papas defeats the monsters. After the fight Gema will tell Papas if he continues to fight back he will kill you, so Papas has to obey. The two monsters attack Papas and Papas does not fight back so he is mortally wounded, the screen goes back and Papas is now lying on the floor and tells you that your mother is alive and wants you to find her. Gema is sick of Papas talking and finally finishes him off personally, he then turns to you and notices your (Golden Orb). He picks it up and doesn't seem to like it so he crushes it with his hand. He then says he has two more slaves in which referring to you and Henry, one of his monsters asks what they should do with your cat friend. Gema wants it just left alone so it will become wild and vicious.

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= Ten Years Later =
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Items Found - 1000 Gold

The screen goes black and tells that ten years have passed. As the screen comes back it shows you as a man now but also as a slave, a guard will demand you move the rock in front of you. Ignore the guard and wonder around the area talking to everyone, once you talk to everyone in the area head up the eastern stairs and through the door at the end of the path. Here you will run into Henry, he has also aged into a man obviously. Henry tells you he is sorry for what has happened to you and him and also to your father Papas, once done talking with Henry talk to everyone else. When your done here move northwest until you see a set of stairs, take them up. Talk with the guard and move south through the door, you will come across a room with some graves and in the room after that room will be a set of jail cells with a man in one of them. You can't talk to him so head back to where Henry was, once there one of the guards will announce work is done for the day so you slaves retire back to your room for a rest for the night. You wake up in a room of slaves with Henry, talk to everyone here and you will run into Maria who is the sister to one of the guards you should of talked to. When you try to leave the room after talking to everyone a guard will announce it's time to get back to work. When work starts back up go back to the temple roof where Henry was at first, talk to everyone again. Once done head back to where you first started out, when you come down the stairs you will see two guards whipping Maria, you will also see Henry rush in to help her and of course you jump in to.

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Boss : Whip Man x2
HP : 65 Each
Spells/Abilities : Strange Dance
Difficulty : Easy

You have no weapons here but these guys should be fairly easy to beat after a little while of fighting. They use medical herbs to heal themselves so look out for that, cast upper on you and Henry than just keep attacking them until they are finished.

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After defeating the whip men more guards will come and toss you in the

jail cells you seen earlier. You will wake up in the jail cell with Henry, keep talking to Henry and eventually Maria and her guard brother will come into the room and open the door, Maria's brother will agree to let you go and help you escape if you take Maria and escape to freedom. After your done talking he stuffs all three of you in a barrel and sends you off into a stream, after a short trip you will end up in the ocean on the map and you will float into the land where there's a nunnery. You will wake up in that nunnery, speak to everyone in the nunnery including Maria. She will give you 1000 gold for helping her out, when you are finally ready to leave head south to the entrance. Henry will be waiting for you, once you talk to him you set off. Start by going north and alittle west, you will run into a city named Oracleberry.

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= Oracleberry =
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Items Found - Defense Seed
 Monster Lure
 Pot Cover
 Silk Robe
 Silver Barrette

Oracleberry is a booming town, lots of people and a casino at the center of the town. First thing you wanna do is talk to everyone in the town to find out information, while talking to everyone you can pick up a few items. At the southwest of town you will see a set of stairs, down there is the monster man who takes care of your tamed monsters when you finally start to tame them. In the pots you will find a (Pot Lid) and a (Monster Lure). After talking with the monster man and getting the items you can go to the armor shop and up the stairs to find a (Defense Seed) in one of the drawers, finally head to the casino. In the back of the casino you will find some dancers, one who will ask you not to look through there dressing drawers, but of course you will and when you do you will find a (Silver Barrette) and a (Silk Robe). If you want you can spend some money and try to win some tokens to buy some great stuff from the lady at the southwest of the casino. If you manage to somehow win up to 50,000 tokens you can buy the bestsword in the game, which is the king medal sword. Once you are done playing around in the casino you should leave Oracleberry and walk around the city for awhile, when you do you will see that the day now turns to night! When it does turn night go back into Oracleberry. It's almost a whole new town, first thing you should do is move to the northwest of the town to find a salesman who will sell you the caravan for 300 gold. Purchase this so that you can tame monsters and keep them in the caravan. When the caravan is purchased talk with the fortune teller at the northeastern part of the town, she will tell you to go north and a bit west. Before you go do your level up and upgrade your equipment thing. Once ready set off north and west a bit, after a bit of walking you will come upon a familiar town known as Santa Rosa.

=====
= Santa Rosa Part III =
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Items Found - Intelligence Seed

When you first enter Santa Rosa you immediatly know something went wrong here, buildings are smashed and some of the ground is turned into marsh. Head to the north part of the town where the old man is still in the city, in his little house and in the pot you will find a (Intelligence Seed). Also talk to the old man, he will tell you that Papas had left something of great importance in the cave, so this will set you off back into the Santa Rosa Cave.

=====
= Santa Rosa Cave =
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- Items Found - 850 Gold
 Agility Seed
 Breast Plate
 Lamp Of Darkness
 Leather Loincloth
 Papas Letter
 Strength Seed
 Zenithian Sword

This is same old Santa Rosa Cave except there is a new part of this cave that you couldn't get to before. Take the boat and follow the water path all the way until you come across a set of stairs, take these stairs down and you will see another set, alsop take these ones down. When you reach this floor start by going north, then take a west and finally another north until you reach a part where there's two paths leading west and east. The path east leads to a chest containing (850 Gold), if you choose to get this chest go back and this time go west. Proceed north once you went west until you come apon a set of stairs, take these stairs down. From this floor move west, north and finally east to come across more stairs leading up, proceed east and then move north. You will see a area that is kinda closed in by walls, when you step on this ground you will notice is makes marks on the ground. What this does is make a path on the floor below you in the water, so what you wanna do is make a path both to the chest and one leading to the set of stairs on the right. Once you make the path go down the stairs to the north and grap the chest containing the (Lamp Of Darkness), after you have it go down the stairs. On this floor move all the way west and then south taking your first turn east, from here go all the way south until you find a set of stairs to take.

You will find yourself in a room with some pots and drawers, search them all and you will find a (Strength Seed) and a (Leather Loincloth). After taking these items proceed through the door, here you will find the (Zenithian Sword) and (Papas Letter). Papas' letter tells you that your mother was kidnapped and such so you have to go find her, this becomes your main quest. Leave the cave back to Santa Rosa, from here you will travel west to Alkapa.

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= Alkapa Part II =

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Items Found - Small Medal

There's not a whole lot to do in Alkapa but it is important to come here, first start talking to everyone. You will find out Reinhart is causing a whole lot of trouble and that Henry's brother Dale is the king of Reinhart now, so you know it will lead you there once you leave Alkapa. After talking to everyone go to the northwest of the city until you reach a bar, you should see a girl dressed up as a dancer or bunny. Talk with her and answer no to her question, you will be able to go into the back with her father and speak with him. Before talking with him search the pots in his room to find a (Small Medal). After done here head off to the inn for a nights sleep, during the night Henry will wake you up and talk to you about him being worried about Reinhart and how he wants to go find out what is going on.

After waking up from the inn head off east, you will come across a small passage across the river. Once you come to the river crossing the guard trys to stop you but Henry helps you pass because they knew eachother when they were little. After getting across the river move alittle north until you come across the castle of Reinhart.

=====
= Reinhart Part II =
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Items Found - 1200 Gold
Acorns Of Life
Half Plate Armor
Reinhart Key
Shell Hat
Small Medal
Steel Fang

Once in Reinhart you can talk to the people if you wish, but then head into the castle. Henry will tell you to keep who he is a secret, explore out the rest of the castle if you want as well. When you run out of places to look leave the castle, when you get to the entrance of the castle Henry will mention a secret passage that was once used. After exiting the castle turn east and follow the castle and then north along it, you will come to a boat. Get into the boat and sail south and then west until you reach the drawbridge. Go underneath the bridge but don't come out the other side, move north when you are under it.

You will enter the passage, keep moving north and soon you will dock and see a platform type deal with a pedestal in the middle. Move on the pedestal and search it you will find a button, push it to open the big wall in front of you. When through the doorway move east and then south to find some stairs, on this floor head off west. Pass the first passage going north and then take the second passge north to find two chests, one containing a (Shell Hat) and the other a (Steel Fang). Once you have the chests leave and go back to the first passage north you passed, go north through it and follow the path all the way north, west and then south. You will notice jail cells along the way, and when you go to the next screen south you will see one more jail cell

with the empress of Reinhart in it. You can talk to her if you want, she will just want you to release her basically. Keep going south until you find some stairs to go up, once up follow the path along until you see the big door you passed at the start. Step on the pedestal to open it for later, and then proceed up the stairs into the castle itself.

You will find yourself in the courtyard of the castle with two creatures running around the yard, if you go near them you will be attacked and end up fighting two dragon pups. Kill them and go into the first door, you will notice you are in the castle kitchen. Talk with everyone to find out information, eventually making yourself upstairs with the king, Dale. Dale will recognize Henry and talk for a bit, Dale will give you the (Reinhart Key) once done talking with you. This key will open up all the doors in Reinhart, if you explored the castle when you first entered the castle you would of seen a room with three chests. You can go back there and open that door to get the chests, in them are some (Acorns of Life), (1200 Gold) and some (Half Plate Armor). Once you get these chests and are done in this part of the castle go back to the Reinhart kitchen and leave through the door. Go into the other door to the right this time, and then straight through the next door when your through it. Search the pot in this room to find another (Small Medal), after that go down the stairs and follow the path until you see a warp. Go through it and you will find yourself just southeast of the nunnery where you first landed after breaking out of your slavery. Go back to the nunnery now, talk with the head nun. After a brief talk Maria will join your party, you will need her to open the south tower door. Make sure your all leveled up and equip with the latest weapons and armor.

After acquiring Maria head off south past where you came out of the warp, you will eventually come across a tower.

=====
= Southern Tower =
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Items Found - 650 Gold
 Acorns Of Magic
 Magic Water
 Mirror Of Ra
 Scale Shield

When at the tower try to open the door, Maria will come out of the group and do a little prayer to open the door. Once in the tower go northeast to find some stairs going up. You can go south from here to find a chest with (650 Gold), you can go back to the stairs you went up from and then go west and then south moving across the path to the stairs up and take them. Straight you will find some stairs were on the floor you can find a chest with a (Magic Water). If you go up the middle to the north you will come across two more chests with a (Scale Shield) and some (Acorns of Life). After getting these items go west now until you reach more stairs going up. When up the stairs follow along the path to the next stairs. When you reach the top you will see a gap in the path, so take the line on the very left over the path and you find a chest at the end, it contains the (Mirror of Ra). From here cast outside because your done in the tower now.

Go back to the warp leading to Reinhart now, once in Reinhart go to the throne room where the chancellor will tell you that there are now two empresses! Go up the stairs to the northeast, and then you can talk to both empresses. One will be miserable and the other not, use the mirror of ra on the miserable empress to discover that she is really a monster.

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Boss : Imposter
HP : 350
Spells/Abilities : Firebane, Fire Breath, Summon Trick Bag
Difficulty : Easy

This fight shouldn't give you too much trouble, attack with the hero and use Henry to cast surround. Keep healed when she attacks and before you know it you will have won.

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When the fake empress is defeated the screen will go back to the throne room with everyone in it. You will learn Henry is leaving your party to help Dale rule Reinhart, if you talk to him again he will tell you boats can now be used at Vista port again. He will also tell you all his equipment and stuff he was holding is at the Depository in Oracleberry now.

=====
= Port Selmi =
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Items Found - 50 Gold
 Silk Apron
 2 Small Medals

Leave Reinhart and head to Vista Port, a boat will be sailing and your rushed on. You will now end up in Port Selmi, there are some hidden items in this town so start by grabbing them up before anything. Firstly go to the lighthouse, in the lighthouse you will find a (Small Medal). After the lighthouse head off to the village church but don't go in however, search the flowers all around the church, you will find (100 Gold) and another (Small Medal). Now you can go around and talk to everyone in the village, when you reach the inn and walk around you will come across a man being hassled by two bandits. Go over to the man and talk to him, he will ask for help, then talk to the bandits. They will tell you to stay out of this and then attack you. They are just two bandit wolf's and are a very easy fight, once the bandits are beaten the man will offer his thanks and ask you to help him with a big problem his village has with a monster. He will offer a reward for doing it, if you agree he will give you half of it now and the rest when you solve the problem. Agree to do it of course, now go upstairs and search the pots in the west room, you will find (50 Gold). Go back downstairs and go up on the stage area and proceed north to the back room, search the drawers back there and find the (Silk Apron). This is all for the items in the town so now do whatever you need to do in Port Selmi and get ready to head off to Kabochi.

=====
= Kabochi =
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Items Found - Armband Of Sacrifice
Leather Hat
Magic Water
2 Small Medals
Strength Seed

Now leave Port Selmi and go south, you will now come upon Kabochi in a mountainy area. It should be night time now from the walk there, when you enter the village you will see a shadowed figure scurry off out of the village. Go to the inn that is right near you now, spend the night now. In the morning talk with everyone in the village, in the house across the little bridge you will find a (Strength Seed) in a pot. Also there is a plate on the ground near the water there, move it and find a chest, in the chest is the (Armband of Sacrifice). In the northeastern part of the town there is a door in a grassy part which leads to a general store and a church, in the top left look around to find a (Small Medal). Finally go to the barn and search the barrels to find a (Leather Hat). Ok now go to the place where there are horses outside of it, in there you will find four people around a table talking about you. After there done talk with them and the elder will tell you the creature your looking for is in a cave to the west. After done talking go up the ladder to the room, search the pots to find a (Magic Water) and a (Small Medal). You are now done in Kabochi so leave and go west to the cave the elder spoke of.

=====
= Kabochi Cave =
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Items Found - Iron Helm
Papaz Sword
Small Medal
Stone Axe

From entering the cave go east, turn south when at the intersection. You will now come across skeleton remains, you can search him to find a (Small Medal). From there you can go west to find a treasure chest and in it is a (Stone Axe), if you choose to get the chest then go back and go south instead of west this time to find a set of stairs. Now on this floor go west over a couple of bridges, then north and now east over one more bridge. You now come across a man who if you talk to him will fall down a hole in the ground. Follow him down and talk to him, he will tell you about the monster your after. From here go south to find a chest containing a (Iron Helmet), after you have the chest go back north until you see a set of stairs going back up stairs. Now return back all the way to the stairs you came from before, but now go south and west. You should come across another chest, only take it if you want to fight a man-eater chest and possibly get a (Small Medal). Man-eater chests aren't all that difficult but they cast beat which can kill you instantly, so take this fight at your own risk since you are the only party member now. From here if you do fight the man-eating chest go east now and follow the path around north until you see a set of stairs going down. From

here you will now see a cave where the monster will be in, enter the cave and you will see a cat like creature similar to your cat friend had before as a kid but now it looks grown up. Now talk and fight with the creature, from here do not attack it because the fight will last forever unless you go into your items list and use (Bianca's Ribbon) which you should still have and hopefully you didn't put in a deposit box. The creature will now sniff the ribbon and remember who you are, the creature is indeed your cat friend now grown up! After the fight you will notice a sword behind him, search it to find (Papas' Sword). You are now finished with the cave so leave and return to Kabochi to claim the rest of your reward.

Now back at Kabochi head back to where the elder was or talk with the townsfolk first if you wish, you will hear them say that you must of been behind the monsters attacks all along and you did it for the money. The same thing will come from the elders mouth but you will get the other half of the reward. This is it for Kabochi so head off back to Port Selmi. Now from Port Selmi go west until you come across the town of Ruraphin.

=====
= Ruraphin =
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Items Found - Acorns Of Magic
Agility Seed
Magic Water
Medical Herb
Ruramoon Herb
4 Small Medals
Wing Of Wyvern

Ok let's start off by grabbing up all the items lying around the town, first start by going to the inn just right of the entrance. Go upstairs and search the pots up here to find a (Small Medal). Now leave the inn and go north to the bar, go upstairs and look around for another set of stairs going down. Once down them you will find yourself behind the bar and behind you are barrels, search them and find a (Wing of Wyvern). Now leave the bar and go east until you see some pots in a square area, search the pots to find a (Agility Seed) and a (Small Medal). Now go back and go west of the bar and around the path going north then east again. Figure out the paths here to get to the two houses, the one in the southeast is a weapon/armor shop depending on if it's day or night, day is weapon and night is armor. Upgrade your weapons here if you wish while it's day time, now leave and make your way to the house to the west. Once inside search the pots and barrels inside the house to discover a (Magic Water) and a (Medical Herb). When you have these talk with the old man by the big pot, agree to help him with the experiment spell and follow him upstairs. He will tell you he needs a (Ruramoon Herb) and will show you a map and how exactly to find it which will be at night to the west.

Now leave the city and use the (Lamp of Darkness) you acquired awhile back. Go back into the town now, and head off to the bar and then upstairs. Search the barrels to find some (Acorns of Magic), now you

can go back to the weapon/armor shop and upgrade your armor. Once done head west and up the stairs you come to and over the bridge and then back down the other stairs, from the stairs go south until you see some glowing stuff on the ground. Remember you will only see the glowing if it is night time, so move over the glowing ground and search the ground to find the Rura Moon Herb. Now head back to Ruraphin and then the old mans house, give him the herb upstairs where he's resting and then you will go downstairs to the pot. He puts the herb in the pot and there is a big boom, you wake up and now you have the spell Return! The old man asks you to use the spell which you do, cast return and go anywhere you want and then return back to Ruraphin.

Once back at Ruraphin go south of the town until you come across a small little tent, go inside to find it is a inn. Search the well in here to find a (Small Medal), talk to the people and learn Henry got married. Leave the inn now and go south a bit untill you see a cave, go inside the cave now. Move east and then south, you will see a soldier who will tell you he was sent by Henry to find you. Cast return now and go to Reinhart, go and talk with Dale the king who will give you some useful information, now go and talk with Henry upstairs who you see got married to Maria. After the talk there's nothing left to do so head back to the cave where the soldier was, now in the same room the soldier was go east to find a treasure chest and in it is a (Small Medal). Return to the room and go west this time and follow the path out till you see some stairs leading out the other side of the cave, from here go south a bit then east over the bridge until you reach the town of Salabona.

=====
= Salabona =
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Items Found - Intelligence Seed
 Iron Shield
 Silver Barrette
 Small Medal

Apon entering Salabona you will see a dog come at you and you stop it, soon after a girl comes to you and thanks you for stoping it for her. Ok so now let's collect all those items lying around in the town as usual, first in the inn to the north you can find a (Iron Shield) in the drawers. Now leave the inn and go south to the house, search the drawers in this house now to find a (Small Medal). Now the house in the far southwest of town, search the drawers here as well to find a (Intellegence Seed). After aquiring these items head up to Ludman Mansion in the northwest of town, you will see a line of men waiting outside of Ludman's living room area. Talk with everyone in this area to find out Ludman is looking for a suitable husband for his daughter. When you and the other men get into the room Ludman explains that to marry his daughter the first man to find the fire and water ring will win her marriage. So Ludman sends all of you off to find them, now go upstairs and search in the drawers here to find a (Silver Barrette). Now your ready to find the two rings, before I tell you where to go next know that by finding these two rings you will also get the (Zenithian Shield). Ok so now if you want upgrade your equipment and level up because you will need to be buff to beat this level, once you are done leave the town, from here go west over the bridge and then south after crossing it. Keep going southeast now where you will see

alot of mountains, follow around the mountains and you will go north a bit to run into a volcano.

=====
= Volcano =
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Items Found - 1500 Gold
 450 Gold
 Defense Seed
 Iron Helm
 Ring Of Fire
 Staff Of Antimagic

From the stairs of the volcano go west, you will now come across two bridges. South of the second Bridge is a chest with (450 Gold), if you get it then go back north over the bridge and go through the little opening, now walk around the lava. Continue south and then east, once through the next room take the more southern path until you reach the stairs. Ok form here go north, east and then north again. You will come across a chest with a Man-Eater Chest where you can possibly get a (Small Medal), south of the chest in you take the stepping stairs down you will see another chest and in it the (Staff of Antimagic). Now go back up the stairs and go west and take the south path leading down now, follow it all the way east and you will find another chest and in it a (Iron Helmet). Now go north a little east and continue north till you see stops going down. This floor has alot of paths now so move east to come across four differnt paths now, the path that's straight up leads to a chest with a (Defense Seed) in it. The path to the very west and then north ignoring the first opening west will lead to a chest with (1500 Gold) in it. The path that is in the center of those two is where you need to go so go there if you choose to get the other stuff, after taking this path you will come across two ways to go, the southern one leads to a healing fountain which could be useful. The northern one is where you eventually need to go so take it now unless you wanna heal first, taking this path you will find some stairs up now take them. This floor you can only go north so go north, you will come across a chest. In the chest is the (Ring of Fire), but before you can the ring three creatures attack you!

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Boss : Lava Savage x3
HP : 400 Each
Spells/Abilities : Fire Breath
Difficulty : Hard

Unless you buffed up pretty good these guys are gonna be extremely difficult. They all will breath fire and damage you whole party, so healing is very key here. The only strategy that works here is to attack one at a time until it dies and then move onto the next one.

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Once defeated you will recieve the (Ring of Fire), cast outside and then return to Salabona.

Take the ring to Ludman who will now tell you good job, and will now let you use his boat to find the other ring. Leave the town and take

the boat north until you run into a gate blocking your path in the water. Step off the boat and go northeast until you see a town, enter the town.

=====
= Mountain Village =
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Items Found - Medical Herb
 2 Small Medals
 Strength Seed

This town is the Mountain Village. Ok let's gather up the goodies here first, start by go north a bit and then west at the steps leading north. You will come across a door in a cave, go in and search the west pot to find a (Strength Seed), in the jar to the right is a demon jar. Leave now and go up the stairs leading north you turned at a bit ago, now go north a bit till you see some graves and a girl praying. Search the grave to the right to find a (Small Medal), now go to the inn. Downstairs you will find a (Small Medal) in a barrel, upstairs you will find a (Medical Herb) in a drawer. Ok now that you got everything for now go to the northern most house, inside the house you will see someone who should look familiar, because it is Duncan. Speak with him now, after a short while the girl that was parying at the grave will enter the house. You will now discover the girl is Bianca! You spend the night at their house and you and Bianca talk about old times and the adventures you had. In the morning Bianca will find out that you need the gate moved so she will ask to join you, say yes so she will open the gate. The gate will be open so sail through the path, now head northeast until you find alittle path leading north. This path will lead to the Waterfall Cave.

=====
= Waterfall Cave =
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Items Found - 1200 Gold
 Elven Medicine
 Ring Of Water
 Robe Of Serenity

Start by following the path south to a set of stairs, head north, then east around the water and finally south to find another set of stairs. Now go straight west till you see some more stairs, go south from here until you see a bridge then cross it to the other side and in the door. From here go north through the water and then west, you will see some stairs and a hole in the ground, jump in the hole. From here you can go south out the door and then all the way east to find a chest and in it is a (Robe of Serenity). Go all the way back to where you fell down the hole and now fall in the next hole down. Go north now passing the stairs, now just follow the path east until you see some more stairs. Now follow the path south out until you exit and see a big room with waterfalls. Go west from here and follow the bend around until you walk down some stepping stairs, if you go east up the other stepping stairs and follow it to the stairs you can find a chest

with a (Elven Medicine) in it. Return back to the stepping stairs and go north through the light water and follow it around east, you will now see a doorway and a chest that is underwater. Open the chest to obtain (1200 Gold), now go through the doorway and you will see another chest and in that chest is the (Ring of Water). You are now done here so cast outside and return to Salabona.

Items Found - 2000 Gold
Silk Veil
Wayfarers Map
Zenithian Shield

Now back at Salabona go and talk with Ludman who will now meet Bianca, he will now give you a choice to marry his daughter Flora or Bianca. You are given a night's sleep to decide who you wanna marry, you wake up at the inn unable to sleep well so go around town and talk with everyone. After talking with everyone go back to the inn and sleep, in the morning go back to Ludman and make your choice who you wanna marry. Picking either one leads to the same outcome just a few changes in the storyline, once you have chosen Ludman asks you to go pick up the (Silk Veil) at The Nameless Mountain Village. Set out and go pick it up there, it is in the cave door in the village just west of the stepping stairs, talk to the dwarf to get it. Return now and give the veil to your soon to be wife, now you will see a wedding scene and then you will be married. In the morning when it's over with go back to Ludman's who will now give you the two chests that were always near him, in one is the (Zenithian Shield) and the other is (2000 Gold). Ludman now tells you that you have full access to his ship, the one in Port Selmi that is. Head off to Port Selmi now and talk to the man at the docks who was blocking access to the ship before. He will now move but tells you that you should go to the tavern before you leave, if you go to the tavern everyone gossips about some desert. Get back to the boat now and sail south until you reach the desert everyone was talking about, if you are having troubles finding the desert you can go back to Oracleberry at night time and go back to the man you bought the caravan off of and now he will be selling the (Wayfarer's Map). The map will help you get to the desert. Once you find the desert set off to the southwestern part of the island, you will now come across a castle in the middle of the desert.

=====
= Telepador =
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Items Found - Defense Seed
2 Small Medals
Wing Of Wyvern

Now in the castle let's find those free items, start by going to the weapons shop to the left. Go downstairs and search the pot down there to find a (Wing of Wyvern), next go to the kitchen in the castle. Search the west pot in there to find a (Defense Seed), the east one has a mad pot in there. Finally downstairs in the castle will be a big garden area, search the well to find a (Small Medal). Now you have everything here for now so start now by talking with everyone, the

queen of Telepador is in the big garden area so you will need to speak with her. Once you get to the queen she will tell you a story about the legendary warrior and she will then take you to the (Zenithian Helmet) to try it on to see if you are that warrior. The helmet doesn't fit so the queen leaves back to the garden, if you go talk with her again she mentions you should go to Granvania. Upgrade your equipment here and get ready to set out.

Once ready we will make a couple of detours before going to Granvania, start by walking to the southeast corner of the desert. There you will see a oasis, walk around it until you find the house inside. There will be an old man in there who mentions something about a place that reaches to the heavens or something like that, search the pot in his room to find a (Small Medal). Now from here get onto your boat and sail just alittle southeast to find a island, on this island is the medal king. The medal king collects all those small medals you have been collecting, and in return he offers good items for those medals. He will hold onto your medals for you while you wanna collect more and maybe get a bigger prize from him. So talk with him and drop off your medals, after that if you want trade some medals in for something but you will be collecting alot more medals along the way so you can save up and get something better. Once done on this island start sailing east and alittle north, you will hit a continent and the first thing you should see is alittle stone cave type place. Go in now and discover it is a inn, Ned's inn that is. Talk to the people there and spend the night if you need it, after done there set out north just over the marsh and into the mountain cave.

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= Mountain Cave =
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Items Found - 550 Gold
 Ring Of Prayer
 3 Small Medals

Once you enter the cave you will notice your at the base of a mountain, there are alot of stairs and bridges here but most of the time there is only one way to go so it's not to difficult here. Follow the path north and then east, you will come around a bit of a bend to go north again and then you will come to two sets of stairs. The east set of steps up will lead to a chest that has (550 Gold), the west will keep you moving in the right direction. Head west weather you decide to get the chest or not, after a short walk you will come across two paths again, one north the other south. Take the north one here and follow it through until you see a chest and in that chest is the (Ring of Prayer). You will now see a set of stairs going down right below you, go down the stairs and you will see some bones with two pots on either side. Search the left pot to discover a (Small Medal), the right pot is another mad pot. There are more stairs down in this room also so take them down now, you will see an old lady now so talk with her. She will offer a night's stay, accept her generosity. During the night your wife will wake you up, and you will discover you cannot move. The old woman comes down the stairs and says she has cast a spell on you to help you sleep better, you go back to sleep and in the morning the old woman is there again and she tells you she took your sword and sharpened it for you. This will add strength points to your sword which was well worth this trip, now

disembark and go back to where the two paths north and south were and now take the southern path this time. First thing you will see now is a set of steps going down, this leads to another chest and in it is a (Small Medal). Now go back up the steps and continue to follow the path west and north all the way over back east until you reach a cave door.

Inside the cave proceed west until you come across a chest, in the chest is a (Small Medal). After the chest go north, east and then north again through the little pathway up and finally take the stairs going up. From here go south and take the steps up, head north and go around the bend over to more steps and from there follow it out passing a priest.

=====
= Chizod =
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Items Found - Fighter's Hair
 Monster Lure
 Small Medal

You will now exit the cave and be in the village of Chizod, when you enter the village your wife will stop and act alittle weird then faint. You quickly get her to the inn and the village doctor comes to help her, the doctor says she will be fine and your wife will rejoin you inthe morning. There are some items in this village so go first to the inn and search the barrels for a (Monster Lure), next go to the building with the porch type thing and go under it. Search the pots for (Fighter's Hair) and search the barrels for a (Small Medal). Upstairs is a weapon and armor shop if you want to upgrade your equipment, next talk with everyone there. You find out Granvania isn't that far away now, now your done here so cross the long bridge. As your crossing the bridge you will see the castle of Granvania, when you make it across you will enter another door leading to a cave.

Items Found - 1500 Gold
 1600 Gold
 270 Gold
 Agility Seed
 Bomb Stone
 Leaf Of The World Tree
 Rogue Armor
 3 Small Medals
 Stone Of Life
 Wing Of Wyvern

Start by going down the two sets of stairs you come to, now on this floor you can go the southwest way to find a chest with a (Small Medal) in it. The east way has two chests, the one on the left is (1500 Gold) the other is a mimic which will drop a (Small Medal) if you kill it. The southeast path is the correct path which will get you moving, you will see a man who will say you shouldn't go and further but continue on out the exit and fall down to the next level. Enter the door and go all the way west and then south down the steps and out the exit to fall down again and land next to a chest. In the chest is

the (Rogue Armor), this armor is cursed so wear it at your own risk. After the chest go through the door and down the stairs. Now on this floor to the north leads to a chest with a (Leaf of the World Tree) in it, to the east will lead to two more chests. The one on the left is a mimic and the other is a (Small Medal) so you could make out with two medals there. South of the two chests will lead to a exit on the right and a path to the left, the left will lead to a chest with another (Small Medal). The exit to the right leads to stairs where you need to go, you will see a chest on this floor with (270 Gold) in it. After the gold follow the path out the exit and go into the next cave door, still follow the path here until you come to some stairs now so take them up. From here you can go west down some stairs to find a chest with a (Bomb Stone) in it, return back and go east this time and take the stairs here. Keep going down until you see a chest to the south, open it and get (1600 Gold) and then take the stairs going up now. Again keep taking the stairs until you see a chest to the north, in the chest is a mimic again. Go up the stairs again and there will be two chests here, the one that is more northern is a (Wing of Wyvern) the other is man-eater chest. Ok now don't go up anymore, instead go back down to the floor where there was three holes in the ground. Jump into the center hole now, exit south and fall to the ground here where there is a chest and in it is a (Stone of Life). The north door leads to two more chests, one is a man-eater chest and the other a (Agility Seed). To the west of where you fell will lead you out of the mountain cave and put you on a path to Granvania. Now just travel alittle north and you will arrive at Granvania.

=====
= Granvania =
=====

Items Found - Acorns Of Life
Boxer Shorts
Defense Seed
Hat Of Happiness
Intelligence Seed
Lace Bisuche
Naughty Underwear
Ring Of Prayer
3 Small Medals
Stone Of Life
Strength Seed

First things first get all the items, first start by going to the item shop and opening the side door and searching the barrel behind the salesman, you will find a (Intellegence Seed). Next go north up to the church, turn left where there will be five pots here, search them all and you will find a (Small Medal) and a (Strength Seed). Now go to the right of the chruch where you will see a bigger set of steps leading to some stairs, don't go up them rather go beside the big steps and walk into the wall where you will find a secret room with three chests. In the chests are a (Ring of Prayer), (Naughty Underwear) and a (Hat of Happiness), there is also a map of the world you can look at if you want to. This floor is now clean so go back to the entrance where the stairs going up was, now on this floor go east to the next room and search the drawers to find a (Small Medal). There are two chests in a room with a red door, unfortunately you can't get these yet so you will have to wait. This floor is now clean but before going

up to the next level go back downstairs and out of the castle door but don't leave, go east and bend around the castle to find a little house. Before talking to Sancho search his pot for some (Acorns of Life), now search his drawers to find (Boxer Shorts). At this time take all items needed off your wife because you will be losing her for awhile. Now talk with Sancho, he will take you to talk with the king of Granvania.

As you speak with the king your wife will faint again, the screen goes black and re-appears with your wife in bed and she tells you why she has been fainting, it's because she's pregnant with your children yes as in two. Your wife will now leave your party while she rests, search all the drawers on this floor to find a (Defense Seed), (Stone of Life) and a (Lace Bisuche), now walk out on the balcony of this floor and search the very northeast part of the floor to find another (Small Medal). Now go back downstairs and speak with the king again, he tells you he wants you to take his place because they know Papas was your father and the throne should be yours. Before he can give you his throne you will have to complete the tradition which is travel to the Cave of Trails and retrieve the (Symbol of Royalty). So set off to the cave now, leave Granvania and head off east over the bridge and then north until you see the cave.

=====
= Cave of Trails =
=====

Items Found - Flying Shoes
 Small Medal
 Swordedge Armor
 Symbol Of Royalty

This cave is tricky if you haven't noticed yet, there is a trick to going through the four openings. Start by going in the very right opening and then go back through it down, ok now go through the second to the left door and again go back through it. Now you can go south to a set of stairs going down. From here travel all the way north and north through the exit to a chest with a (Small Medal) inside. Now return back where you entered the exit and go west of it, you will soon come across a big door with water behind it. You will also see a rock in the sandish area, move the rock a few steps behind the round latch on the door. Now move to that latch and open the door, the water will rush out sweeping you down, but if you put the rock where I told you to then the rock will stop you and the water will eventually drain at the bottom and you will be free to get the chest that was behind the door. Now that you can walk around freely go and get that chest, in it is the (Swordedge Armor). Now walk behind the chest and open the door and go down the stairs. Here you will see two eagle type tiles on the ground, step on the tile to the left and the wall will move and reveal stairs. Go down the steps now and on this floor you will notice alot of pillars in front of you, if you go a little west you will notice one is broken. Search the pillar and you will find a switch which will reveal another eagle tile in the middle of the pillars, step on the tile to reveal a bridge going across the way. Walk across the bridge and follow the red carpet down until you reach the (Symbol of Royalty). As you try to leave now you will be confronted by a couple of thugs who were sent to stop you from becoming king.

=====
Boss : Kandar, Shield Hippo
HP : 600, 88
Spells/Abilities : Healmore
Difficulty : Easy

Keep healed and pound them till their death, it's pretty straight
Forward.

=====
Once you have defeated the thugs you will have to walk back up to
where you first entered the cave to be able to cast outside.

Items Found - Flying Shoes

When outside return to Granvania, now go and speak with the king. He will congratulate you on a job well done and now offer you his throne, but before that can happen you are told your wife is in labor. You rush upstairs and then are told to wait downstairs for some reason. Talk with everyone and then you will hear the loud whining of your two children, go upstairs where you will see your wife now. She will be holding your two children who you will now name, once named your wife will go to sleep. Now go downstairs where a ceremony is now going on to make you king, once king you have to go see your subjects downstairs. Greet everyone now, soon a big party happens and then everyone in the castle is sleeping from getting drunk and passing out. You're free to walk around the castle, there's nothing really to do so go to your wife. When you enter the room your wife is gone! She is nowhere to be found in the castle, search under the bed she was on to find the midwife who delivered your children and your two children. She tells you your wife was kidnapped like your mother, Sancho will rush up now. In the morning you, Sancho and other select members of the castle are in a meeting to discuss what to do next in your wife's disappearance. You notice the chancellor is missing... hmmm, search his room to find the (Flying Shoes). If you go around the castle talking to people one kid will tell you he saw the chancellor just fly up into the air. Go outside of Granvania and use the shoes to be tossed up into the air, you will now be transported to a small island with a church inside. Sleep and save your game if you want to and then proceed north to where you will come across a tower.

=====
= Demon Tower =
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Items Found - 880 Gold
Armband Of Sacrifice
Leaf Of The World Tree
Magic Water
3 Small Medals
Strength Seed
Wing Of Wyvern
Wizards Robe
Zombie Mail

There will be three doors on the front of the tower, one big and the others are small. Start by going into the door on the right, and then going up the stairs behind the door. Now go west until you see a tile on the floor, go and step on it. Before you can step on it you are attacked by a normal monster who you will kill. Now step on the tile to be transported to another part of the castle, go west again and you will see two pots and two chests. In the pots are a mad pot on the right and a (Small Medal) on the left, the chests contain a (Strength Seed) and a (Wizard's Robe). You will see two more tiles now, stepping on either one will transport you to the same room, but yet again you are attacked by two monsters this time. Defeat them and transport via one of the tiles, now you will see a set of stairs to your right, take them up. Here you will see a bare room with a chest and two stairs, go for the chest first. You will now notice the room isn't so bare, spikes will pop up blocking your path to the chest and to the stairs. Work your way around the spikes to get the chest, in the chest is the (Armband of Sacrifice).

Now you can go two ways, one is the right way the other will lead to more chests. The one on the right will lead to the chests, if you want take it up and proceed east and then north to more stairs. Now keep going up as much as you can till you see a exit south, there will be stairs going down now leading to the chests. The chest that is on the right is a mimic, the other two are a (Magic Water) and (880 Gold). If you took the right stairs go all the way back and now take the left set of stairs, from here cross the narrow path and go around the hole and then north to more stairs. You will now see a exit south and stairs, go out the south exit to find a chest with (Zombie Mail) in it and then return to take the stairs up. Now take the exit south from here and follow along the ledge until you reach the other side and go in, you will see more stairs here so take them. Here when you move north a little will see some dragon head statues on the wall, your right to be suspicious because they will breathe fire and do some serious damage to you. Stay on the other side of the wall from the statue that is blowing flames at you, once pass you will come upon stairs going up. Here go west and south to two more chests, in them are a (Leaf of the World Tree) and a (Small Medal). Now go back to where you should of seen rocks on the floor, push about three or so rocks down the hole in the center of the floor. Now return back down the stairs to where the rocks should of dropped, you will need these rocks so push them west and south to where more dragon head statues and closer together. Push the rocks in front of the statues heads to block there flames, now walk past them to stairs to the south. Here go up the stairs you see and ignore the exit out, now you will see a switch on the wall. Flick it and be attacked by some monster, once done with them step on the tile to be transported again. Now there will be a pot and two chests in this room, the pot has a (Small Medal) in it. The chest on the right is a mimic and the other is a (Wing of Wyvern), now flick the switch here before stepping on the tile again. Now go down the stairs and out the exit to outside, now cross the platform and up the stairs. Here you will see the chancellor from Granvania on the ground, if you talk to him he will curse about something and die off. Take the stairs up here and get ready for some big fights.

First thing you should see is a monster on a throne, go and talk to him to start up a fight.

=====
Boss : Orc

HP : 950
Spells/Abilities : Decrease
Difficulty : Normal

This orc hits kinda hard and will cast decrease alot, on top of that he has alot of hit points. The best thing to do is cast decrease on him, cast increase on yourself to counter his decrease spell and finally stay healed. Now just pound awya on him until he is defeated.

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After defeating the orc get ready for a bit of a harder fight now, move west and you will see a second monster on a throne. Talk with it to engage the fight.

=====

Boss : Wyvern
HP : 800
Spells/Abilities : Healmore, Snowblast, Firebane, Flaming Breath
Difficulty : Normal

As I said this fight is a bit more difficult but if you beat the orc you should be able to beat this wyvern. Again the best strategy here is the decrease and pound combo combined with good healing.

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After the wyvern is done as well now go north in the middle of the two throne's and take the stairs down, here is the main boss of the tower and he's a hard fight. When down the stairs you will see your wife who explains why they kidnapped her, after that you will be attacked.

=====

Boss : Jahmi
HP : 820
Spells/Abilities : Blazemore, Areocross
Difficulty : Hard

At the start of the fight you won't be able to scratch him at all, after a few swings by you and a couple of hard hits by him he will tell you he is invincible. As soon as he tells you that you wife will emit a light which will disable his barrier that makes him invincible, now the fight really begins. Both of Jahmi's attacks are pretty deadly, use the decrease and pound combo on him but keep better healed in this fight, almost at full hit points because his attacks and easily crush you if you slack off on the healing for a round or two.

=====

Once defeated jahmi will tell you your wife has the blood of the legendary warrior within her and that she will give birth to the legendary warrior himself which has already happend but he doesn't know that yet. He will now turn you both into stone statues in order to prevent the birth from happening which again has already happened being that it is your son. Jahmi now leaves, leaving you and your wife sitting there, two thieves who you might of seen earlier come and steal you away. The one theif wants to keep your wife and sell you off, after being taken off you will then be put into a auction and be bought by a man who will then set you up outside of his house. Alot of scenes pass of the mans family, and years will pass with you

sitting outside all alone. Finally after years Sancho will arrive with two small kids who are your children now grown up a little and turn you back into you. Now you all return back to Granvania.

=====
= Granvania Years Later =
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Items Found - Demon Armor
 Silk Busche
 Zenithian Helmet

Back at Granvania there isn't a whole lot to do, once at the castle your two children will join your party. You can also pick up Sancho and Pippin, Pippin is found in the room behind the inn, he was the little boy who wanted to help you the king out by becoming a guard but he was too small. If you go to Ruida on the second floor you can add them both to your caravan, but I personally stuck to using the two children the whole game.

Now that you are restored to flesh again your main quest is now find your wife and your mother now, there are a few places you can go now. Let's start by picking up an essential item needed in the game and some not so essential, leave Granvania castle but stay in the yard in front of the castle door. Now move west until you find a man by a chest, speak with him and you will be attacked.

=====
Boss : Kandar Henchman
HP : 500
Spells/Abilities : Sleep
Difficulty : Very Easy

He will sometimes cast sleep which may or may not put one of your party members to sleep, other than that he is a walk in the park. Cast increase if you want on yourself and decrease on him and pound him until he dies.

=====

When you beat him search the chest to find the (Demon Armor), sell it unless you want to wear cursed armor. Now leave Granvania completely and return back to the Nameless Mountain Village, go all the way north to Duncan's house but don't go in, instead go west a bit and turn north to go in his back yard. There you will find another henchman to beat, when defeated search the chest he had to find a (Silk Busche). Now let's go get the (Zenithian Helmet), your son is the legendary warrior so it will fit him, go to Telepador and speak with the queen downstairs. She will take you to the helmet and your son will fit it perfectly, that's all for here so next we have to find the town of El Heven (For some reason the city was called Elhebun on the translated rom I was using). El Heven is far north of Granvania and east of Oracleberry, it's a bit of a far sail to get there. Once you reach the continent and walk around you will see a town that is on a lower part of the land than what you're walking on, the whole town is inaccessible through travel on foot. You will also notice a cave near the town that is only accessible through boat, so go back to your boat and sail around the continent until you reach the entrance of the cave.

=====
= A Trip Through The Water Shrine =
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Items Found - Satan Helm
 Small Medal

Once in the shrine follow the path along and turn north, get off your boat and continue north and then west to a chest, in the chest is a (Satan Helmet). Now return to your boat and sail east and then north until you reach a intersection in the water path, now go east and turn north which will lead you to another chest, in it is a (Small Medal). Now sail west and you will pass under a bridge that is under steps to the chest you got earlier, you will now come to a big intersection going north and south. To the north is a very important doorway that you can't access yet but later in the game you will discover how important it is, so sail south at the intersection and you will pop out at the other end of the shrine and will be right near El Heven so sail south a bit and enter the city.

=====
= El Heven =
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Items Found - Defense Seed
 Magic Carpet
 Magic Key
 Small Medal

As usual let's start by finding all the left items, start by going up the steps and following east and then north up the long ladder into a room where there will be two pots. Search them to find a (Small Medal) and a (Defense Seed), now go all the way back to the city entrance and go down the steps but not out of the town. Now go all the way west and north until you see a chest and in it is the (Magic Key), now go back to the entrance and go just a bit west and north which you will go under a walk way above you. Just follow the path around until you reach an old man sitting by a fire, he will tell you about some thief he knows about. From the old man go north and east into the opening that is there, keep going north and then turn west under another walkway and then north until you see some stairs surrounded mostly by water. Go down the stairs here and get the chest, in it is the (Magic Carpet). This is a great item that will allow you to travel over water and land but only over open land and sand, not over trees and mountains.

Now that you have everything here talk with everyone to find out information, you don't discover too much but it's good to know what other people know. Now leave El Heven because we have some items to get now that we have the (Magic Key).

Items Found - 15 Gold
 3000 Gold

Acorns Of Life
Final Key
Golden Tiara
Hat Of The Wind
Meteorite Armband
3 Small Medals
Stone Fang
Thorn Whip

Go to Reinhart, you could of did this before but might as well do it when were going around to pick up other random stuff as well. Go and talk with Henry, he has a kid now who will take your kids on a tour of the castle. Once done talking with him go to Henry's old room as a kid, your kids will be there saying that Collins(Henry's kid) is gone missing. This seems familiar right? Go search the stool where Henry played that trick on you and you will find Collins down the secret stairs, Collins will now be taken away by a servent here not a thief. Go back upstairs and talk to Collins where Henry is, he will give you a (Hat of Wind). Once you have it leave the castle.

Return back to Granvania now and go to the second floor where you could not open that door before but now you can with the key, in the two chests are a (Meteorite Armband) and (3000 Gold). Leave Granvania now.

Return to Port Selmi now and go into the inn, and walk on the stage and into the back area. Walk east to find a door and then stairs which you will take up, you will see two chests here open them up to find a (Thorn Whip) and some (Acorns of Life). Leave now.

Last place to go is Alcapa, go to the northwest house and speak with the woman and answer no. She will let you into the back where there will be two more chests, in them are a (Stone Fang) and a whooping (15 Gold).

Ok were going back to Salabona now, not for items specifically but for something we have to do to win the game. Go to Salabona and talk with Ludman, he will be a little stressed out to say the least. He will ask you to travel to a small part of a island that is just northwest Salabona, you will find a shrine there with a jar inside it. He asks you to tell him what color it is right now, so go and leave to check the jar out. When you go look at the jar it should be red, so go report your findings to Ludman. When you get back to Salabona a guard will inform you that Ludman is in the lookout tower next to Salabona, it's probably best to save your game here because you will be fighting a pretty hard fight where you might need to level up a bit before you can defeat it. Now go to the tower and speak with Ludman, he will tell you that he was worrying for good reason if the jar was red. He says when the jar is red it means a great demon has been released and it's specifically after the Ludman family because they were the ones who locked the demon up in the first place. Ludman will now ask you to stand watch while he gets ready to fight the demon, as soon as he leaves it's like a scene from Jurassic Park. You hear loud stomps and the screen begins to shake, in the distance a monster approaches the tower. After the little dot on the screen walks for a bit he turns out to be bigger than the tower your on! Anyways he's angry and your in sight so your first.

=====
Boss : Buorn

HP : 4500

Spells/Abilities : Upper, Raging Flames, Summon Thunder Storms

Difficulty : Normal

First thing you will notice about buorn is his hit points, he is no lightweight so be prepared for a long and gruelling fight. Use the same strategy as usual as in the increase on you, decrease on him and staying healed up while pounding him. Cast barrier on yourself to to half the damage he will do with his raging flames attack, don't waste magic points on casting attack spells on him because you will need those points throughout the battle to keep healing yourself and casting decrease on him.

=====

After you defeat Buorn he will cough up a chest and in it is the (Final Key). Now back at Salabona, Ludman will thank you for taking care of Buorn for him. Now that we have the final key we will go and get the stuff we could not before as we did before with the (Magic Key).

Let's start by going to Oracleberry, go to the north of the town where there are stairs leading down. These stairs lead to a prison, open up the middle cell and speak with the prisoner. He will tell you to search the chair, search the chair and find a (Small Medal). Now head off to the king medal's island and go in his place, there are three prison doors to the right and three chests behind them. Open them for a (Golden Tiara) and two (Small Medals).

Ok let's get back to getting stuff done, we are gonna head off to Emblem Cave for a important item. Emblem Cave is northwest of Santa Rosa and northeast of Lenoire castle, hope on your magic carpet in a open grassy feild and get to it.

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= Missions To Zenithia =

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= Emblem Cave =

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Items Found - Demon Hammer
 Elven Amulet
 Royal Cloak
 Small Medal

Follow the path up to a prison door which you can unlock with the final key now, you will see a sign post and a orangy tile on the floor. Do not move the tile or monster will start attacking you, the sign will just warn you of this. Continue north until you reach some stairs going down, here you need to go west a bit then north to some more staris going down. Once on this floor you will notice one of those orangy tiles, you can push it west, south, west all the way over and then south to where you will spot a evil looking face, push the tile on the face completly to stop monster attacks on this floor. Of course you can choose not to if you wanna fight some monsters to level up further. The second path right beside where you pushed the tile

into will lead to a chest with a (Small Medal) inside, the next path over to the east will lead to a chest with an (Elven Amulet). Now take the next path to the east and you reach some stairs down, here on this floor you have some work to do. Let's start by grabbing the only item on this floor right now so go north and then take the east path and you reach a chest with a (Demon Hammer) in it. Ok time for work, go back out and take the north path. To the west you will see a orangy tile on the floor, push it straight north into the next room. Here you will notice four of those evil faces on the ground, the job is to find all four covers to cover all the faces. Start by pushing the tile you have now over one of the faces, go back out and go west and then north to find another tile. Push it back to the room and cover another face, go back out and and take the south path which you will find another tile with just a bit of walking. Push it back to ocver yet another face, go bakc out and go south again, west a bit and south to find the last tile. Push it back and cover the final face now.

Once the last face is covered the monsters will disappear and the (Royal Cloak) will now appear on the steps in front of you. You can equip it now, you are now finished in the cave to cast outside and get ready for another important item hunt.

We now have to travel to the sky tower, it also used to be known as the tower that lead to Zenithia. Hope on your carpet and fly to the very middle continent, check your map if you need help on finding it. The tower is in the middle southern part of the continent, find it and go in.

=====
= Sky Tower =
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Items Found - Leaf Of The World Tree
Magma Staff
Small Medal

You start by going up some rather long steps and into a room, to the northeast will lead to some stairs and in the next room you will find a (Leaf of the World Tree). The stairs in the Northwest is where you will need to go, once up the stairs there will be more stairs to take up, and yet another set. You will now be in a room with a chest and in it is a (Small Medal), now travel east to a room with more stairs to the north. Again more stairs to take up now, once up those stairs go outside and move west until you find a small room with more stairs up. Here there will be a chest and in it is the (Magma Staff), you are pretty much done here so you can leave if you want or if you really want to there is a Zenithian that is in the very northwest of the tower who won't tell you much, just something about the magma staff.

Now that we have the magma staff we can enter the cave that will lead to Zenithian castle. So hope on your carpet and head off to the continent where El Heven was, just below El Heven you will notice a castle in the water which is Zenithian castle. Also there is a cave that is just southeast of it, fly your carpet on over in front of that

cave where a mountain should be blocking the cave. Now use your (Magma Staff) and the mountain will crumble away giving you access to the cave.

=====
= Cave of Zenithia =
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Items Found - 750 Gold
 950 Gold
 Acorns Of Life
 Magic Water
 Small Medal
 Staff of Benediction

From the start travel south until you reach some stairs going down, here you will see some tracks and mine carts on the ends of them. Go down the steps and into the first cart and north, don't take the second cart just yet, move north through the narrow path and flick the switch you see. Now return back and take the second cart until it flings you out, travel west and walk past the cart you see and you will come to a chest with (950 Gold) inside. Now go back and travel south past the cart again, now go west up some steps to find two more chests. In them are a (Small Medal) and some (Acorns of Life), now go south and find a switch to flick. Now get into the cart right near you, you will be hurrlled over some rocks. From here there will be two switches just to the east you will need to flick in order to go the correct path in the cart so flick them and get in, you will now travel north and jump over a cliff where the track is broken. You will go through a north exit and be tossed into another cart, go north until your tossed off and down the stairs right beside you. Here you can go down the steps and follow north to a chest with (750 Gold) in it, go back to where the cart was right above the stairs. Don't go in just yet, go east to find a chest with a (Magic Water) inside, also flick the switch that is right here also. Now go north down the steps and up the other ones and flick this switch also, now return back to the cart and get in to jump across the broken piece of track. Here you will see two carts, take the left one and jump across to the other side and flick the switch here. Now jump into the hole and go back up the steps and take the right cart now, you will take a bit of a trip around and north through a exit and some water and be flung onto stairs going down.

From here go south a bit then west until you see some steps, go up them and then north to stairs going up. You will now see the chest you passed just a bit ago on the cart, open the chest and get the (Staff of Benediction). Go back down the stairs now, go south from here and you will see a man going in circles on a track. Flick the switch in the middle and he will go crashing into the wall, talk with him and he will join your party. He says he was on his way to Zenithia but go caught up in the cart, so he wants you to take him to Zenithia now. Get into the cart that Pusan just crashed, take it north so you jump over the broken track. Ignore this first cart and go north up the stairs, take this cart now and you will be taken on a long path around the room and into another room. Jump into this cart now and you will be taken into the water and Zenithia.

=====
= Zenithian Castle =
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Once in the castle you will see it is water-logged, walk around the water north to the big door and enter. Go through another big door here and up the stairs, you will now be in the throne room. Pusan will now tell you there are hidden stairs behind the throne, go and search behind the throne to find the stairs and go down them. Now you will be on a long ladder going down, at the bottom of the ladder you will see two rooms, one to the left and one to the right. Go to the right and Pusan will see that the (Golden Orb) is missing and know that's why Zenithia has stopped floating, talk to Pusan again and you will see some scenes. Your job will now be to get the (Golden Orb), Pusan mentions something about the elven queen was the one who made the original orb. First thing you will have to do is set off to Faerie Village.

Cast return back to Salabona, hope on your carpet and fly east over the bridge past the swamp and northeast along the river path until you reach desert land. Now get off on the desert and go south over two bridges still going south, you will now notice a bare spot in the trees, this is where you need to go.

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= Forest of Illusion =
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Items Found - 1500 Gold
 Elven Medicine
 Faerie Sword
 Small Medal

Start by going north into the next area, you will see a door in a dirt hill. Go inside and search the pots to find a (Small Medal), now search the drawers and find a (Elven Medicine). Leave now and go north again, now go south and south again on the next screen. Now from here go east, you will find a chest and in it a (Faerie Sword). Go north from here and then north again and here you will see a campfire, walk back south and find another chest with (1500 Gold) inside. Now go back north to the campfire and start to walk towards it, if you have your son or daughter in your group one of them will tell you that there is someone by th fire. Walk to the right of the fire and select talk to speak with the invisible person, the invisible person will tell you to follow her. You kids will then follow her north so just follow your kids to where they go, you will come upon a cave. In the cave is Faerie Village.

=====
= Faerie Village =
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Items Found - Faerie Horn

There's not a whole lot to do here so go north and speak with Lady Powan, she will make good on here promise to help you out. She will tell you that the queen who made the golden orb is in Faerie Castle, but the castle cannot be seen by normal humans. She will give you the (Faerie Horn) which will allow you to see the castle, when you recieve the horn go and check out the weapons shop for some good upgrades. When done leave Faerie Village and return back to the sky tower you were just at, don't go in but walk directly north of the tower until you reach a small lake. When here you will see a boat you can board, sail north until you reach a lillypad and then use your (Faerie Horn). A castle will now appear so sail north and go inside.

=====
= Faerie Castle =
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Items Found - Gold Orb (No Magic)
Gold Orb
Princess Robe
Staff Of Thunder

When you enter the castle go and speak with the queen, she will tell you that she can give you a (Golden Orb) but that it does not have the magic that the other one had. So it is up to you to somehow get the magic in the orb, when you are done talking with the queen walk over to the west room where the guard is blocking the door. Speak with the guard so he will move, now walk east passing the stairs until you see a room with a man inside. Walk south of that room to some stairs going down, here will be two chests. They are a (Princess Robe) and a (Thunder Staff), now return to the stairs that were leading up and take them up. Now walk west to a room with a elven woman inside, she will tell you the picture on the wall is magical and if you examine it, it will take you to the place you desire to be most of all. So walk over and examine the picture of the map on the wall, it will warp you back to Santa Rosa back when Papas was alive. Go around and speak with everyone in the town so search everywhere to find people, when you talk to everyone go to where the church is and you will find yourself as a kid. Talk with yourself and he will let you examine the (Golden Orb) he has, you will now make the switch of his orb for your fake orb. Exit the town now to be warped back to the Faerie Castle, you have the working orb now so return back to Zenithian Castle.

Items Found - Grappling Hook
Sap Of The World Tree
Small Medal

Go behind the throne and search to find the stairs again and down the ladder, go and speak with Pusan who will put the orb back where it belongs. Zenithian Castle will now rise out of the water and begin to fly back up into the sky.

Now you can search the castle for any items it may hold, start by going to the east part of the castle. In a room with alot of plants you can get a (Sap of the World Tree), in the room to the east search the drawers to find a (Small Medal). Now go into the fireplace that

looks like a door anyways, a old man will be in there. Search the drawer to find the (Grappling Hook), this is it for items in the castle. Go back to the throne room and find the stairs and go down, when your down the ladder you will see a star like tile on the ground. Step on the tile and you will be able to control Zenithian Castle and float it around ot anywhere you want to go. The first place we need to go is the tower of boble, it is on the continient that is just northwest of the continent which Telepador Castle is on. The continent is surrounded by mountains which blocked any access you had to it before. So float on over to that continent and you will need to land on the desert part of the land, once landed exit the castle and walk over to the tower and enter it.

=====
= Tower of Boble =
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Items Found - 2700 Gold
 Devil's Armor
 Dragon's Left Eye
 Dragon's Right Eye
 Dragon Orb
 Dragon Staff
 Elven Medicine
 Shield Of Darkness
 2 Small Medals

The big front door is locked so you will need to go left and climb the ladder all the way up, once on the roof you will see a hook hanging up over a hole in the roof. Go to the hook and use your (Grappling Hook) to latch onto the hook and it will lower you down into the tower. Now go down the two sets of stairs and out the north door, go down these stairs now and you will see a chest, in it is a (Small Medal). Once you get the chest exit out the door to the south, now circle around the center room with a nun in it and go through the door and down the stairs. Now go out through the south, you will now see some stairs in the middle of the room, it will lead to the room with the nun in it. If you go and speak with the nun she will warn you about the two upcoming monsters, now go back downstairs and to the northeast where you will go through a door. Go west and then out the door to the south, here you will see a hook in a large pit, ignore the hook and move east. Here will be two stairs, the right one will lead to a chest with (2700 Gold) inside, the left one will go down and you will have to go out the exit to the south. Now circle around the bend here, now go east coming to a chest with the (Devil's Armor) inside. Keep going east until you see a exit you go through, now go south following the path until you find a lever. Pulling the lever will open the front door so pull it just incase, now continue following the bend all the way around. You will come to some stairs you need to go down, now you will be in a cave surrounding. Follow the path all the way to some stairs, now you will be at a crossroad with four ways to choose from. Start by going west to find a chest with a (Elven Medicine) inside, now take the stairs to the west. Here will be two chests, the north one a mimic, the other a (Small Medal). Now take the other stairs to the south up, from here go east and then south to some stairs. Here go north and east to some more stairs, here go north where you will find one of the two monsters the nun spoke of, his name is Gonz.

=====
Boss : Gonz
HP : 1700
Spells/Abilities : None
Difficulty : Easy

Gonz knows no spells so he will only attack normally, he does have a good damaging attack though. Cast increase on yourself and his attacks become a joke, you can just pound away on him until he dies now or use decrease to make it a bit quicker.

=====
Once dead search the chest he was in front of, the chest is the (Dragon's Left Eye). Now turn around and go back to the room west of the four choices room, it's the same room you first went into from the start of the choices. Now go north from the stairs going down, from here go east and then north to some stairs. Now go north and you will find Gema, this is the guy who ordered your dad Papas to get beat to death while he held you as a hostage. So here comes your sweet sweet revenge.

=====
Boss : Gema
HP : 4500
Spells/Abilities : Blazemore, Bounce, Flame Breath, Numbing Breath
Difficulty : Normal

As usual the second monster you fight is stronger than the first. Gema can and probably will cast numb breath which will paralyze a party member for the whole fight unless you have the spell numboff. If you don't have it and he uses his numb breath on all of your party members you will lose the fight, so it can be a very good idea to have the numboff spell. Use increase on you and decrease on him and cast barrier or half his flame breath, now just attack away until his death.

=====
There's no special scene where it shows you happy for revenge, he just dies and that's that, kinda disappointing. The chest Gema was guarding is the (Dragon's Right Eye), grab it and go back to the room with the four choices again and go back up the stairs. Now walk back south through the marsh and back up the stairs, now circle back around to the right passing the lever you pulled earlier and go through the door. Now follow west and back out the exit to the south, circle around again to the right passing the big dragon head statue in the middle. Go through the door and up the stairs and then out the exit to the south, now go west to where the hook is over the pit. Go and use your (Grappling Hook) and move down until you drop off onto the dragon head statue, walk over to the eyes of the statue and use the dragons eyes you recovered, make sure to use the right one on the right and left on the left of course. Now the dragon head statue will open its mouth and its tongue will emerge out to the level below it creating a doorway into its mouth. Jump off the statue now and circle around and back up the stairs, now go onto the tongue and into the mouth. Take the stairs down and then down either ladder to find the (Dragon's Staff), now return back up the ladder and use your hook to go down the hole. Now go through the door and make your way around the blueish marsh to the north, you will find the (Dragon Orb) here.

Items Found - Heaven Bell

Once you have it cast outside and then return back to Zenithian Castle, go and speak with Pusan in the throne room. When you talk to Pusan he will ask if he can have your (Dragon Orb), if you answer no he will say ok he can't do anything about it because he's a weak human or something like that. Anyways give him the orb, soon after you do Pusan will now transform into Master Dragon. After a long speech Master Dragon will give you the (Heaven Bell), this item when used in an open feild will summond Master Dragon to you to give you a flying lift faster and higher then Zenithian Castle. When done talking leave Zenithia and go into a open feild or on sand and use your (Heaven Bell), you will then be picked up by Master Dragon and you can control where you wanna go. If you want go to any town and heal up and upgrade your equipment if you want to, after that we are going to the Great Temple where you been hearing about the cult named the Order of Light. Also the Great Temple is where you were kept as a slave and started out after the ten years later.

So use your bell again and hope on Master Dragon, fly to the center continent and at the top of it is the temple surrounded by clouds. Fly right into the temple to enter it.

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= Great Temple =
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- Items Found - Demon Claw
- Ring Of Life
- Shield Of Ruin
- Slaves Clothes
- Zenithian Armor

When you first enter the temple don't go through the front door just yet, go to the east and walk through that door. There will be a guard in the room with a chest which he is blocking, talk with him and tell him you won't leave so he will attack you. It's an easy fight so kill him and take the chest with the (Zenithian Armor) inside, now go back out and go in the front door. When you go inside and see the cult all in a big group waiting for their leader to make an announcement two guard will come and shove you in the group thinking your cult members, when they do that turn around and talk to them to fight them. Now you are out of the crowd so circle around to the right and go up the steps to get onto the stage, you will see a nun and your wife as a statue on the stage. Speak with the nun now, she will tell you she is your mother and talk to you about your father Papas, after that she will ask you to serve Ivol with her. Answer no of course and reject her as your mother, the nun will then transform into a monster and attack you.

=====

Boss : Ramanda
HP : 2000
Spells/Abilites : Blizzard, Firevolt, Flame Breath
Difficulty : Normal

If you beat Gema then your going to beat Ramanda because Ramanda is pretty much like a weaker Gema. Use the same strategy as you did against Gema and gain the victory.

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When you defeat Ramanda search the area where he was standing to find secret stairs, right now there is nothing you can do to change your wife back, not even the staff that changed you back. Take the stairs down and then take either set of stairs down to the north, now walk out the exit to the south. This area will look familiar to you, this is where you started out as a slave. Walk south and then west down the steps and then go north throught the big doorway, now open the big door and go through. From here walk north under the walkway and up the steps, now circle around the right south and keep going until you go down the steps you passed a second ago. If you want go and speak with the guard who will basically just attack you, the guards are snakemen which are easy. When you go down the stairs go north through the door, now go up the ladder on the left and walk across to the other ladder and go down, now walk under the walkway and continue north until you go up another ladder and then exit out west. Now circle around north and you will come to a ladder going down, go down and get the chest with the (Demon Claw) inside. Now go back to the ladder but don't go up, turn and walk west at the base of the ladder until you go under the walkway, now go south where you will come out near another ladder which you will take up and exit out west. Go south and then turn east to go down this ladder continue south out the doorway now, there will be two chests here and in them are a (Shield of Ruin) and (Slave Clothes). The shield is cursed so you know, now go back out the doorway and then turn left and go under the walkway north to reach the other ladder, continue north and then east out the exit. Continue easy and then go down the ladder and stairs you come to, now you will be in a room with a red carpet leading you north. Follow the carpet all the way north and you will run into Ivol and have to fight him after a bit of a speech. In this fight you will be able to use your whole party which means the three memebers you have out and anyone in your caravan, you can't attack with them while the three member are active but I mean you can switch members whenever you want if one dies.

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Boss : Ivol
HP : 4500
Spells/Abilites : Explodet, Bounce, Glittering Ice Breath, Freezing Rays
Difficulty : Very Hard

This is gonna be by far your toughest fight you have encountered yet, Ivol has crushing spells which will hurt your party badly. Ivol will cast explodet which is one of the strongest party damaging spells in the game, he will also cast bounce which will reflect your spells back at you. He will cast freezing rays which will dispel all of your spells you have casted on yourself. The best strategy here is to use increase on yourself, use barrier to lighten his spell damage on you and cast bikill on your members to do double physical damage when you attack. When he uses freezing rays you will have to recast all the spells you used on yourself, keep doing this until he falls.

=====

When you defeat Ivol he will whine like all good bosses, he will then try and open a gate to the demon world to summon the demon lord. But

nothing really happens or at least what he wanted didn't happen, he then disappears and the (Ring of Life) appears. Retrieve the ring and then a voice will come from the ring, it will be your real mother. She will tell you not to come to the demon world to save her, the demon lord is too powerful even for the legendary warrior. She will also say that she will keep the demon lord in the demon world and not let him escape into the real world, and she will tell you how proud she is of you and how she could see you and blah blah blah. Now return all the way back to where the statue of your wife was, you will be able to walk all the way back monster free so it will be a lot faster. When you return back to your wife's statue she will then be turned back into herself with the spell broken on her. Now you will be returned to Granvania automatically.

When you return back to Granvania you will find out that Ojiron the former king and now chancellor wants to speak with you, when you go see him he begs you not to go to the demon world. Of course your going anyways despite everyone telling you no, before you leave though go to Ruida on the second floor. You need to do this because for some reason your whole party has been put back there so pick your three members you want out and then fill up your caravan. Make sure you are carrying the (Ring of Flames), the (Ring of Water) and the (Ring of Life) because you will need them to enter the demon world. Now cast return to El Heven, hope on your boat and sail north into the Water Shrine.

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= The Demon World =
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=====
= Water Shrine =
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Items Found - Sage's Stone

When you enter sail directly north and open the door, now sail north a bit and then there will be three statues there. Place the three rings you have into the three statues, the (Ring of Flames) goes in the left statue, the (Ring of Water) goes in the right statue and finally the (Ring of Life) goes in the middle statue. When you do that a gate will open to the demon world and you will be sucked in, now in the demon world you have to exit out south here. But before you can leave you hear your mother's voice, she will give you the (Sage's Stone). This stone is very useful, use it during battle and it will heal your entire party about fifty hit points each. Now exit out south, now in the demon world you will notice it's a bit dark. Start by going east over the bridges and through the little maze it gives you, you will then come to a town called Shahanna.

=====
= Shahanna =
=====

Items Found - Defense Seed
Elven Medicine
Sands Of Time
Small Medal

When you enter the town start by going west, you will pass some steps going up. Just pass those steps follow along the town wall north, east and then south, you will come to two barrels now. The top one has a (Small Medal) inside and the other is empty, walk a little more south to find the last henchmen. Beat him and he will run away, take the chest with the (Sands of Time) inside. Now leave the city and come back in to save a long walk, this time walk into the town and continue north until you see a barrel behind two people at a table and look inside. You will find a (Defense Seed), now go to the inn and search the drawers to find a (Elven Medicine). This is all the goodies here, the weapon and armor shop has some good upgrades so go and take a look if you can afford them. When done your next trip will be to Evil Mountain, but make sure you are ready. It would be a good thing to level up two or three levels before going there, but when your ready you will need to walk south and then go right and then north. You will come to two bridges connected going east now, cross them and continue east past the swamp and then northeast until you reach a cave, this will be Evil Mountain.

=====
= Evil Mountain =
=====

Items Found - 3300 Gold
Defense Seed
Echoing Hat
Elven Medicine
Holy Chamberpot
King Metal Helm
Multi-Edge Sword
Ogre Shield
Orihalcon Fang
Robe Of Darkness
3 Small Medals
Sun Crown

Apon entering just proceed north through the big doorway, once in cast stepguard and walk directly north to stairs leading up. Now up there are two paths, the left one just goes to the two pots which both are Demon Jars so just go right. You will come to another split path now, go the west path to find some stairs up and take them. Now follow this path all the way around west until you come to yet another split path, the path leading out west will lead upstairs to a chest with a (Robe of Darkness). The path leading north will lead to where you need to go, it leads to some stairs you need to go up. Ignore the path west here and follow south and go up the stairs when you come to them, here go out the exit to the south and you will be outside.

Follow the path west and it will go north where the path splits east and west, the east path will lead around to a chest with a (Ogre Shield) inside. When you get it go back and take the west path, ignore

the cave and go north from here until you see some stairs down and go down them. Open the chest to get a (Small Medal), now go back up and enter the cave to the west. When in you will see a statue with it's tounge out, follow the path west and then north until you see some stairs going up and take them. When you get up you will see your mother! You will then be attacked by two monsters who you will defeat no problem, you will then see your mother trying to trap Mildrath(The Demon Lord), she will fail because he is too powerful and she will be killed. She will be lying there and then Papas spirit will appear and then your mother Martha will join him, they will give you a speech about you having to destroy Mildrath. When they leave go west down the steps and through the cave door, now follow the path along and take the first set of stairs going down you see. From here go east past the one tile and follow it east until you come to a chest with the (Echoing Hat) inside, now just go west a bit and set on one of the tiles to be placed near the other chest. Open it and get a (Small Medal), now go up the stairs that are directly west from you. Here step on tile right above you and it will transport you down some stairs, go right back up the stairs and now step right one to be moved east a bit near some stairs going down, ignore the stairs and go south. Here you will see two pillars in a square of arrow tiles, between the pillars are the (Sun Crown) and the (Holy Chamberpot). When you have these two items go all the way back and exit out of the cave.

Now go south to where you will see another cave. Wait before going in, instead go west along the path to a chest with the (Multi-Edge Sword) inside. Now go back and enter the cave, use the (Holy Chamberpot) and stairs going down will appear so take them down. The first thing you should notice are differnt looking tiles on the floor, these tiles if you step on them will send you down to the floor below. From the stairs you came down you will notice a chest to the north, in that chest is a Mimic so go and kill it if you want a (Small Medal). Again from the stairs you came down if you go east you will soon see another chest and in it is the (King Metal Helmet), back at those stairs again if you go south you will see yet another chest with (3300 Gold) inside. Ok from the stairs you came down again, go south again but turn west and you will come to two of those tiles which will send you below. Step on one of them so you go down, now go south to the stairs up. Now go all the way north to some stairs going down and take them down, now go north through the exit. Go northwest and don't worry about the path to the east, follow it along into the next room where you will see demon head statues on the wall and when you walk past them eyes will light up on them and watch you walk. Anyways walk all the way east and ingnore the stairs just go through the doorway, now this part is tricky and fraustrating. There will be eight little rooms and nine spaces for the rooms, the trick here is to get the room with the exit to the north to the space in front of the doorway if that makes sense to you. The tile in the middle of the rooms will move the room into the empty space as long as it is vertical or horizontal to the empty space. Ok so the first tile you need to step on is the bottom left and it will move right, next move the middle left room down, now move the top left room down, now move the top middle one left, and now move the center room up and then your done so walk into the next room.

Go straight north into the next room now, in this room go north and up the stairs and open the chest. Before you can open the chest two monsters bash through the wall and attack you, these guys hit hard but can be defeated with the decrease and increase strategy. Once defeated

open the chest and get the (Orihalcon Fang), now through the wall where the monsters bashed in will lead right to Mildrath the Demon Lord. Heal up and get ready for a fairly easy fight and then a hard fight so be ready, walk through the wall into the dark cavern and walk north until you reach Mildrath. He will blab about him being strong and no one can beat him or something and then he will attack you.

=====
Boss : Mildrath (First Form)

HP : 1600

Spells/Abilities : Blazemost, Decrease, Glittering Ice Breath,
Freezing Rays, Summon Evil Clown / Attackbot

Difficulty : Normal

This is the easier of the two fights I was talking about, Mildrath likes to summon two monsters by his side, usually evil clowns but sometimes attackbots. There are a few good spells to use in this case, bounce and barrier will help shield you from his attack spells. Increase will protect from their physical, decrease will lower their physical defense. Lastly bikill will double your physical power, using these spell will make the battle alot easier. When Mildrath uses freezing rays make sure to recast the spells you used before, also one last thing is you should be having someone use the sage's stone to heal your whole party.

=====
When you beat him the first time he will tell you that you did very good but now he is gonna finish you. He will transform into a bigger badder demon now so get ready for a fight that's a good five times harder.

=====
Boss : Mildrath (Second Form)

HP : 4500

Spells/Abilities : Explodet, Blazemost, Decrease, Hellish Flames,
Glittering Ice Breath, Freezing Rays, Meditate
(Meditate Heals Mildrath Some HP)

Difficulty : Very Hard

Not only does Mildrath have a hit point upgrade but his spells have gotten a upgrade as well, Mildrath will now cast explodet, he also has hellish flames which is a brutal party killer. He will now meditate and heal himself on top of all this and continue to cast the same spells he could before. Use the same spells and strategy as before but be more strict to it and keep a better healing game going. It's pretty much a must to use the (Sage's Stone) every round or so, and you will need to use some other healing spell's as well to keep up with Mildrath.

=====
When you defeat Mildrath he will mumble about it being impossible that he was beat, after he dies it will appear to rain gold flakes or something. Then you will be transported to Zenithia where Master Dragon gives you a bit of a speech, he says he wants to visit the human world again so he will give you a ride himself. Every town or castle you visit talk to everyone in the entire town before you leave or else you won't be able to get the bonus dungeon. When you have visited all the towns he takes you to and you have talked with every single person in those towns the credits will come up, you have to watch them all until it says "The End". When it does hit reset and

load up the game you just beat Mildrath on, now cast return to Evil Mountain and walk directly south into the marsh. You will now be in the bonus dungeon!

=====
= Bonus Dungeon =
=====

Items Found - Drum Of War
Elven Medicine
Iron Ball of Decimation
King Metal Armor
Restoration Orb
Shield of Radiance
Small Medal
Sword of Decimation

You will be beside some stairs that you came down to get into the dungeon, from here walk west into the next room where you will find two treasure chests. In them are a (Small Medal) and a (Restoration Orb), walk back out now and go north ignoring the exit to the east. Keep walking north past another path east, now you will see a exit leading north. In that exit is a chest with a Mimic inside so if you want a (Small Medal) go and fight it, after that follow the main path east ignoring a exit south until you come to a jail door so just open it and proceed south. Here you will see a path going by big holes in the ground, follow the path by the holes. Walk a little south until you see some stairs going down so take them, here walk all the way west to find a chest with the (Drum of War) inside. This drum will double your groups attack damage when used so it's like Bikill but it powers up your whole group. After getting the drum go all the way east from the stairs to find another chest with the (Hell Sabre) inside, now go back up the stairs you went down. Make your way south then west and then north up to the exit, make sure to avoid the cracks on the ground because they will send you back down to the floor you were just on. When you go through the exit to the north keep going north and you will find some stairs going down, when down them you will be in a room with four exits to every direction and a big tile on the ground with a monster on it.

This room is a maze so it's a bit tricky to find out where to go, start by going east into the next room to find a chest with the (Sword of Decimation), this sword is cursed by the way. Now return back to the room where you came down the stairs, now go west, north, take the west path, north, east, south, east, now you will see two torches on the wall, continue south and then finally go east from there to find some stairs going down. Here will be another four room exit with a big block in the center, it is another maze. Start by going west, south and then south again to find a chest with the (King Metal Armor). Return back to the four room exit with the block in the center, now you can go north to find some stairs leading to two chests. In them are a (Elven Medicine) and a Mimic for a (Small Medal), again return back to the four room exit you were originally in. Now go south one and then east one, you will see a chest but it will be empty so take the stairs to the east down. Here follow the path leading north, east and then south, it will finally come to a split path, take the exit to the west here. Go north through the exit to a chest with the (Iron Ball of Decimation) inside,

now go back south one and then go west through the exit. Here will be some stairs going down in some marsh, when you take the stairs down you will appear to be in a underground volcano. Go straight north and you will see a monster who is sleeping, if you go talk to him he won't remember anything and ask if you are there to destroy him. If you pick no he will leave you alone and nothing happens, if you pick yes then he will defend himself and attack you. Be warned before you fight him, you should be at level 50 at least to have a shot at killing him because he is extremely difficult.

=====
Boss : Esturk

HP : 9000

Spells/Abilities : Explodet, Blazemost, Hellish Flames, Glittering
Ice Breath, Freezing Rays

Difficulty : Extreme!

You will notice Esturk has double the amount of hit points Mildrath has, also he will attack once in one round. Estruck has the same crushing spells Mildrath had and can cast explodet and use hellish flames in one round to do 200+ hp damage on all of your party members! Here it is good to have lots of magic points, cast barrier to help protect you against his hellish breath. Use the (Drum of War) to double your attack damage, using decrease on him will not work because he has some kinda bounce spell already cast on himself. So barrier and the (Drum of War) are the two keys to beating him, besides some really good healing. For healing I recommend using the (Sage's Stone) for sure and if you are using your son he has the spell healus which is also a great party healing spell. All I can say now is good luck on beating him.

=====
Once you deafeat him he will tell you how many turns it took you to defeat him and that's all that happends, you don't get nothing and nothing in the game changes. You just get the satisfaction of knowing you beat the hardest monster in the game.

The End

III. In-depth Game Information

1. - Character List

The Hero:

The hero is the main character in the game, this person is suppost to represent you in this game. Starting off as a little boy and growing into a adult, the hero goes through lots of ups and downs in this game. Here is a list of spells learned by the Hero through out the game:

Level 4 - Heal
Level 6 - Antidote
Level 8 - Gale
Level 9 - Upper
Level 11 - Healmore
Level 12 - Identify
Level 14 - Outside
Level 16 - Tornado
Level 18 - Absorb
Level 22 - Healall
Level 25 - Vivify
Level 28 - Farewell
Level 32 - Aerocross

Level ?? - Return
Level ?? - Chance

The two spells with no levels are spells that are learned after a certain event passes in the game.

Papas:

Papas is your father, you start off following him around while he does his business. He will aid you for a short while in this game. Here is a list of spells learned by Papas through out the game:

Level 27 - Healmore

Bianca:

Bianca is a girl you met as a boy, you lose contact with her as a boy but reunite as adults. She will become a very important choice in the game, weather or not to marry her. Here is a list of spells learned by Bianca though out the game:

Level 3 - Blaze
Level 5 - Surround
Level 7 - Decrease
Level 8 - Firebal
Level 12 - Sleep
Level 13 - Bikill
Level 15 - Firebane
Level 17 - Stepguard
Level 18 - Bounce
Level 20 - Blazemore
Level 23 - Defeat
Level 27 - Firebolt
Level 33 - Blazemost

Bella:

Bella is a faerie you meet as a child whom needs your help. Here is a list of spells learned by Bella in the game:

Level 7 - Heal
Level 7 - Decrease
Level 7 - Firebal
Level 7 - Surround

Henry:

You meet Henry as a boy, he is the prince of Reinhart. You and Henry will "eventually" become good friends in the game. Here is a list of spells learned by Henry though out the game:

Level 1 - Blaze
Level 3 - Surround
Level 6 - Decrease
Level 8 - Bang
Level 12 - Confuse
Level 15 - Repel

Flora:

You first meet Flora in Salabona, her dad who is Ludman is a very rich man. You compete for a chance to have her hand in marriage. Here is a list of spells learned by Flora through out the game:

Level 10 - Healmore
Level 11 - Decrease
Level 12 - Surround
Level 13 - Bikill
Level 14 - Sleep
Level 15 - Stepguard
Level 16 - Firebane
Level 17 - Day-Night
Level 18 - Bounce
Level 20 - Blazemore
Level 23 - Defeat
Level 27 - Firevolt
Level 33 - Blazemost
Level 37 - Explodet

Your Son:

Your son aka The Legendary Warrior you first see is when he help's to find you when you are turned into a statue. He is a excellent all around fighter. Here is a list of spells learned by your son though out the game:

Level 5 - StopSpell
Level 8 - Increase
Level 10 - Repel
Level 12 - Healmore
Level 13 - Firebane
Level 14 - Numboff
Level 15 - Stepguard

Level 16 - HealAll
 Level 18 - Identify
 Level 20 - Curseoff
 Level 23 - Barrier
 Level 25 - Zap
 Level 27 - Revive
 Level 30 - Healus
 Level 34 - Lightning
 Level 38 - Thordain

Your Daughter:

Your daughter who you first meet when she comes looking for you as well is an excellent and powerful wizard. Here is a list of spells learned by your daughter though out the game:

Level 5 - Surround
 Level 5 - Return
 Level 9 - Outside
 Level 11 - Bang
 Level 14 - Snowblast
 Level 16 - Bikill
 Level 18 - Day-Night
 Level 20 - Sleep
 Level 22 - Decrease
 Level 24 - Boom
 Level 27 - Bounce
 Level 30 - Blizzard
 Level 32 - Bedragon
 Level 36 - Explodet

2. - Item List

Item Name	Item Effect
Acorns of Life	Increases HP 1 - 5
Acorns of Magic	Increases MP 1 - 5
Agility Seed	Increases Agility 1 - 5
Angel's Bell	Cures The Spell Choas
Antidote Herb	Cures Poison Status
Armband of Sacrifice	When Equiped And Apon Death You Will Explode Hurting Your Enemies
Bomb Stone	Casts Boom hurting multiple Enemies
Defense Seed	Increases Defense 1 - 5

Drum of War	Doubles Party Attack Damage
Elven Amulet	Protects Against Status Spells
Elven Medicine	Recovers 30 HP Of Party
Fighter's Hair	Doubles One Party Member's Attack Damage
Final Key	Opens All Doors
Fragrance Bag	Confuses One Enemy
Full Moon Herb	Cures Numb
Holy Water	Same Effect As Repel
Intelligence Seed	Increases Intelligence 1 - 5
Leaf Of The World Tree	Revives A Party Member To Full HP
Magic Key	Opens Many Doors
Magic Water	Restores MP
Medical Herb	Restores 30 - 40 HP
Meteroite Armband	Double One Party Members Agility When Worn
Monster Lure	Increases The Monsters In The Area And Chance To Be Attacked
Reinhart Key	Opens All Doors In Reinhart
Ring Of Flames	Casts Tonado In Battle, Used To Help Open Demon World Gate
Ring Of Life	Heals Hp When Walking Around, Used To Help Open Demon World Gate
Ring Of Prayer	Restores MP
Ring Of Water	Used To Help Open Demon World Gate
Sage's Stone	When Used In Battle It Restores Party HP
Sap Of The World Tree	Revives All Party Members And Restores Their HP
Small Medal	These Are Collected By The Medal King And Are Exchanged For Prizes
Stone Of Life	Helps To Prevent Instant Death Spells When Carried
Strength Seed	Increases Strength 1 - 5

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|-----|-----|
| Wing Of Wyvern          | Transports Party To Last Visited |
|                          | Town                               |
|-----|-----|

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3. - Armor List

A. Helmets

Helmets	Defense	Special Effect
Echoing Hat	+25	Casts Same Spell Twice
Fur Hood	+11	Nothing
Golden Tiara	+45	Helps Prevent Status Spells
Great Helm	+45	Nothing
Hair Band	+7	Nothing
Hat Of Happiness	+35	Restores MP When Walking
Hat Of The Wind	+28	Returns You To Last Town
Helm Of Wisdom	+40	Raises Intelligence
Iron Helm	+16	Nothing
Iron Mask	+25	Nothing
King Metal Helm	+70	Nothing
Leather Hat	+2	Nothing
Pointed Hat	+3	Nothing
Satan Helm	+30	Nothing
Shell Hat	+7	Nothing
Silk Hat	+20	Nothing
Silk Veil	+30	Nothing
Silver Barrette	+14	Nothing
Sun Crown	+60	Nothing
Wooden Hat	+6	Nothing

Zenethian Helm	+50	Nothing
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B. Shields

Shields	Defense	Special Effect
Aeolus Shield	+35	When Used As A Item It Casts Expel
Bronze Shield	+11	Nothing
Dragon Shield	+30	Reduces Fire And Ice Damage
Flame Shield	+40	Reduces Fire And Ice Damage
Iron Shield	+16	Nothing
King Metal Shield	+70	Nothing
Leather Shield	+4	Nothing
Magic Shield	+22	Nothing
Ogre Shield	+48	Nothing
Pot Cover	+2	Nothing
Scale Shield	+7	Nothing
Shield Of Darkness	+37	Casts Absorb
Shield Of Radiance	+65	Reduces Fire And Ice Damage
Shield Of Reflection	+55	Reduces Fire Damage
Shield Of Ruin	0	Reduces Defense To 0
Shield Of Strength	+46	When Used As A Item It Casts Healmore
Zenithian Shield	+60	When Used As A Item It Casts Bounce

C. Armor

Armor	Defense	Special Effect
Angel's Leotard	+70	Reduces Ice Damage
Blood Mail	+45	Nothing

Boxer Shorts	+15	Nothing
Breast Plate	+23	Nothing
Bronze Armor	+21	Nothing
Chain Mail	+19	Nothing
Cloak Of Evasion	+28	Allows Wearer To Dodge More Frequently
Clothes	+4	Nothing
Combat Pajamas	+40	Nothing
Dancer's Clothes	+20	Nothing
Demon Armor	+85	Cursed
Devil's Armor	+65	Nothing
Dragon Mail	+50	Reduces Fire Damage
Dress Of Radiance	+45	Reduces Damage From Spells
Flame Armor	+70	Reduces Ice Damage
Full Plate Armor	+30	Nothing
Fur Coat	+18	Nothing
Half Plate Armor	+25	Nothing
Handwoven Cape	+6	Nothing
King Metal Armor	+95	Nothing
Lace Bisuche	+35	Nothing
Leather Armor	+11	Nothing
Leather Dress	+17	Nothing
Leather Loinclothe	+12	Nothing
Magic Armor	+60	Reduces Damage From Spells
Mirror Armor	+80	Reflects Some Spells Back At Caster
Mysterious Bolero	+37	Changes Damage into MP
Mystic Armor	+75	Heals A Party Memeber After Each Round Of Fighting

Naughty Underwear	+23	May Stun An Enemy
Piece Of Cloth	+3	Nothing
Princess Robe	+80	Reduces Fire And Ice Damage
Robe Of Darkness	+55	Reduces Damage From Spells
Robe Of Serenity	+33	Nothing
Rogue Armor	+30	Cursed
Royal Cloak	+90	Reduces Fire, Ice And Spell Damage
Sage's Robe	+50	Reduces Damage From Spells
Scale Armor	+15	Nothing
Silk Apron	+10	Nothing
Silk Bisuche	+60	Nothing
Silk Robe	+13	Nothing
Silver Breastplate	+40	Nothing
Silver Mail	+40	Nothing
Slaves Clothes	+5	Nothing
Slime Clothes	+20	Nothing
Swordedge Armor	+55	Causes Attacker To Take 25% Of Damage Dealt Out
Turtle Shell	+33	Nothing
Water Flying Clothes	+55	Reduces Fire Damage
Wayferer's Clothes	+7	Nothing
Wizard's Robe	+37	Reduces Damage From Spells
Zenithian Armor	+85	Reduces Fire, Ice And Spell Damage
Zombie Mail	+38	Nothing

Weapons	Attack Power	Special Effect
Bamboo Pole	+5	Nothing
Battle Axe	+45	Nothing
Big Blowgun	+110	Nothing
Big Mallet	+10	Nothing
Bladed Boomerang	+25	Attacks Multiple Enemies
Blizzard Sword	+105	Ice Damage
Boomerang	+15	Attacks Multiple Enemies
Broad Sword	+33	Nothing
Bronze Knife	+12	Nothing
Chain Sickle	+27	Attacks Multiple Enemies
Chain Whip	+24	Attacks Multiple Enemies
Club	+9	Nothing
Copper Sword	+13	Nothing
Cypress Stick	+2	Nothing
Demon Claw	+90	Chance Of Poisoning Enemy
Demon Hammer	+70	Nothing
Demon Spear	+99	Chance Of One Hit Kill
Dragon Killer	+90	Does Extra Damage To Dragons
Dragon Staff	+125	Casts Bedragon
Fairy Sword	+85	Casts Upper
Falcon Sword	+67	Attacks Twice
Flame Boomerang	+65	Attacks Multiple Enemies
Flame Claw	+53	Casts Firebane
Fruit Knife	+6	Nothing

Gringham Whip	+100	Attacks Multiple Enemies
Hell Saber	+120	Nothing
Ice Blade	+70	Casts Snowblast
Iron Ball Of Decimation	+125	Attacks Multiple Enemies
Iron Claw	+19	Nothing
Iron Staff	+22	Nothing
Killer Earring	+35	Attacks Twice
King Metal Sword	+130	Nothing
Magma Staff	+63	Casts Bang
Morning Star	+45	Attacks Multiple Enemies
Multi-Edge Sword	+99	Cursed
Oak Cudgel	+9	Nothing
Orihalcon Fang	+115	Nothing
Papas' Sword	+40	Nothing
Poison Needle	+1	Possible One Hit Kill
Saw Blade	+27	Nothing
Sharpened Bone	+6	Nothing
Sledge Hammer	+30	Nothing
Snake Sword	+42	Nothing
Spear Of Zeus	+85	Nothing
Staff Of Antimagic	+40	Casts Stopspell
Staff Of Benidiction	+0	Casts Healmore When Used In Battle
Staff Of Force	+55	Changes MP Into Attack Power
Satt Of Punishment		Casts Tornado
Staff Of Revival	+66	Casts vivify
Staff Of Stoross	+60	Cures Paralyze Status
Staff Of Thunder	+29	Casts Firebal

Steel Fang	+35	Nothing
Steel Whip	+45	Attacks Multiple Enemies
Stone Axe	+20	Nothing
Stone Fang	+12	Nothing
Sword Of Decimation	+95	Cursed
Sword Of Malice	+45	Casts Firebane
Sword Of Miracles	+100	Heals 25% Damage Dealt
Sword Of Slumber	+55	Can Puts Enemies To Sleep
Sword Of Temptation	+70	Can Confuse Enemies
Thorn Whip	+18	Attacks Multiple Enemies
War Hammer	+60	Nothing
Zenithian Sword	+110	Nullifies Magic Effects
Zombie Sword	+80	Does Extra Damage To Undead Enemies

5. - Spell List

Spells	MP Used	Special Effect
Absorb	2	Absorbs Spells Cast On Caster
Aerocross	8	Attacks Multiple Enemies (High Damage)
Antidote	2	Cures Poison Status
Bang	5	Attacks Multiple Enemies (Low Damage)
Barrier	3	Helps Protect Party From Spell Damage
Beat	4	Possible Instant Kill
Bedragon	18	Turns Caster Into A

		Dragon
Bikill	6	Doubles A Party Members Attack Damage
Blaze	2	(Low Damage) To One Enemy
Blazemore	4	(Medium Damage) To One Enemy
Blazemost	10	(High Damage) To One Enemy
Blizzard	12	Attacks Multiple Enemies (Medium Damage)
Boom	8	Attacks Multiple Enemies (Medium Damage)
Bounce	4	Reflects Spells Back At Caster
Chance	20	Random Effect
Confuse	5	Confuses Enemies
Day-Night	3	Changes Day Or Night Into The Opposite
Defeat	7	Possible Instant Kill Of Grouped Enemies
Defense	4	Lowers Enemies Defense
Expel	1	Expels Undead Enemies
Explodet	15	Attacks Multiple Enemies (High Damage)
Farewell	All MP	Revives Dead Party Members To Full As The Caster Dies
Fireball	4	Attacks Multiple Enemies (Low Damage)
Firebane	6	Attacks Multiple Enemies (Low Damage)
Firevolt	10	Attacks Multiple Enemies (Medium Damage)
Gale	2	Attacks Multiple Enemies (Low Damage)

Heal	2	Heals A Party Member (Low Heal)
Healall	7	Heals A Party Member To Full HP
Healmore	5	Heals A Party Member (Medium Heal)
Healus	18	Heals Party Members (Medium Heal)
Healusall	36	Heals Party Members To Full HP
Identify	3	Identifies An Item
Increase	3	Increases Defense Of The Party
Lightning	15	Attacks Multiple Enemies (High Damage)
Numboff	2	Cures Paralyzation
Outside	8	Transports A Party Outside Of A Dungeon
Repel	4	Repels Weak Monsters Around The Area
Return	8	Returns A Party Instantly To A Desired Location
Revive	20	Revives A Party Member To Full HP
Robmagic	0	Steals MP From An Enemy
Sacrifice	1	Damanges Enemy As Caster Dies
Sap	3	Decreases A Enemies Defense
Sleep	3	Puts Enemies To Sleep
Sleepmore	5	A Greater Chances To Put Enemies To Sleep
Snowblast	5	Attacks Multiple Enemies (Medium Damage)
Stepguard	2	Protects Against Walking Over Damaging Areas

Stopspell	3	Stops Enemies From	
		Casting Spells	
-----	-----	-----	-----
Surround	5	Decreases The Chance	
		Of A Enemy Landing A	
		Attack	
-----	-----	-----	-----
Thordain	10	(High Damage) To One	
		Enemy	
-----	-----	-----	-----
Tornado	4	Attacks Multiple	
		Enemies (Low Damage)	
-----	-----	-----	-----
Upper	2	Increases Defense Of	
		One Party Member	
-----	-----	-----	-----
Vivify	10	Gives A Chance To	
		Revive A Party Member	
-----	-----	-----	-----
Zap	8	Attacks Multiple	
		Enemies (Medium	
		Damage)	
-----	-----	-----	-----

6. - Small Medal Locations

- 1 - Pot in Alcapa
- 2 - Pot in Reinhart Castle
- 3 - Lighthouse drawer in Port Selmi
- 4 - Flower patches beside church in Port Selmi
- 5 - Pot in Kabochi
- 6 - Top left corner of church on the ground in Kabochi
- 7 - Above skeleton in cave west of Kabochi
- 8 - Pot in Ruraphin
- 9 - Pot in Ruraphin
- 10 - Near well at the Inn, north of Salabona
- 11 - Chest in cave to Salabona
- 12 - Drawer in Salabona
- 13 - Barrel in Mountain Village
- 14 - Search the grave in Mountain Village
- 15 - Pot in Desert Oasis
- 16 - Well in Telepador
- 17 - Chest in mountain path before Chizod
- 18 - Pot in mountain path before Chizod
- 19 - Chest in mountain path before Chizod
- 20 - Barrel in Chizod
- 21 - Chest in mountain path to Granvania
- 22 - Chest in mountain path to Granvania
- 23 - Chest in mountain path to Granvania
- 24 - Northeast corner outside of bedroom in Granvania Castle
- 25 - Drawer in Granvania Castle
- 26 - Pot in Granvania Castle
- 27 - Chest in Cave of Trials
- 28 - Pot in Demon Tower
- 29 - Chest in Demon Tower

- 30 - Pot in Demon Tower
- 31 - Drawer in Gigo's house
- 32 - Chest in Water Cave
- 33 - Pot in El Heven
- 34 - Chest in Sky Tower
- 35 - Chest in Trolley Cave
- 36 - Pot inside the cave in the Forest of Illusions
- 37 - Drawer in Zenethia Castle
- 38 - Prison cell floor in Oracleberry
- 39 - Chest in Medal King Castle
- 40 - Chest in Medal King Castle
- 41 - Chest in Cave of Seals
- 42 - Chest in Tower of Boble
- 43 - Chest in Tower of Boble
- 44 - Barrel in Shahanna
- 45 - Chest in Evil Mountain
- 46 - Chest in Evil Mountain
- 47 - Chest in Bonus Dungeon

If you have played all the dragon warrior or dragon quest games before you know that small medals are collected and given to the medal king in exchange for some powerful items.

Combat Pajamas	-	5
Mysterious Bolero	-	10
Sword of Miracles	-	16
Mystic Armor	-	21
Falcon Sword	-	30
King Metal Shield	-	43

Mimics always drop small medals after a battle, also some monsters randomly drop small medals after a battle as well.

This is a secret/wonder, in an earlier translated patch released by Dejap which I based this FAQ Walkthrough on, you can continue to look in a chest where a mimic was and continue to fight mimics over and over again and continue to receive small medals. You cannot get unlimited small medals from them, some chests with mimics in them you can fight up to 12 times, other chests with mimics in them will have less. Although you can't get unlimited small medals you can get a whole lot more in the game than normal.

7. Monster List

HP = Hit Points Monster Has
 Gold = Gold Monster Drops
 Exp = Experience Points Gained
 Item = Items A Monster Can Drop

A

Monster	HP	Gold	Exp	Item
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Assualt Trooper	60	42	86	Breast Plate
Attackbot	169	74	700	Swordedge Armor

B

Monster	HP	Gold	Exp	Item
Babble	15	7	6	Antidote Herb
Baby Newt	37	19	20	Stone Fang
Baby Panther	19	7	6	Piece Of Cloth
Ballon	119	60	217	Angel's Bell
Bandit Wolf	40	42	48	Copper Sword
Barbarossa	171	130	480	Leaf Of The World Tree
Bazocks	161	80	470	Defense Seed
Bazuzu	177	112	610	Armband Of Sacrifice
Beast Master	70	53	135	Thorn Whip
Behemoth	90	80	295	Iron Shield
Big Eye	54	35	62	Big Mallet
Big Rat	18	8	4	Medical Herb
Big Sloth	65	42	74	Strength Seed
Black Dragon	180	125	630	Strength Seed
Blaze Lizard	24	14	14	Leather Hat
Blizag	104	60	290	Silk Hat
Blizzard Hawk	150	90	445	Hat Of The Wind
Blue Eater	140	74	310	Flame Claw
Bomb Baby	33	32	37	Bomb Stone
Bomb Crag	115	13	120	Bomb Stone
Boss Garm	130	63	245	Fighter's Hair
Boss Ghost	200	180	300	Strength Seed
Brownie	47	18	24	Monster Lure
Buorn	4500	0	9500	Small Medal

C

Monster	HP	Gold	Exp	Item
Cactus Ball	22	12	15	Medical Herb
Capala Naga	25	14	24	Sharpend Bone
Captain Kook	123	115	350	Zombie Mail
Centaurus	130	75	270	Magic Water
Clay Doll	50	17	25	Defense Seed
Curer	69	43	70	Leaf Of The World Tree
Cursed Mask	70	40	210	Iron Mask

D

Monster	HP	Gold	Exp	Item
Dancing Jewel	45	200	80	Ring Of Prayer
Dancing Needle	33	15	19	Wooden Hat
Dark Eye	34	19	27	Medical Herb
Dark Mammoth	110	55	115	Strength Seed
Dark Shamen	170	110	640	Wizard's Robe
Dead Emporer	130	65	158	Staff Of Thunder
Death Parrot	40	40	71	Wing Of Wyvern
Death Spark	35	37	84	Magic Water
Demighoul	50	22	90	Medical Herb
Demon Candle	20	11	13	Bronze Knife
Demon Jar	200	79	71	Small Medal
Demon Toadstool	35	35	42	Antidote Herb
Dentasaurus	93	65	260	Strength Seed
Devil Dancer	70	45	225	Dancer's Clothes
Dragon Pup	52	45	50	Acorns of Life
Dragon Warrior	123	81	380	Broad Sword
Drakee	10	2	4	Medical Herb

Drakeema	30	13	18	Wayfarer's Clothes
Duck Kite	74	57	145	Wing of Wyvern

E

Monster	HP	Gold	Exp	Item
Eigerhorn	180	120	480	Devil's Armor
Elder Mage	72	50	123	Magic Water
Eliminator	83	54	215	Stone Axe
Emparther	42	42	55	Leather Loincloth
Esturk	9000	510	5000	Small Medal
Evil Apple	30	25	35	Medical Herb
Evil Clown	169	117	590	Echoing Hat
Evil Master	180	110	400	Devil's Armor
Evil Plant	42	30	59	Thorn Whip

F

Monster	HP	Gold	Exp	Item
Farewell Crag	200	70	402	Stone Of Life
Flamer	73	50	140	Intelligence Seed
Flare Dragon	125	95	550	Acorns Of Life

G

Monster	HP	Gold	Exp	Item
Gabott	100	55	190	Antidote Herb
Galba	160	57	570	Demon Claw
Ganesha	110	70	264	Acorns Of Life
Gapplin	19	9	10	Wing Of Wyvern
Gargoyle	110	85	310	Snake Sword

Gasling	92	40	130	Antidote Herb
Gas Mink	37	40	40	Scale Shield
Gema 1	1024	0	0	Nothing
Gema 2	4500	900	12000	Small Medal
Ghost	19	9	10	Holy Water
Ghost Captain	85	100	200	Silk Hat
Ghoul	105	21	85	Leaf Of The World Tree
Gigantes	310	110	770	Strength Seed
Glubglub	62	30	80	Medical Herb
Goblin Rat	31	13	18	Agility Seed
Golba	150	63	510	Demon Claw
Golden Golem	210	1023	130	Demon Hammer
Golem	190	90	330	Strength Seed
Gonz	1700	650	3500	Small Medal
Goopi	93	35	110	Wing Of Wyvern
Gophecada	10	2	3	Medical Herb
Grabshell	55	47	110	Defense Seed
Great Dragon	220	158	1010	Restoration Orb
Great Mamoo	140	90	350	Agility Seed
Green Worm	15	4	4	Intelligence Seed
Gregor	75	43	95	Holy Water
Grendel	155	109	432	Chain Mail
Grondepth	160	93	400	Faerie Sword

H

Monster	HP	Gold	Exp	Item
Hawk Man	75	51	185	Broad Sword
Healer	35	15	18	Medical Herb
Hellbattler	450	215	1370	Hell Sabre
Hork	70	15	67	Piece Of Cloth

Horned Rabbit	12	3	4	Leather Hat
Horse Devil	70	55	101	Monsture Lure

I

Monster	HP	Gold	Exp	Item
Imposter	350	320	750	Acorns Of Magic
Infernavis	160	130	675	Hat Of The Wind
Inspector	49	38	52	Wing Of Wyvern
Ivol	4500	1000	21000	Small Medal
Izlar	135	110	401	Faerie Sword

J

Monster	HP	Gold	Exp	Item
Jahmi	820	0	3500	Nothing
Jelly Man	400	85	550	Small Medal

K

Monster	HP	Gold	Exp	Item
Kandar	600	500	1150	Stone Axe
Kandar Henchman	500	150	750	Small Medal
Kemkemubeth	110	33	95	Acorns Of Life
Killer Panther 1	69	45	100	Iron Claw
Killer Panther 2	1024	0	0	Nothing
Killer Shell	65	43	120	Defense Seed
King Healer	133	100	380	Restoration Orb
King Metal	7	15	30010	Small Medal
King Slime	210	115	200	Leaf Of The World Tree
King Tortragon	178	140	690	Magic Water

Kukkle	36	31	44	Medical Herb
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L

Monster	HP	Gold	Exp	Item
Lancer	82	41	105	Breast Plate
Larva King	30	15	16	Medical Herb
Laughing Grass	24	3	17	Acorns Of Magic
Lava Savage	400	250	350	Magic Water
Leonar	93	70	240	Iron Claw
Light Boy	41	42	44	Bronze Knife
Lil' Eel	60	24	82	Wing Of Wyvern
Lintbloom	65	42	98	Fragrance Bag
Lionex	250	124	610	Shield Of Darkness
Lizardman	127	65	245	Saw Blade
Longneck Weasel	16	6	5	Agility Seed

M

Monster	HP	Gold	Exp	Item
Mad Dragon	110	45	137	Intelligence Seed
Mad Plant	18	10	13	Acorns Of Magic
Magician	20	20	18	Magic Water
Magiwyvern	99	65	181	Wing Of Wyvern
Mamoo	91	57	213	Agility Seed
Man-Eater Chest	90	95	23	Small Medal
Man O'War	50	22	77	Full Moon Herb
Manuhan	200	80	610	Bomb Stone
Marzon	68	45	105	Iron Claw
Marzonician	95	90	170	Strength Seed
Mechaban	350	160	1150	Orihalcon Fang

Messala	250	50	170	Ring Of Prayer
Metal Babble	7	10	10050	Small Medal
Metal Dragon	172	93	610	King Metal Armor
Metal Hunter	53	41	140	Intelligence Seed
Metal Rider	50	61	135	Breast Plate
Metal Slime	5	75	1350	Agility Seed
Mildrath 1	1600	0	0	Nothing
Mildrath 2	4500	0	0	Nothing
Mimic	400	110	210	Small Medal
Mimidemon	70	47	130	Pot Cover
Moon Face	300	115	490	Helm Of Wisdom
Mortha	57	40	67	Iron Shield
Mother Octo	100	53	125	Monster Lure
Mud Looper	83	31	120	Defense Seed
Mudslough	75	31	60	Acorns Of Life
Mystery Doll	70	150	50	Defense Seed

N

Monster	HP	Gold	Exp	Item
Necrodain	85	25	126	Full Moon Herb
Necromancer	132	90	325	Ring Of Prayer
Nereus	100	110	230	Shell Hat
Night Wisp	17	10	9	Medical Herb

O

Monster	HP	Gold	Exp	Item
Octoleech	73	37	95	Dancer's Clothes
Ogre Head	109	112	390	Acorns Of Magic
Orc	85	55	125	Fur Coat

Orc (Boss Fight)	950	300	350	Fur Coat
Orc King	84	65	235	Fur Coat
Owlbear	41	40	45	Iron Shield

P

Monster	HP	Gold	Exp	Item
Phoenix	95	63	280	Staff Of Force
Picky	30	32	41	Wing Of Wyvern
Plesiosaur	120	59	210	Acorns Of Life
Puppet Man	52	30	78	Dancer's Clothes
Putregon	300	58	800	Poison Needle

R

Monster	HP	Gold	Exp	Item
Ramada	2000	800	8500	Club
Rampone	128	98	390	Monster Lure
Red Eater	120	80	370	Full Moon Herb
Rogue Armor	57	50	65	Rogue Armor

S

Monster	HP	Gold	Exp	Item
Sarustlord	135	95	376	Defense Seed
Satan Helm	115	135	314	Satan Helm
Sea Dog	80	45	113	Saw Blade
Sergeinus	410	300	1500	Ogre Shield
Shadow Satan	115	60	252	Acorns Of Magic
Shield Hippo	88	120	202	Iron Shield
Silver Devil	140	100	403	Elven Medicine
Skeleton	42	19	30	Copper Sword

Skullgon	200	55	450	Shield Of Ruin
Skull Serpent	15	6	7	Medical Herb
Skunker	28	16	15	Wing Of Wyvern
Slime 1	7	1	1	Medical Herb
Slime 2	53	18	24	Medical Herb
Slime Knight	40	22	37	Bronze Armor
Snakebat	63	33	80	Full Moon Herb
Snakehand	131	82	370	Snake Sword
Snow Queen	600	200	650	Wing Of Wyvern
Soldier Bull	143	90	335	Battle Axe
Spiked Hare	27	15	20	Fur Hood
Spiny	22	13	15	Medical Herb
Spinger	175	98	515	Broad Sword
Stoneman	120	195	176	Stone Of Life

T

Monster	HP	Gold	Exp	Item
Thorny	7	2	2	Medical Herb
Tonguella	85	35	99	Fragrance Bag
Tonguelord	110	35	180	Intelligence Seed
Tortragon	30	55	48	Defense Seed
Trick Bag	31	55	10	Wing Of Wyvern
Troglodyte	22	10	11	Bamboo Pole
Trumpeter	115	60	155	Strength Seed
Tunneler	35	9	21	Medical Herb

U

Monster	HP	Gold	Exp	Item
Unholy Soldier	85	63	270	Breast Plate

Urnite	500	158	250	Small Medal
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V

No Monster's start with V :(

W

Monster	HP	Gold	Exp	Item
Walking Statue	100	70	85	Defense Seed
Whackamole	18	3	6	Medical Herb
Whip Man	65	60	50	Agility Seed
Wight King	250	5	777	Staff Of Antimagic
Wizard	48	47	45	Magic Water
Wyvern	65	56	110	Wing Of Wyvern
Wyvern (Boss Fight)	800	350	450	Wing Of Wyvern

X

No Monter's start with X :(

Y

Monster	HP	Gold	Exp	Item
Yeti	48	37	49	Holy Water

Z

Monster	HP	Gold	Exp	Item
Zaile	160	50	105	Magic Water
Zombie Knight	143	40	301	Blood Mail

8. Recruitable Monster List

Attackbot: Junchi, Killer, Musashi, Robin

Max Level - 30

No Skills Learned

Big Eye: Eyeleen, Gandalf, Medakich, Sachimar

Max Level - 20

Level 1 - Healmore

Level 1 - Cold Breath

Level 5 - Build Up

Level 8 - Dazzling Light

Level 10 - Sweet Breath

Level 15 - HealAll

Blizzard Hawk: Blizzo, Hawk, Motchin, Torimaru

Max Level - 25

Level 3 - Defeat

Level 3 - Cold Breath

Level 3 - Freezing Breath

Level 8 - Strange Dance 3

Level 15 - HealUs

Level 23 - Sparkling Breath

Bomb Baby: Bagpipe, Chiochio, Nannan, Nitro

Max Level - 15

Level 1 - Sacrifice

Level 5 - Body Attack

Bomb crag: Gansuke, Kaboom, Rocky, Yonichi

Max Level - 20

Level 5 - Sacrifice

Level 5 - Charge Up

Level 10 - Body Attack

Level 19 - Farewell

Brownie: Bonk, Brown, Shigemar, Ton-ton

Max Level - 99

No Skills Learned

Centaurus: Centas, Kaioh, Motosumi, Pakara

Max Level - 50

- Level 3 - Healmore
- Level 5 - Burning Breath
- Level 9 - Repel
- Level 15 - Boom
- Level 20 - Bikill
- Level 23 - HealAll
- Level 27 - Barrier

Curer: Behobeho, Curebert, Curie, Takarin

Max Level - 50

- Level 2 - HealAll
- Level 3 - Healmore
- Level 8 - Upper
- Level 10 - Increase
- Level 12 - Vivify
- Level 18 - HealUs
- Level 23 - Revive
- Level 30 - HealUsAll

Dancing Jewel: Jewel, Marilyn, Richie, Yasu

Max Level - 7

- Level 2 - Decrease
- Level 2 - Confuse
- Level 2 - StopSpell
- Level 2 - Strange Dance 1
- Level 4 - Absorb
- Level 5 - Beat
- Level 6 - Sleepmore
- Level 7 - Aerocross

Dancing Needle: Capoeira, Danny, Feiba, Mitihiko

Max Level - 25

- Level 3 - Strange Dance 1
- Level 5 - Strange Dance 2
- Level 10 - Sleep Attack
- Level 15 - Strange Dance 3
- Level 20 - Numbing Attack
- Level 25 - Body Attack

Dragon Pup: Doran Jr, Drasky, Pyon, Ribasto

Max Level - 30

- Level 1 - Fiery Breath
- Level 5 - Sweet Breath
- Level 15 - Flaming Breath
- Level 28 - Violent Flames

Drakee: Drakichi, Lucky, Manabu, Miwaren

Max Level - 99

- Level 5 - Surround
- Level 10 - Sleep
- Level 15 - Day-Night
- Level 17 - Strange Dance 1
- Level 20 - RobMagic
- Level 22 - Dazzling Lights
- Level 38 - BeDragon

Eigerhorn: Eiger, Nero, Ossan, Shinji

Max Level - 50

- Level 4 - Firebane
- Level 4 - Tornado
- Level 4 - Snowblast
- Level 7 - War Cry
- Level 9 - Charge Up
- Level 11 - Firevolt
- Level 13 - Eerie Light
- Level 15 - Blizzard

Eliminator: Axeman, Decker, Emil, Minatar

Max Level - 30

- Level 7 - Massacre
- Level 20 - Sap

Farewell Crag: Cragg, Farwel, Iwao, Shigeyan

Max Level - 20

- Level 3 - Farewell
- Level 6 - Body Attack
- Level 8 - Bounce
- Level 10 - Dazzling Lights
- Level 14 - Vivify

Level 20 - Thunder

Gigantes: Gantes, Gian, Giga, Yasuhiro

Max Level - 7

No Skills Learned

Golem: Golemth, Ishio, Orion, Sander

Max Level - 50

Level 8 - Build Up

Level 11 - Charge Up

Level 20 - Meditate

Level 45 - Thunder

Great Dragon: Caesar, Drago, Great D, Trishi

Max Level - 60

Level 3 - Flaming Breath

Level 10 - Violent Flames

Level 15 - Freezing Breath

Level 20 - Burning Breath

Level 30 - Sparkling Breath

Level 50 - Infernal Flames

Healer: Genkichi, Healbert, Healie, Mr. Fuku

Max Level - 99

Level 4 - Heal

Level 5 - Repel

Level 7 - Healmore

Level 10 - Antidote

Level 15 - Numboff

Level 20 - Healall

Level 25 - HealUs

Level 30 - Vivify

Level 36 - HealUsAll

Hellbattler: Batler, Hellbell, Moses, Sugiyan

Max Level - 15

Level 3 - Explodet

Level 3 - Violent Flames

Level 5 - Firevolt

Level 7 - Bounce

Level 8 - Revive
Level 11 - Blazemost
Level 13 - Sparkling Breath
Level 15 - Infernal Flames

Hork: Kazuya, Robert, Ropes, Smith

Max Level - 30

Level 5 - Lick
Level 5 - Poison Attack
Level 10 - Cold Breath
Level 15 - Tempting Dance
Level 20 - Poison Breath
Level 25 - Deadly Poison

King Healer: Heal Rex, Hitoshi, Kingbert, Sadakich

Max Level - 20

Level 3 - HealUsAll
Level 3 - RobMagic
Level 5 - Absorb
Level 7 - Barrier
Level 10 - Revive
Level 14 - Farewell
Level 17 - Chance
Level 20 - BeDragon

King Slime: Crown, Kazubo, King, Noririn

Max Level - 30

Level 3 - Vivify
Level 5 - Increase
Level 10 - Barrier
Level 12 - Blazemore
Level 15 - Revive
Level 18 - Freezing Rays
Level 20 - Violent Flames
Level 27 - Blazemost

Kukkle: Kukkle, Kumimin, Netch, Pico

Max Level - 20

Level 1 - Decrease
Level 5 - Surround
Level 10 - Sleep
Level 13 - Confuse
Level 15 - Expel
Level 17 - Increase

Level 18 - Curseoff
Level 19 - Stopspell
Level 20 - Bikill

Leaonar: Leo, Noboru, Ryan, Simba

Max Level - 30

Level 5 - Surround
Level 9 - Build Up
Level 12 - Decrease
Level 15 - Flaming Breath

Lionex: Devilra, Jonas, Nex, Raioh

Max Level - 23

Level 1 - Aerocross
Level 8 - Eerie Light
Level 14 - Zap
Level 20 - Lightning

Mad Dragon: Madd, Moritake, Ragond, Ryuta

Max Level - 40

Level 6 - Sweet Breath
Level 7 - Tempting Dance
Level 8 - Flaming Breath
Level 10 - Burning Breath
Level 13 - Deadly Poison
Level 15 - Violent Flames

Magician: Jumon, Melby, Merlin, Yukinov

Max Level - 99

Level 3 - StopSpell
Level 3 - Blaze
Level 5 - Firebal
Level 12 - Firebane
Level 15 - Robmagic
Level 19 - Blazemore
Level 24 - Absorb
Level 28 - Firevolt

Messala: Buffler, Noririn, Sala, Satochin

Max Level - 50

Level 3 - StopSpell
Level 3 - Eerie Light
Level 6 - Beat
Level 11 - Sleepmore
Level 14 - Blazemore
Level 20 - Defeat
Level 22 - Curseoff
Level 27 - Freezing Breath
Level 30 - Blazemost

Metal Babble: Briskly, Metabab, Metalin, Yubo

Max Level - 99

Level 2 - Firebal
Level 2 - Bang
Level 3 - Upper
Level 4 - Firebane
Level 5 - Boom
Level 6 - Firevolt
Level 7 - Farewell
Level 8 - Explodet

Minidemon: Konomi, Lucifer, Lucifer, Minimon

Max Level - 30

Level 2 - Blazemore
Level 4 - Lick
Level 10 - Confuse
Level 13 - Sweet Breath
Level 17 - Boom
Level 20 - Day-Night
Level 23 - Chance
Level 25 - Blazemost
Level 28 - Explodet

Nereus: Ajapa, Jinji, Nereus, Umijiji

Max Level - 50

Level 3 - SnowBlast
Level 3 - Tornado
Level 6 - Bounce
Level 10 - Return
Level 12 - Sleep
Level 17 - Vivify
Level 20 - Blizzard
Level 23 - Aerocross
Level 40 - Thunder

Orc King: Kuukin, Macbeth, Orcus, Yanaken

Max Level - 30

- Level 3 - Vivify
- Level 6 - Beat
- Level 8 - HealUs
- Level 9 - StepGuard
- Level 11 - Revive
- Level 15 - Defeat
- Level 20 - Blizzard

Puppet Man: Patton, Poupee, Puppeck, Sinohara

Max Level - 30

- Level 3 - Strange Dance 2
- Level 6 - Bounce
- Level 10 - Strange Dance 3
- Level 15 - StopSpell
- Level 18 - Absorb
- Level 20 - Repel
- Level 23 - Tempting Dance
- Level 25 - Tornado
- Level 30 - Aerocross

Slime: Akira, Sasuke, Slalin, Slibert

Max Level - 99

- Level 7 - Expel
- Level 10 - Increase
- Level 15 - Decrease
- Level 18 - Outside
- Level 20 - Confuse
- Level 25 - Stepguard
- Level 30 - Vivify
- Level 45 - Eerie Lights
- Level 77 - Meditate
- Level 99 - Infernal Flames

Slime Knight: Arthur, Chun, Pierre, Taichi

Max Level - 99

- Level 3 - Heal
- Level 3 - Robmagic
- Level 5 - Healmore
- Level 9 - Antidote
- Level 12 - Bang
- Level 18 - Numboff
- Level 20 - Healall
- Level 23 - Boom

Soldier Bull: Brawn, Bruto, Manji, Yasunon

Max Level - 30

Level 3 - Charge Up

Level 5 - Upper

Level 10 - BiKill

Level 15 - Decrease

Springer: Mustang, Perro, Ringer, Spur

Max Level - 50

Level 3 - Decrease

Level 3 - Upper

Level 7 - Tornado

Level 15 - Aerocross

Wyvern: Daizou, Tetsu, Toby, Wynn

Max Level - 60

Level 3 - Healmore

Level 5 - Cold Breath

Level 10 - Sleep

Level 12 - Outside

Level 15 - HealAll

Level 18 - HealUs

Level 22 - Freezing Breath

Level 24 - Return

Level 28 - SleepMore

Level 31 - Confuse

Yeti: Mihomiho. Snowman, White, Yeta

Max Level - 40

Level 3 - War Cry

Level 5 - Cold Breath

Level 8 - Sweet Breath

Level 12 - Build Up

Level 15 - Snowblast

Level 20 - Lick

Level 22 - Freezing Breath

Level 30 - Blizzard

VI. Contact And Legal

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