

# Dragon Quest V (Import) FAQ/Walkthrough

by m\_dolens

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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 5 WALKTHROUGH **
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\* A : WALKTHROUGH \*

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A1 : The Beginning

After a short scene of your birth, and your mother's death, you find yourself on a ship in your room with your father, Papas. Before you leave to look around get the \*MEDICAL HERB\* from the drawer.

Talk to all the sailors on the deck before going down the stairs below deck. After talking to the sailors down here (all the barrels are empty and the chests are locked), head back upstairs and enter the captain's cabin.

When you finish talking to everyone, leave the cabin the ship will arrive at Vista. The captain will tell you to go get Papas. Your father mentions something about you being here two years ago. Before you can leave the ship, Papas asks you if you've checked the drawers. Answer yes and you can leave the ship.

Now you are in Vista Port. Papas goes to talk to his friends and leaves you to play by yourself. There's one person upstairs who remembers you and your father (the barrels here are empty also). When you try to leave town, you'll be attacked by three slimes. Papas will come to the rescue (although, you'd probably be able to win alone).

Papas will heal you after the battle. Then he'll lead you to Santa Rosa. There might be random encounters, but Papas will take care of you until you

reach the next town.

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A2 : In Search of the Herbs

Papas seems to be very popular in this town. Upon arrival, everyone comes out to see him. You will end up at Sancho's house. Sancho's daughter, Bianca invites you upstairs. She will ask you if you remember her. Either answer doesn't matter. After trying to read to you, her mother will come and take her away. Check the drawer for the \*LEATHER HAT\* (don't forget to equip it).

Go downstairs and talk to Papas. He'll tell you that he has to go out for a while. If you talk to Sancho, you can rest. However, you should explore the town for a bit first. Grab the \*MEDICAL HERB\* from the drawer in Sancho's house. Downstairs, get the \*STRENGTH SEED\* from the northern pot.

Upstairs in the Weapons shop, there's a \*MEDICAL HERB\* in the eastern drawers.

You'll find out that a man is searching in the cave for herbs, and he hasn't come back yet. You obviously are supposed to go looking for him. You should level up to at least level 4 before you venture deep into the cave. It also wouldn't hurt to purchase some weapons from the weapons shop in town. Since you can't sleep at the inn, Sancho will let you sleep in his home (if you need to replenish your HP and MP).

Santa Rosa Cave:  
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Head north and take your first left to find a \*MEDICAL HERB\* in a chest. Return to main path and continue north onto the next screen. Turn left take the stairs down to the next floor.

On this floor, head right and down to find a chest with \*50G\*. Return to the stairs, and then head left and up (past the sign) to another chest with a \*LEATHER SHIELD\*. Then head down to the next screen. Turn left and take the stairs going down.

Head left and up (passing the first right) to find the man trapped under a rock. Move it for him and he will leave to bring the herbs to Duncan's wife.

If you move east and then south from the where you found the man, you will come across a slime who will give you some helpful information.

North from the man is a chest with the \*WAYFARER'S CLOTHES\*. When you are finished leveling up, leave the cave and return to town.

Back in town, go to Sancho's house and have a rest. In the morning, you'll find Bianca and her mother there. It seems that they have gotten the herbs they needed. Papas decides to accompany them to Alkapa and asks you if you'd like to come. Whatever your answer, you find yourself going to Alkapa.

Papas decides to talk to his sick friend Duncan upon arrival in Alcapa. When you try to leave the inn, Bianca joins you. Go upstairs in the inn and check the drawers for a \*DEFENSE SEED\* and a \*WING OF WYVERN\*. Then go and talk to everyone in the town.

People keep talking about some ghost named Lenoire, and how we shouldn't go there (so that's probably where we will end up going). Go back to the inn and talk to Papas. Duncan's wife ends up making you stay for the night.

During the night, Bianca will wake you up. She'll want to go with you to Lenoire (in order to save the cat from the two mean boys). Before doing so, I would suggest purchasing some equipment from town. You will probably have to fight around town for a while to save some money. (You can sleep at the inn for free when you need to. Papas will wake up with Duncan's cold and stay another night until you complete the task.) When you are satisfied with your equipment, head west around the mountains and then north to the castle.

#### Lenoire Castle

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The front door is locked, so head to the right and go all the way up until you reach the top. When you walk through the door, it will close behind you and lock you in. Head down the only set of stairs here.

In this room, there will be six skeletons lying in beds. When you try take the stairs, they will stand up and take Bianca away. There's no where to go but down.

Go up and open the northern chest for a \*WING OF WYVERN\*. The other chest is empty. Now fall down the hole, or take the stairs down. Exit through the southern door to find yourself outside.

You'll hear a noise, and if you search the left grave, you'll find Bianca. She be annoyed but at least she'll join your party again.

Return to the room you were just in and you'll find a ghost. Speaking to her will make one of the bookcases move to reveal a staircase. Take these down to the next floor.

On this floor head west and the north through the door. Speak to the ghost on the bed who will ask you to help her get her grave back. Then exit south and head up to the stairs going down.

The next room is completely black. Go all the way down, all the way right, and then down to a room. Here you'll find some stairs. Continue down the next sets of stairs until you arrive at the bottom. You'll see a ghost that will want you to follow it. Before you do, look in the pot for a \*MEDICAL HERB\*. Then take the staircase to the west.

Speak to the ghost here. Erik will ask for your help (which you must agree to give). He'll tell you about a torch that he left in the

kitchen. Return there and search the pot to find the torch.

Now return to the dark room and use the torch. You'll see a set of stairs in the northeast corner that you should take.

Go south, and you will notice that the statue is following you. If you search it, it will start a fight. This is kind of like a mini-boss. Defeating it will give you a \*DEFENSE SEED\*. Then just take the stairs to the south.

Here you will find Erik again. He will tell you to follow him into the pot. Before you do, look in the southern pot for a \*MEDICAL HERB\*. When you search his pot, you'll be sent to another part of the castle.

To the west, you'll find a door to the north and a staircase. Take the stairs down first. On this floor, go south and open the front door of the castle (you'll see why in a second). Then go back to the stairs. Head east and then north if you want to see the skeletons waiting for a feast, otherwise just take the stairs back up and head north through the door.

The door to the right is an inn (after sleeping here, you will wake up outside, so it's a good thing you left the front door open). Take the north door, then head west and south to find stairs going up.

Go east through the door to find a monster in the throne room (you might want to heal before speaking to him). The first time, he'll drop you into the room of skeletons to fight them. They're just regular monsters so kill them quickly and then head back up to the throne room.

When you enter, you'll see the monster running out the door to the south. Follow him when you are ready.

This is your first real boss fight. Boss Ghost isn't much stronger than the statue you fought earlier. It shouldn't be a problem.

Boss Ghost - 195HP

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Have Bianca use Decrease and Surround. Let the Hero just pound away. Boss Ghost likes to cast Sap, so have the Hero counter with Upper (if you have it yet). He should go down quickly.

After beating him, he'll promise to restore the graves if you let him live. You'll have to say yes. He'll disappear and Sophia and Eric will appear and bring you to the balcony with their graves. They'll thank you and leave behind the \*GOLDEN ORB\*.

You'll have to leave the castle and walk back to Alcapa now.

Back at Alcapa, somehow everyone will know that you defeated the monster. In the morning, Bianca will confront the two boys for the cat. They give it to you since you did beat up the monster. Bianca will prompt you to pick a name for it. She'll give you four choices. Borongo (which I named him) is now a

member of your party. You should purchase him some equipment before returning to the inn.

Talk to Papas and answer yes to return to Santa Rosa (Bianca will be leaving the party for a bit now, so make sure to take any items from her that you'd like to keep). Before you leave, Bianca will give you \*BIANCA'S RIBBON\*. She'll put it on Borongo for you.

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A4 : Bring Back the Spring

After some talk about a letter for Papas, you will wake up in the morning. Papas is, again, busy and leaves you to wonder around. Feel free to talk to everyone in town. Don't forget to visit the dwarf you saved in the cave. His house is the one in the mountain to the north. You'll find a \*HANDWOVEN CAPE\* in the drawer. Some people will be complaining about missing items.

In front of the church, you'll notice someone who looks remarkably similar to you. He'll ask to see the \*GOLDEN ORB\*, which you'll have to agree to. He'll give it back and tell you to take care of your father (interesting!).

Head to the inn and upstairs you'll find a ghost. Talk to her and she'll be very surprised that someone can see her. She'll ask you to meet her in the basement of Sancho's house later. So you might as well head there now.

In the basement, she'll tell you her name is Bella and she's the one who has been playing tricks on everyone. She'll want you to return with her to her country. She will disappear and a staircase will appear behind you. Take it all the way up and you'll be transported to Faerie Village.

As soon as you arrive, Bella will take you see Lady Powan. Powan will ask you if you would do her a favor (you have to say yes or you won't be able to leave the village). She wants you to get the stolen \*FLUTE OF SPRING\* back. Bella will join your party.

Take this time to search the village and talk to all the elves. There's a church under where you spoke to Powan if you want to save. Check the north pot next to the inn for a \*HOLY WATER\*. Inside the inn, you'll find a dwarf who's running a general store. I suggest buying the \*STONE FANG\* for Borongo. There's also an armor store to the right of the entrance where you should purchase some upgrades.

Before heading to the next destination, the Dwarves' Cave, you should level up Borongo a little. When you feel comfortable, exit Faerie Land and head far to the west.

Enter the Dwarves' Cave when you come to it.

Dwarves' Cave  
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Head south until you reach a sign, then turn west. Head north when you can to find two chests with \*100G\* and \*25G\*.

Continue south and take the small entrance to the right. You'll come

across a slime and a dwarf. Here you'll find out who stole the flute and why. The dwarf will also give you a hint about the \*THIEVES' KEY\*. Exit the dwarf's room and continue south (ignoring the path to the right) until you find the stairs heading down.

If you are interested in speaking to some guy who's looking for the thieves' key also, head down the stairs to your left. Otherwise, head north (on the west side) and take the opening to the west, and go down the stairs here.

Take the second path from the top to the east to find a chest with an \*AGILITY SEED\*. From the chest, turn back west and go south. Take the first path east and take the stairs down here.

On this floor, the door to the right is locked, so head north. In the chest, you'll find the \*SECRETS OF THE KEYS\*. This is not an item, but it will help you open the large door to the south. Inside the two chests, you will find \*120G\* and a \*LIFE ACORN\*. That's all for the Dwarves' Cave. Head back to Faerie Village now.

Back at Faerie Village, sleep at the inn and save your game. Your next destination is the Ice Mansion. Head north from Faerie Village until you hit some mountains. Then go west until you come across the Ice Mansion.

#### Ice Mansion

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Before entering, head to the northwest corner on the ice. You find an \*INTELLIGENCE SEED\* in a chest.

Inside the front door, you'll find more ice. If you accidentally fall down the hole, just take the stairs back up. Make your way to the other stairs going down first. The northeast chest is empty. The northwest chest has \*5G\* and the southwest chest has a \*WING OF WYVERN\*.

Go back upstairs and make your way to the stairs going up. Make your way to the center of the room and talk to Zaile and you'll have to fight him. He's pretty easy compared to the the next boss after him.

Zaile - 160HP

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Zaile can cast RobMagic and Heal. He's pretty weak however, and he'll go down quickly.

After defeating him, the Snow Queen will appear. She'll be angry and turn into a monster and attack you. This is the most difficult battle so far.

Snow Queen - 600HP

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Snow Queen has a variety of attacks such as Ice Breath and Ice Bolt. She can cast spells such as Surround and Heal. Have

Bella cast decrease and have the Hero and Borongo attack.  
Heal as necessary.

When the Snow Queen dies you'll receive a \*WING OF WYVERN\*. Speak to Zaile and he'll take off to see his father. Open the two chests for a \*BOOMERANG\* and the \*FLUTE OF SPRING\*. Now return to the Faerie Village.

Back at Faerie Village, give the Flute of Spring to Powan and after a promise to help you in the future, she will use the flute and you will be transported back to Santa Rosa.

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A5 : A Royal Kidnapping

You'll be in the basement of Sancho's house. Go upstairs and Sancho will tell you that Papas was called to Reinhart. You were supposed to go to, but no one could find you. Sancho says if you hurry, maybe you can catch up to him.

Go to the church and you'll find Papas there (I guess he didn't leave quite yet). He'll tell you that you should do some praying before you leave, that is save your game. Do anything else you need to do in town and then meet Papas at the exit of the town. Then you will go to Reinhart.

Upon arrival, you will be taken straight to the king. The king will want to speak to Papas, and we will be left (yet again) to wonder around on our own. Search the castle and talk to everyone. You'll find an \*ACORN OF MAGIC\* in the drawers in the room above the priest. You may also notice a room full of chest that you can access later. Many people seem to be saying how horrible Prince Henry is. Once you've spoken to everyone in the castle, return to the thrown room and speak to king.

He wants you and Papas to watch Henry and be friends with him. Head to Henry's room and you'll meet Papas on the way. He tells you to go in and talk to Henry will he waits outside.

Talk to Henry and agree to be his goon. He'll tell you to get a badge from the chest in the room to the south. Do so, but the chest will be empty. When you return, Henry will be gone. Go talk to Papas and he'll come back to the room with you and Henry will be there. Go back to Henry's room again, and he'll tell you to get the badge again, and he'll disappear again. This time, search the area where Henry was standing and you'll find a staircase.

Downstairs, you'll find Henry. Suddenly, two men will come in and kidnap Henry. Follow them and watch them put Henry into a boat. Then return and tell Papas. He will tell you not to tell any about Henry being kidnapped. Then he'll tell you to follow him. Try to, but you'll lose him outside the castle, but at least you outside now. Take the time to search the town and talk to everyone. Also, purchase any equipment that you feel you need.

The little girl in town mentions something about a large cave to the northeast. Since that is all the information we're given, it seems like that's where we are going. Leave the castle and circle around the mountains to the north. Head east between the mountains and the water above you. Go



south when you can and east when you can. Turn north again and pass the swamp. You'll see the cave to the north.

#### Reinhart Cave

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Go straight through the first room. In the next room, you'll see Papas fighting some monsters, but you can't get to him yet. Head right and take the stairs down you come to. Head north through the door and open the chest for \*180G\*.

Head back up the stairs and go up the stairs east over a small bridge. Then head south and open the chest for an \*ANTIDOTE HERB\*. From the chest, head north through the door. Here you'll find the men that kidnapped Henry. They will tell you that the queen hired them.

Exit the room and circle around it north, east and then south. You'll see a chest with a \*STRENGTH SEED\*. Then take the stairs to the west, and head north through the large door. In this room, just turn left and go south through the door.

Follow the path until you reach a door and Papas! You can watch him beat the monsters quickly, and then he'll join your party. Now it's time to save Henry.

Move forward onto the symbol on the ground and a door will open. On the other side you'll find a boat. Take the boat west and then south to a chest with the \*MONSTER LURE\*. Then head all the way north and follow the water east to another chest of \*ELVEN MEDICINE\*.

From the chest, head east and north through the hole. You'll arrive in the prison area. You'll automatically go and free Henry. When you try to leave, three monsters will appear and Papas will attack them. He'll tell you to take the boat and save Henry. Sail south and take the southeast passage down.

Head all the way back to the entrance of the cave. If you stop to see the kidnapers, you'll find them all unconcious. When you reach the entrance, you will come across Gema. It is not possible to win this fight at this time. So you might as well go down swinging.

After beating you (and laughing a lot), Gema will leave you lying on the floor. Papas will run in, and Gema will summon two monsters to fight Papas. He beats them, but then Gema threatens your life. Papas gives up and lets himself be beaten.

As Papas lays on the floor, he'll tell you that your mother is still alive, and that he wants you to try and find her. Gema will then kill Papas. Suddenly he'll notice the \*GOLDEN ORB\* that you are carrying. He'll take it and crush it into dust before he takes you and Henry away, leaving Borongo alone. This is the end of the first generation.

You'll find that you are a slave now. There will be a guard yelling at you to move your rock. Wonder around and talk to the guards and the slaves. Then head up the stairs to the east and enter the door. Talk to everyone here. You'll run into Henry who will tell you he feels sorry about what happened.

Take the stairs in the northwest when you're finished. Talk to the guard here and then take the door to the south. You'll find some graves in the next room, and a prisoner in the one after that. Since there's nothing else to do, return to the temple roof. When you do, the guards will say that you're stopping work for the day. Then you'll wake up in a different part of the temple.

Talk to everyone here. You'll meet Maria (who is related to a guard you spoke to earlier). Go back to the other room, and a guard will enter and tell everyone it's time to work. Head to the roof of the temple. Some of the prisoners have different things to say. Then head to your original work area.

You'll see that the guards are whipping Maria. Henry will rush to stop them, and since you're a good friend, you might want to help also. Remember that you don't have any weapons but the guards shouldn't be too difficult.

Whip Man x2 - 65HP  
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The whip men will use Herbs and occasionally use a strange dance which will lower your MP. Cast upper just in case, and then just pound away. Gale is also a good option. Once you get one down, it shouldn't be too difficult.

After you defeat them, more guards will come and eventually you will be put in jail. Just speak to Henry three times and Marina and her brother will arrive. He'll open your cell and help you to escape. In return, you have to take Maria with you. He'll hide you in a barrel in order to escape.

You'll wake up in a nunnery on the coast. Search around and talk to everyone. Speak to Maria in the southeast corner, and she'll give you 1000g for helping her. Try to leave the nunnery and you will see Henry at the entrance. Speak to him twice to leave.

Head north from the nunnery and enter the town of Oracleberry. Henry is at level 1, so be careful and keep him alive. Once you get to town, you can outfit him with some equipment.

Look around the town. There's a \*DEFENSE SEED\* in the drawers above the armor shop. Go down the stairs in the southwest corner of the town. Inside the pots you'll find a \*MONSTER LURE\* and a \*POT LID\*. This room belongs to the Monster Man. When you can recruit monsters, they will come and stay here. In the casino, check the drawers in the dressing room for a \*SILVER TIARA\* and a \*SILK ROBE\*.

You might have noticed that on the map, the day changes from day to night. In Oracleberry, it is essential to search the town during both times. During the night, in the northwest corner of town, you'll find a man selling a caravan. Buy it for 300g. Now you'll be able to recruit monsters and keep them in the caravan. There is also a casino in the center of town. Putting some time into the casino could be very beneficial (ie. king metal sword and gringham whip, both excellent items).

Now that you can recruit monsters, you may want to wonder around and catch a few. Taking the time to level them up and equip them is advised.

When your trip to Oracleberry is complete, take the Fortune Tellers advice and head north and a bit west from the town. You will soon come across Santa Rosa.

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A7 : Returning Home

Santa Rosa has seemed to have suffered since you were last here. You'll hear something about Reinhart's soldiers blaming Papas for the loss of their prince. Head northwest and you'll find an \*INTELLIGENCE SEED\* in the pot in the corner house. Behind it, speak to the old man. He tell you that Papas left something of value in the cave.

Santa Rosa Cave  
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All the old sections of this cave are the same as before. Let's just skip them and head to the new part. Take the boat and follow the water until you reach a set of stairs going down. Take the second set down also.

On this floor, walk north, west, north until you hit a T-intersection. Turn east here and go north to find a chest with \*850G\*. The return to the main path, and this time head west. Then turn north and take the stairs down here.

Head west and north and east to a set of stairs going up. Move east and north to small open area. What you want to do here is walk around and 'break' the ground beneath you (corresponding to the floor one level down). You don't have to break it all. Just enough to be able to access the chest and the stairs. When your finished head north and downstairs to retrieve the \*LAMP OF DARKNESS\*. This will change day into night. Then take the stairs to the east down another floor.

Move all the way west. Then south and take your first turn east. You'll be back in the center. Head all the way south, and turn north and down the stairs here.

You'll be in a little room. Check the pots for a \*STRENGTH SEED\* and the drawers for a \*LEATHER LOINCLOTH\*. Behind the door, you'll find the \*ZENITHIAN SWORD\* and \*PAPAS' LETTER\*. The letter will explain your mother's kidnapping and what will now be your new quest. Leave the cave (or cast outside).

Back in Santa Rosa, go to the church and speak with the nun. She'll tell you that we should head to Alcapa. Leave Santa Rosa and head west to Alcapa.

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A8 : The True Empress

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In Alcapa, speak to everyone. Stop off in the armor and weapon shops to upgrade your equipment. In the northwest corner of the town, you'll find a bar. Talk to the bunny girl and answer no. She'll let you talk to her father in the back. Search the pots for the \*SMALL MEDAL\*.

Spend a night at the inn. Henry will wake you up in the middle of the night. He'll speak of Reinhart. The next morning, leave Alcapa and head all the way east to cross the river you come to. Head north after the cross to come to Reinhart.

Reinhart has fallen on difficult times as well. Enter the castle, and Henry will tell you to keep his royalty a secret. Search around (for what little you can), and try to leave. Henry will mention the secret passage that was used in the past.

Leave the castle, and turn east to follow the right side of the castle up to where the secret passage and the boat were in the past. Get in the boat, and sail south. Turn west and then north under the drawbridge to find a secret entrance.

Move north onto the pedestal to examine it. You'll find a button of sorts. Press it and a door will open to the north. On the other side, head east and south to a set of stairs.

Go west past the first hole to the north, and take the second passage north to find two chests with the \*STEEL FANG\* and the \*SHELL HAT\*. Now return and take the first path to north that you just passed. On the next screen, just follow the path past the first three cells until you come to the fourth. Here you'll find the Queen has been imprisoned. Keep going south to the stairs at the end going up.

Follow the path here and you'll notice that you're on the other side of the original door you passed by earlier. Stepping on the symbol on the ground will open it. Head up the stairs and you'll find yourself in the castle.

You'll be attacked by a couple dragon pups, but they are average monsters, so just kill them quickly. Go north through the first door into the castle kitchen. Here's the time to search around and speak to everyone.

Eventually talk to the king, Dale, and he'll give you \*REINHART KEY\*. Now you can go through some doors that you couldn't before. If you remember the first time through this castle, you might have noticed a room with three chests that you couldn't get in before. Go there if you like and collect the \*1200g\*, \*ACORN OF LIFE\* and the \*HALF PLATE ARMOR\* Head to the kitchen and then exit south to the outside. Go through the other northern door, and continue north the the next door in front of you. The pot in this room will give you a \*SMALL MEDAL\*.

Downstairs you'll see a warp. Take it and you'll end up back around the nunnery. Head north, over the bridge and west to the nunnery. Upon arrival, speak to the nun by the organ, and Maria will join your party. You'll need her to enter the south tower.

Make your way back to the warp point. The tower is to the south of that. Make sure your party is all leveled up and equiped properly.

South Tower

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Try to open the door, and Maria will do it for you. Inside, take the stairs to northeast up to the 2nd floor. Head south to a chest with \*650G\*. Then return to the stairs and turn west and south across the path (be careful not to fall). Take the stairs here.

Straight up, you will find stairs going up. Take them if you'd like to get a \*MAGIC WATER\*. If you head up the middle to the north, you'll come across two chests with a \*SCALE SHIELD\* and a \*ACORN OF MAGIC\*. Head west after this and take these stairs up to the next floor.

Just follow the path on this floor to the next set of stairs going up. On the top you'll notice a gap in the path. Just take the left most line over the path to find the \*MIRROR OF RA\*. Cast outside and return to Reinhart.

Just head to the warp which is north of the Tower. Back at Reinhart, head to the throne room and the chancellor will tell you that there are two empresses. Go upstairs to help them solve this problem. Confront the empresses and use the \*MIRROR OF RA\* on them. The one on the left is the monster.

Imposter - 350HP

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The Imposter is not an incredibly hard fight. Have the Hero pound away as usual. Henry can cast surround. The Imposter can summon Trick Bags. They can't really hurt you too much, but they can seal your magic. The Imposter can attack with two different fire attacks also. I suggest using a third party party for healing.

After defeating the false empress, you'll wake up the next day in the throne room. Henry will be leaving your party now in order to help his brother Dale be king. Talk to everyone here. Henry will mention that boats can use Vista Port again. He'll also tell you that all his equipment was sent to the depository in Oracleberry (just in case you weren't aware of it already).

Before departing for Vista Port, you should head to Oracleberry to organize your party and equipment. Then head to the port on the coast.

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A9 : A Reunion

After boarding the boat, you will be taken to Port Selmi. Here's a whole new town to explore. Check the drawers in the lighthouse for a \*SMALL MEDAL\*. Also, search the flowers around the church for another \*SMALL MEDAL\* (the east side) and \*100G\* (the west side). When you're ready, enter the inn and walk to the right side. You'll see a peasant being bothered by two bandits. It looks like you'll have to save the day.

Badit Wolf x2 - 40HP

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These are just normal monsters. You shouldn't have any problems with them.

After winning, the peasant will tell you about the problems in his village and ask for your help. He'll give you half the money they raised and tell you that his village, Kabochi, is way to the south.

Walk north on the stage to get to the back room. Check the drawers to find a \*SILK APRON\*. Going upstairs and look in the pot in the west room for \*50G\*. Now there's nothing else to do here. Feel free to save your game and sleep at the inn. Then head south to Kabochi.

Upon entering, it will be night. You'll see a shadow in the fields which will run away. Enter the inn to the north and spend the night. In the morning, go around and chat with the inhabitants. Walk by the water and move the plate on the ground. Open the chest here for an \*ARMBAND OF SACRIFICE\*. You can find a \*STRENGTH SEED\* in a pot in one of the houses, and a \*LEATHER HAT\* in a barrel in a barn.

In the house with the horses outside, you'll come across the village elder and the man you met at Port Selmi. They'll thank you for coming. Upstairs, look in the pots for a \*SMALL MEDAL\* and a \*MAGIC WATER\*. Finally, enter the door in the grass to the north. Here's a general store and a church. Search in the top left corner of this room to find another \*SMALL MEDAL\*.

That's all for Kabochi right now. The elder mentioned something about the west, so let's head in that direction to find the monster. Exit the town and follow the mountains west until you come across a cave. (make sure you have Bianca's Ribbon in your inventory).

Kabochi Cave

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Enter the cave and head east, ignoring the path south. Turn south when you hit the intersection. You'll see a skeleton and the remains of a campfire to the south. Search above the skeleton for a \*SMALL MEDAL\*. Then go west to a chest with a \*STONE AXE\*. Return the way you came and go south to the stairs.

On this floor, head west over two bridges, then north and east across another bridge to find a man. Speak to him and you'll surprise him. He'll fall down the hole, and you should follow him down. Speak to him again (and again) to get some information about a horrible monster down here.

To the south, there's a chest with an \*IRON HELM\* inside. Pick it up and go back north to the stairs going up. Move south back to the original stairs. Then keep going south and turn west to find a chest. This is a Man-Eater Chest.

Man-Eater Chest - 90HP

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It can be dangerous at times. Don't fight it unless you want

to. They can drop small medals though, so it might be worth your while. They can cast Beat, which is might kill a member instantly. Other than that, they aren't very powerful.

On a side note, you can keep fighting Man-Eater Chests to keep getting small medals. Just leave the room and return to fight it again. If you kill it with a critical strike, it will not drop any more medals however.

When you are finished, go east and then north to a set of stairs. Enter the room and you'll find a Killer Panther. Could this be Borongo? Engage in battle and have the Hero use Bianca's Ribbon. Borongo will realize who you are and join your party.

Examine the sword that Borongo was protecting and you notice that it's \*PAPAS'SWORD\*. Now exit the cave and return to Kabochi.

When everyone sees you with Borongo, they assume that you were behind the monster attacking their village in the first place. Go and collect your reward from the elder. You're finished with Kabochi, so make your way back to Port Selmi.

Enter the inn at night and speak to the patrons. Someone will talk about Papas, and another will comment on magic that makes it easier to travel. We have nothing else to do, so we might as well search for this magic. Leave Port Selmi and head west to Ruraphin.

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A10 : The Magic to Return

Upon entering Ruraphin, go to the inn. Upstairs you'll find a \*SMALL MEDAL\* in one of the pots here. In the bar, if you go upstairs and then back down the other stairs, check the barrels for a \*WING OF WYVERN\*. Outside the bar, go east and head to a small pit area. In the pots here, there is a \*SMALL MEDAL\* and an \*AGILITY SEED\*. From the entrance to the bar and turn west. Follow the path north around the back of the bar until you come to the other section of this town.

The house to the southeast is a weapon shop during the day and an armor shop at night. The other house is the one we're looking for. Look in the pots here for a \*MEDICAL HERB\* and the barrels for a \*MAGIC WATER\*. Speak to the old man and agree to help him with his experiment. Then follow him upstairs. He'll ask you to get you the Rura Moon Herb. He'll show you on a map where it is.

Now use the \*LAMP OF DARKNESS\* and re-enter the town at night. Upstairs insidethe bar, search the barrels for an \*ACORN OF MAGIC\*. You also might want to stop by the armor shop. It does stock some nice items. When you're finished, get everything ready and head west to find the herbs.

Head north up the stairs, west over the bridge, and south down the stairs. It has to be night in order for you to see the glowing herbs. Head all the way south from the stairs and you'll see the glowing herbs. Pick some and return to Ruraphin.

Upon return, take the herbs to Bennet and he will give you the Return spell (about time). Now you should travel south of Ruraphin to search more. However, you can return to Oracleberry first in order to purchase the \*WAYFARER'S MAP\* from the same dwarf we bought the caravan from (it has to be night time).

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All : The Ring of Fire

South of Ruraphin, you'll come across a small hut. Search the well here for a \*SMALL MEDAL\*. One of the people here will mention something about Henry getting married. Leave the hut and move south to a cave.

Go east and south when you can to find a soldier. He's been sent to find you by Henry. Cast Return to go back to Reinhart. Enter and go and speak to Dale. He'll give you a hint on where to find the \*ZENITHIAN SHIELD\*.

Go upstairs and talk to Henry. He's getting married to Maria. Nothing else to do here, so return to Ruraphin and head south again to that cave where we met the soldier.

From the stairs, head east and then south. In the next room, go southeast to a chest with a \*SMALL MEDAL\*. Return and head west and south to a set of stairs. Outside, turn west, cross a bridge, and you'll come across Salabona.

When you enter the town, you will end up catching a dog for a little girl. After that, search around the town. In the house south of the entrance, there is a \*SMALL MEDAL\* in the drawers. In the inn, you can find an \*IRON SHIELD\* in the drawers. The house in the southwest area of town has an \*INTELLIGENT SEED\* in the drawers.

Now you should enter the mansion and speak to the men in line. As you have probably learned, Ludman is looking for someone to marry his daughter. In order to do so, Ludman wants the man to bring him the fire and water rings. Whoever does can marry his daughter (or more importantly, get the family shield). Before leaving, head upstairs and find the \*SILVER BARRETTE\* in the drawers.

It's time to go to the Volcano to find the \*RING OF FIRE\*. You might need to level up for a while before attempting this place.

To find the Volcano, cross the bridges to the west. Then head south and east around the mountains before turning north.

Volcano  
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Once inside, move west from the stairs. Turn south on the second bridge you come to. Take this path all the way down to a chest with \*450G\*. Then return north and into the next room where you will loop around the lava and come back south.

Continue to follow this path south and east (taking the southern path when you come to a fork). Take the stairs going down when you come to



them.

On this floor, head east and north to fight a Man-Eater Chest. Back east, you can step down onto the lava and walk to the chest to get the \*STAFF OF ANTIMAGIC\*. From the Man-Eater chest, head south all the way, east, and north. Turn east when you can for a chest with an \*IRON HELM\*.

From here, take the northwestern path up to a set of stairs going down.

On this floor, there is a lot of lava on the ground (use Stepguard if you have it). The northeastern path has a \*DEFENSE SEED\* in a chest. Return to the main path. Move west and then north along to the second opening to the west. Take it and go south over the lava for \*1500G\*.

Now take the middle lava path going north. On the next screen take the lower-right path to a healing fountain. Then return the way you came and take the upper-right path to stairs going down.

Here just head north to find the \*RING OF FIRE\*. Before you can get it, you'll be attacked by three Lava Savages.

Lava Savage x3 - 400HP

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This is a pretty difficult fight. Each Lava Savage can breathe fire that hurts your whole party. If you stayed at the casino long enough to get a Metal King Sword, it shouldn't be too hard.

Now you'll get the \*RING OF FIRE\*. Cast Outside and return to Salabona.

Back at Salabona, go and talk to Ludman. He'll give you authorization to use his boat to find the \*RING OF WATER\*. Leave the town and get in the boat. Head north until you find a gate blocking your way. Get off the boat and head northeast to Mountain Village.

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A12 : The Ring of Water

In the nameless Mountain Village, go west over the field to find a door in the grass. Inside look in the pot for a \*STRENGTH SEED\*. The east pot is a Demon Jar if you feel like a fight. Search downstairs in the inn to find a \*SMALL MEDAL\* in the barrels here. Upstairs, you'll find a \*MEDICAL HERB\* in the drawers. Outside, search the right grave to find another \*SMALL MEDAL\*.

Enter the house to the north, and Duncan will be sick in bed. Talk to him and Bianca will return from her mother's grave. You'll spend the night talking to her about your adventures. In the morning, Bianca will eventually ask you if she can join your party. Answer yes (since we do need her to open the gate for us).

From the gate, sail northeast to find a river going north. Take the river to a cave under a waterfall (you may have noticed this earlier in the game).

#### Waterfall Cave

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Inside, take the path south to stairs going down. On the next floor, go north and east around the water, then south to stairs going down. Here ignore the path north, and just go west to more stairs down.

Go south until you end up on a bridge heading east. Enter the next cave door you come to. In this room, you can walk on the lighter parts of the water. Follow the path to the north side of the room, and then head west. You'll see a hole in the ground which you should fall into.

Head south out the exit, and the east to the chest for a \*ROBE OF SERENITY\*. Retrace your steps back and fall down the hole. Ignore the stairs in this room and instead go north and east to stairs going down.

From the stairs, go all the way south and out the exit. Now go west (you can cross the water), and south down the stairs. Go east first, up the stairs here and down a floor to a chest with an \*ELVEN MEDICINE\*. Head back to the first stairs and go north over the water and east under the waterfall to a chest with a \*1200G\*. Then enter the door to the north.

Here is the \*RING OF WATER\*. Pick it up (without a boss fight), and cast outside and return to Salabona.

Back at Salabona, go and speak to Ludman. He'll tell you that you'll have to make a choice between marrying Flora (his daughter) or Bianca. You'll have the night to decide.

During the night, you won't be able to sleep. Leave the inn and go and talk to everyone. Bianca will tell you to marry Flora. Ludman says that he'll pay for the wedding no matter who you choose. Finally, head back to the inn and sleep until next morning.

You'll be called to the mansion. Now you'll have to decide who you want to marry. You can actually pick either one (I personally chose Bianca), but it doesn't matter (besides some minor story details).

Ludman will tell you that you have to go pick up the \*SILK VEIL\* for your wife. It is in the Mountain Village (which is just to the north by boat). Head there and grab the veil then return to Salabona.

Head to Ludman's second house (surrounded by water). Give the veil to the women of your choice. Then escort your bride to the church for the ceremony.

The next morning, return to Ludman's mansion. He'll let you collect the contents of the two chests, \*2000G\* and the \*ZENITHIAN SHIELD\*. Whichever girl you pick will be able to join your party.

Ludman mentioned that you now have access to his ship. Go to Port Selmi and talk to the man standing in front of the ship on the docks (you might remember seeing him before). He'll also tell you that you should stop by the tavern first.

Everyone seems to be talking about a great desert to the south. It looks like that is where we are headed. Jump into your ship and sail south to find the desert. You should have the \*WAYFARER'S MAP\* by now if you can't find your way. You'll pass an island to your right that is surrounded by mountains. Keep going south and you'll find the desert.

Before landing on the desert, follow it's coast to the east and you'll find another island. This is the home of the Medal King. Here you can purchase some nice items for all the medals you collect. This island also has some good monsters for you to recruit.

In the desert, there is an oasis in the southeastern corner. Check the pot for a \*SMALL MEDAL\*. From the oasis, head west to the castle of Telepador.

Search around and speak to everyone. Downstairs in the weapons shop, there is a \*WING OF WYVERN\* in the pot. Inside the castle, search the pots in the kitchen for a \*DEFENSE SEED\* and a mad pot (the east one). Downstairs, look in the well for a \*SMALL MEDAL\*. You will also find the queen, Isis, down here.

Speak to her and she'll take you to the \*ZENITHIAN HELM\*. You'll try to equip it but it won't fit. Return to the downstairs floor and speak to Isis again. She'll tell you to head east to Granvania. Jump in your boat and sail east until you hit a large continent.

You'll come across Ned's Inn. Feel free to sleep and save your game here before venturing north (over the marsh) to the mountain cave.

#### Mountain Cave

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The path is pretty straightforward. When you come to a fork in the path, take the northeastern stairs to a chest with \*550G\*. Just return to the main path and take the west stairs to continue on.

When you have the option to go north or south, take the northern stairs. Follow the path to a chest with a \*RING OF PRAYER\*. Then go down the stairs here. Search the pots here. The left one is a \*SMALL MEDAL\*, and the right is a Mad Pot. Down another set of stairs is a woman who will let you sleep for the night. During the night, your wife will wake you up. When you try to move, you can't. The woman will come and say she casted a spell on you. She also sharpened your sword (which adds some strength points).

Return to where you had the choice of going north or south. This time take the south stairs to another chest with a \*SMALL MEDAL\*. Next, head north and east to the cave opening.

First go all the way west to a chest with a \*SMALL MEDAL\*. Then move

north, east and north through the opening and up the stairs. On this floor, head south from the stairs and east onto the next level. Go north and circle around to the east and take the stairs up to another level.

Now you are going south, past a wondering priest, to the exit to find the town of Chizod.

As you enter, your wife will stop and faint. You'll carry her into the inn to rest. In the morning, she will be fine. Search the town and speak to the people. You can find a \*MONSTER LURE\* in a barrel in the inn. If you walk under the building to the east of the inn, you can find a \*FIGHTER'S HAIR\* in a pot, and a \*SMALL MEDAL\* in a barrel. When you are finished looking around the town, cross the bridge and enter the cave.

#### Mountain Cave Continued

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Head down the two sets of stairs. To the east, you can find a Mimic chest (which drop small medals every time, so they are worth the fight) and a chest with \*1500G\* (to the left). Return to the stairs and take the southwest path to a \*SMALL MEDAL\*. Then go back and move along the southeast path. Exit and fall down to a different floor.

Enter the door on the ledge here. Head all the way west and south again to fall next to a chest with \*ROGUE ARMOR\* (which is cursed) in side. Now head through the door and down the stairs.

On this floor, go north first to a chest containing a \*LEAF OF THE WORLD TREE\*. Return and move east to find two chests with a Mimic and a \*SMALL MEDAL\*. Now go south and west and out the hole to find another \*SMALL MEDAL\*.

Back inside, head all the way east and down the stairs. Here is a chest with \*270G\*. Exit south and then enter the next door. Go west and take the stairs here.

On this floor, head south if you want to speak to a bard that talks about Sancho. The stairs to the west will take you to a chest with a \*BOMB STONE\*. Back upstairs, go east and down the stairs. Continue going down until you come across a chest to the south. Pick up the \*1600G\* and then take the stairs going up.

Keep going up and find a chest with another Mimic. Up again, and there will be two chests with a Man-Eater and a \*WING OF WYVERN\* (north chest). Ignore the stairs going up, and instead return down the stairs to the floor with three holes in the ground. Fall into the center hole here.

Now exit to the south and fall to the ground. Here's another chest with a \*STONE OF LIFE\*. North through the door is an \*AGILITY SEED\* and a Man-Eater. To the west is an exit south. Granvania is a short walk to the north.

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Inside the castle, search some drawers for a \*SMALL MEDAL\*. Behind the item shop you can grab an \*INTELLIGENCE SEED\*. To the west of the church, there's a room full of pots. Search them for the \*STRENGTH SEED\* and a \*SMALL MEDAL\*. To the east of the church, there is a secret room. Walk east under the stairs. You will find three chests with a \*HAT OF HAPPINESS\*, a \*RING OF PRAYER\* and \*NAUGHTY UNDERWEAR\*.

To the east of the castle (before entering) you can find Sancho's house. Search the pot for an \*ACORN OF LIFE\*. The drawers are hiding \*BOXER SHORTS\*. Go in and speak to him (yet before you do, make sure to take any items that you want to keep from your wife). He'll eventually take you to see the king. Your wife will faint again while you are talking to him. It turns out that you are going to be a father soon. Bianca will now leave your party. Search the drawers in here for a \*STONE OF LIFE\* and a \*LACE BISUCHE\*. Also on this floor, another set of drawers will give you a \*DEFENSE SEED\*.

When you head downstairs, the king will want to talk to you. He'll tell you that he wants you to become king. However, you'll have to go east the the Cave of Trials first and bring back the \*SYMBOL OF ROYALTY\*. Leave the castle and go east across the bridge and then north to find the cave.

#### Cave of Trials

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Upon entering, go through the door on the far right and then back through the same door. Now go through the second door on the left and back through it again. Now move south to a set of stairs.

On this floor, head all the way north to find a \*SMALL MEDAL\*. Return to the main path and go west to a door. Move the rock to the south so it lines up with the latch on the door. Go and open the door and the water will push you into the rock. Then go north for the chest with a \*SWORDEDGE ARMOR\*.

Go north through the door and take the stairs down. On the next floor, step on the tile to the left and stairs will appear. Here you will see a row of pillars in front of you. One of them is broken. Search it to find a hidden switch. A tile will appear. Go and step on it to make a bridge appear.

Walk all the way north and pick up the \*SYMBOL OF ROYALTY\*. When you try to leave, you'll be attacked.

Kandar - 600HP

Shield Hippo - 88HP

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This should not be a difficult battle for you. Shield Hippo will sometimes block your attacks, but that is about it. Kandar can cast Healmore on occasion. If you've been leveling up well, they should go down quickly.

You won't be able to cast Outside, so walk back through the cave to

the floor with the four doors. Now you'll have to cast Outside and head back to Granvania.

Back in Granvania, speak to the king. Soon someone will come to tell you that your wife is in labor. You will be led upstairs to her. You'll then be told to wait downstairs. Go down and speak to everyone. Then you'll hear that you now have a son and a daughter. Upstairs you'll have to name your children. Your wife will then go to sleep.

In the morning, head downstairs for the ceremony. First, you have to sit on the throne. Then you're told to go and see your subjects. After partying all day, you will find yourself alone at night in the church.

Head up to your room. Search the bed and you'll find the mid-wife with your children and your wife missing. Sancho will arrive. The next morning, there will be a meeting. Soldiers are already looking for the queen. The chancellor is missing also. Go to his room to the northeast to find the \*FLYING SHOES\*.

Using the shoes will transport you out of the castle.

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A15 : The Demon Tower

You'll end up near a small inn with a church on top. Saving here would be a good idea. Now make your way north to the tower.

Demon Tower  
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Go through the door to the right first and head up the stairs. Go west to the tile. You'll have to fight a Leonar first (just a normal monster). The tile will warp you to a different part in the tower.

Search the jars here. The right is a Mad Pot, the left is a \*SMALL MEDAL\*. The chests have a \*WIZARD'S ROBE\* and a \*STRENGTH SEED\*. Then fight the monsters here, and step on one of the tiles.

Take the stairs to your right up. Here, make your way to the chest through the spikes for an \*ARMBAND OF SACRIFICE\*. Then take the stairs to the right up to the next floor.

From the stairs, go east and north to a set of stairs. Go up as far as you can and exit out the door to the south. Take the stairs down to three chests with a Mimic (east), \*880G\* and \*MAGIC WATER\*. Return to the spike room and take the stairs to the left this time.

On this floor, follow the path across the hole and around to the stairs. Go out the south exit for a \*ZOMBIE MAIL\*. Return and take the stairs up. Now head outside, across the ledge, and back inside again. Take the stairs up.

On this floor, move north and try to avoid the flames from the dragons on the walls. Go up the stairs to the right. Now head west

and south to two chests with a \*LEAF OF THE WORLD TREE\* and a \*SMALL MEDAL\*.

Now, push some rocks down the hole in the middle that you already passed. Three should be okay. Go back down the stairs you just took and go west.

You'll want to push the rocks to the west in order to block the flames from the dragons in order to pass. Go up the stairs to the south. Go up the next set of stairs also.

Ignore the door going outside and take yet another set of stairs up. Try to push the switch and you'll be attacked. Move the switch and step on the tile to be transported somewhere else.

In this small room, check the pot for a \*SMALL MEDAL\*. The chest on the right is a Mimic, and the left has a \*WING OF WYVERN\*. Hit the switch before you step on the tile again. Go back down a set of stairs and go outside.

Head across the platform and up the stairs. You'll come across the chancellor lying on the ground. He'll die when you speak to him. Take the stairs up.

Talk to the orc on the throne.

Orc Lv. 20 - 950HP

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Other than casting decrease, he's really not that hard. He does have a lot of HP, so keep pounding away. Feel free to counter his Decrease with an Increase to keep your defense up. When you defeat him, move west.

Talk to the Wyvern here for another fight.

Wyvern Lv. 35 - 800HP

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He's got less HP than the Orc, but a lot more spells. He can cast Firebane and Snowblast as well as breath Flaming Breath. He will also use Healmore on occasion. Keep your HP up and keep hitting away.

Head back east a little and north down the stairs here. Speak to your wife to learn about the kidnapping plot. Then you'll have to fight Jahmi. This is the real boss fight.

Jahmi - 820HP

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Jahmi can cast Blazemore and Aerocross. He will also breath Blizzards. At the beginning of the fight, you won't be able to hit him. Just try to keep your HP up and eventually he'll tell you that he's invincible. Your wife will then destroy

his barrier making him beatable. Now you can really fight.

After defeating him, Jahmi will mention that the blood of the Legendary Hero is in your wife. He'll say that she will eventually give birth to the Hero. In order to stop this from happening (although it's already too late), he'll turn you both into stone. This is the end of the second generation.

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A16 : Odds and Ends

There will be a lot of scenes where you will be sold and separated from your wife. You'll be sold to a man who puts you in his front yard. After years of sitting there, finally Sancho and your son and daughter will come and rescue you. They will turn you back into a real person. Then you will return to Granvania.

In Granvania, your son and daughter will join your party as you try to go downstairs. Speak to the chancellor (the old king) and to Sancho. Sancho will join the party also. Behind the inn, you'll find Pippin. Both of these characters can be picked up by speaking to Ruida.

Now that we are in the third generation, there are a few things we should do before moving on. First, your son, the Legendary Hero, needs to fully equip himself with the Legendary Equipment. Head to Telepador for the helm.

Speak to the queen downstairs, and then follow her to where the helm is. Sid will try it on and it will fit him perfectly. Now you should head to Reinhart Castle.

Go upstairs and speak to Henry. He has a son now, Collins. Collins will take your son or daughter away for a tour. Go to Henry's old room and search the stool to find Collins hiding from your children. A servant will arrive and take him away. Head back upstairs and speak to Collins again. He'll give you the \*HAT OF WIND\*.

Exit the castle, but before leaving the town head to the west of the castle. You'll come across a man with a chest. He'll attack you.

Kandar Henchman - 500HP  
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He can cast Sleep on you, but other than that, it's a pretty easy fight. He actually has less HP than the Kandar you fought in the past.

Inside the chest, you'll find the \*DEMON ARMOR\* (which is cursed). Now travel to Mountain Village. Behind Duncan's house is another Kandar Henchman. Attack him and pick up the \*SILK BUSCHE\* from the chest.

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From Oracleberry, sail east until you hit land. Follow it around to the south, east and then north until you come to a cave on the coast. Sail your ship right into it.

#### Water Cave

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Follow the path from the entrance and turn north when you can. Get off your boat and walk north and west to find a chest with a \*SATAN HELM\*. Return to your boat and move east and then north. At this intersection go east and north to a chest with a \*SMALL MEDAL\*.

From the chest, keep heading east. Follow the water under a bridge. When it opens up, to the north is a door that you can't get through yet, so go south and exit the cave.

Outside, follow the river south to find the town of El Heven. Search the town and speak to everyone. In a pot, you'll find a \*DEFENSE SEED\* and a \*SMALL MEDAL\*.

At the entrance of the town, walk all the way to the west. Then turn north and follow the path up to a chest with a \*MAGIC KEY\*. Return to the entrance. This time, walk under the town directly west of the front door. Turn east and south at the inn. Go south until you see a man near a fire. Here go north along the east edge of town to a pond and a set of stairs. Downstairs, you'll find the \*MAGIC CARPET\*.

Now that you possess the \*MAGIC KEY\* there are a few things that you can pick up. First, head back to Port Selmi by casting Return.

In Port Selmi, go into the inn and walk up the stage to the area in the back. On the eastern side is the door. Up the stairs you'll find a \*THORN WHIP\* and \*ACORNS OF LIFE\*.

In Alcapa, go to the northwest house and speak to the woman behind the counter. Tell her no and she'll let you pass the counter into the back room. Go and open the door here for two chests with \*15G\* and a \*STONE FANG\*.

Finally, return to Granvania and head up to the second floor. On the west side, you'll find two chests with \*3000G\* and a \*METEORITE ARMBAND\*.

Before we can take our new carpet for a ride, there's one more thing we should do. This can be done later since the boss you will have to fight is extremely difficult. If you choose to do this later, skip the Emblem cave and complete that part of the walkthrough later. Head to Salabona. Go upstairs in Ludman's house and speak to him. He'll want you to go to an island in the northwest. Jump on your carpet and fly there. There is a shrine there. Go inside and look at the jar. If the jar is red, go back and tell him.

When you arrive back at Salabona, a guard will tell you that Ludman is waiting for you on the tower. Don't go to the top of the tower until you are ready. There's a pretty hard boss fight coming up. At the top of the tower, Ludman will ask you to stay and keep watch. As soon as he leaves...

Buorn - 4500HP

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You might have noticed that Buorn has a large amount of HP. It will take a while to bring him down. He can cast Upper, so make sure that someone in your party can counter that with Decrease. He will also summon Thunder storms and breath Raging Flames. Someone casting Barrier can half the damage from the flames. Hit him with everything you've got and eventually he'll go down. After defeating him, you'll get a chest with the \*FINAL KEY\*.

Now that you have the \*FINAL KEY\*, return to Oracleberry. In the north part of town, you'll find some stairs that lead to the prison. Open the middle cell and the prisoner will tell you to search the chair. Search it for a \*SMALL MEDAL\*. Now go to the Medal King's Castle.

Inside, open the cell door to reach the three chests. Two are \*SMALL MEDALS\* and the other is a \*GOLDEN TIARA\*.

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A18 : A Cloak and a Staff

North and slightly west of Santa Rosa is the Emblem Cave. Get on your carpet and fly there. Head inside.

Emblem Cave

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Open the door and read the sign, but don't move the tile. Moving the tile would reveal a monster's face, and then there would be random battles. Go north and down the stairs.

To the south, you'll find the tile that you can move to cover the face near the stairs. Then move north and down the stairs.

On this floor, you'll see the tile to the south. Move it up, left, down, right and down into the southwest room to cover the face. The second path on the left to the south has a \*SMALL MEDAL\*. The third path to the south has a \*ELVEN AMULET\*. Take the southeastern path now and go down the stairs here.

On this floor, the first path to the east has a \*DEMON HAMMER\* waiting for you. All the way to the north, you'll find a room with four faces on the ground. You'll have to cover all the faces. From the first room, head west and you'll find a tile to the north. Push it north and into opening with another tile directly south of it. Cover a face and return south to push the second tile up two cover a second face.

Return to where you picked up the first tile (the room directly west of the stairs). Head south through the opening here for the third tile. Push it all the way up to the north and cover another face.

One more to go.

The last tile is west of the faces room. Go west and north to find the final tile. Push it back and cover the last face. The monsters will disappear and the \*ROYAL CLOAK\* will appear. Now leave the cave.

Take your carpet and fly to the large middle continent. On the southern end, you will find a large tower. Enter the Sky Tower.

#### Sky Tower

-----

Move north and enter the tower. On the first floor, go to the northeast corner and up the stairs. Then enter the small room here. Open the chest for a \*LEAF OF THE WORLD TREE\*. Go back down the steps and head to the northwest corner and up the stairs.

Take the next two sets of stairs up. Here you will find a chest with a \*SMALL MEDAL\*. Head east and into the small room. Take the stairs to the north up, and take the next set up also. Then head outside.

Move to the west and enter the small room here. Up the stairs you'll find the \*MAGMA STAFF\*. Exit the tower.

You'll now be heading to the eastern continent. Go slightly south and east of El Heven.

-----  
A19 : Finding Zenithia

There will be a cave that is surrounded by mountains and water. In the water, there is a castle. Stand to the south of the mountains and use the \*MAGMA STAFF\*. The mountains will disappear and you'll be able to enter the cave.

#### Water Cave

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Take the stairs down to the next floor. Here you will come across some tracks and carts. Go down the stairs and get into the cart and move to the north. Farther north, there is a switch that you should push. Then go back south and get into the next cart.

Go west past the cart and tracks to find a chest with \*950G\*. Then head south avoiding the cart again. To the west, there are stairs up to the two chests with a \*SMALL MEDAL\* and an \*ACORN OF LIFE\*. Now go and hit the switch to the south and get into the cart to be thrown over the rocks.

This next area has two switches. Hit them both and get into the cart. You'll be thrown into the next room and into another cart. Take the stairs to the north.

In this room, go south down the stairs and circle around all the way

north for a chest with \*750G\*. Return to the original stairs and move east to a chest with a \*MAGIC WATER\*. Now go north down the middle and push the switch here. Go back south and hit the switch at the bottom and get in the cart. You'll fly across a gap.

Here, jump in the cart on the left and jump over the gap. Hit the switch here and fall down the hole to return to the second cart. Jump into the second cart and you'll eventually end up down a set of stairs.

Go west and up some stairs to a chest (which you past a second ago) with a \*STAFF OF BENEDICTION\*. Go back to the cart going in circles and hit the switch. The man in the cart will crash to the south. Go and talk to Pusan and he'll join your party.

Get into the cart he just crashed in and head north and over a gap. Ignore the first cart here (it will take you back to the stairs). Instead, go north and this cart will take you to another room. Get in the cart here which goes into the water and drops you off in Zenithia.

Head north up through two sets of double doors and up a set of stairs to the throne room. Pusan will tell you that there's a hidden staircast behind the throne. Search and find it and take it. Then take the long ladder down into the darkness.

When you reach the bottom, move east and Pusan will notice that the \*GOLDEN ORB\* is missing. Speak to him again to watch some cutscenes. You'll have to go back to Faerie Village to ask for a second \*GOLDEN ORB\*. Exit Zenithia.

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A20 : A Golden Orb From the Past

From Salabona, get on your carpet and fly east over a bridge and a swamp. Follow the river northeast until you come across a desert to the south. Land here and start the walk to the Forest of Illusion to the south. Cross two bridges and go to the southeast and step on the lighter green trees area.

Forest of Illusion  
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Make sure to have either the Son or the Daughter in order to be able to see the faerie. Inside the forest, go north to the next screen. Enter the little house and look at the pots for a \*TINY MEDAL\* and the drawers for an \*ELVEN MEDICINE\*. From the house, go north to the next screen.

Go south on the next two screens. Then go east to another screen change. Open the chest here for a \*FAERIE SWORD\*. Now go north and walk back south to find a chest with \*1500G\*. Go north again to the campfire screen.

Your daughter will tell you that there's someone by the fire. Speak to the invisible person. The faerie will tell you to follow. Follow

your children north. They will enter a cave and you'll arrive at Faerie Village.

Go straight north and speak to Powan on the throne. She will give you the \*FAERIE HORN\*. Leave Faerie Village and return to the Sky Tower (located on the southern part of the middle continent). You won't be able to cast Outside, so just walk south until you exit.

When you reach the tower, head north to a small lake. You'll find a boat that you should sail north into the water to find a lillypad. Use the \*FAERIE HORN\* and you'll find the Faerie Palace. Sail north and enter.

Get off your boat and speak to the Queen. She'll give you a copy of the original orb. Go to the west room and speak to the guard to have him move. Pass the stairs going up and take the stairs going down. Open the chests here for a \*THUNDER STAFF\* and a \*PRINCESS ROBE\*. Now take the stairs up. Go to the west and examine the map.

You'll be transported back to Santa Rosa when you were a child. Walk around and talk to everyone (don't miss the soldier in the northwest). After speaking to everyone, you can find yourself in front of the church. Speak to yourself.

He'll let you look at the \*GOLDEN ORB\* and you'll be able to make the switch with your copy. Now exit the town and transport back to the Faerie Palace. Head back to Zenithia (by casting Return).

Go to the throne room and search behind the throne to find the stairs. Head all the way back to where Pusan is waiting for you. You'll give him the orb and the castle will rise out of the water. Now you can search Zenithia.

Inside the castle, you'll find the \*SAP OF THE WORLD TREE\* in a room with water and plants (you can only carry one of these, but feel free to come back here and restock at any time). Next to that room, you'll find a \*SMALL MEDAL\* in the drawers. Go through the door to the north where you found the medal and search the drawers to find a \*GRAPPLING HOOK\*.

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A21 : Revenge is Sweet

Search behind the throne in Zenithian and go down the stairs. Stepping on the tile here will grant you access to the floating castle. Our first destination is to the southwest. Straight south of Salabona, you will eventually come across an island surrounded by mountains. Land in the desert and walk east to the Tower of Boble.

Tower of Boble  
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The front door is locked so take the ladders all the way up to the top. Use the grappling hook on the hook on the top to lower yourself into the hole. Go down the stairs, then through the door and down another set of stairs. Open the chest here for a \*SMALL MEDAL\*.

Head south out the door. Circle around the room with a nun inside and go through the door and down the stairs. Then exit south. Go up the stairs in the center of the room to find the nun who warns you about two monsters. Go back down the stairs and take the door to the northeast.

Follow the path and exit south. Move east and ignore the hook for now. Instead, go north through the door. Take the stairs to the right first to find a chest with \*2700G\*. Go back up and take the left stairs and exit south.

Move south, west and north around to the next door. Open the chest here for a \*DEVIL'S ARMOR\*. Continue east and out the door. South you will find a switch that will open the front door (which might be a good idea to push). Head all the way west and north and down the stairs.

Move north through the swamp and down the stairs here. On this floor, go west first to a chest with an \*ELVEN MEDICINE\*. Down the stairs here, you will find a chest with a Mimic (to the north) and a chest with a \*SMALL MEDAL\*. Now take the stairs to the south up.

On this floor, go east and then south to stairs going down. Then go east up another set of stairs. Move north and you'll run into Gonz.

Gonz - 1700HP

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All he will do is use physical attacks. This fight should not be a problem at all. Cast Increase if you feel it's necessary.

Open the chest Gonz was protecting to find a \*DRAGON'S LEFT EYE\*. Go back up the previous two sets of stairs. Move north for two screens back to the center room.

Go west again and down the stairs. Then go back up them in order to move north. Then go east and north and down the stairs you come to. Move north to find Gema.

Gema - 4500HP

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Gema is a more difficult fight than Gonz. Gema can breathe Flames and Numbing Breath. He can also cast Bounce and Blazemost. If you don't have someone who can cast Numboff, this might be a difficult fight. Barrier will also cut down on his attacks.

Open the chest he was guarding for the \*DRAGON'S RIGHT EYE\*. Now return south to the stairs. Make your way back to the center of this floor by going south, west, south. Down the stairs and up again. Then go east to the stairs going up. Now move south across the swamp and up the stairs.

Move south, east past the entrance and north through the door. Go

east past the empty chest and through the next door. Move south, east and north through the door and up the stairs. Exit south and move west to the hook.

You'll end up on the Dragon Statue. Insert the eyes in their proper places and the dragon's tongue will move. Jump down off the side of the statue and walk back up and into the mouth and down the stairs.

Go down either of the ladders to find a \*DRAGON STAFF\*. Then climb back up and use the hook to go through the door. Move north around the blue floor and pick up the \*DRAGON ORB\*. Cast outside and return to Zenithia.

Back at Zenithia, head up to the throne room to find Pusan and some other people. Talk to Pusan and give him the \*DRAGON ORB\*. He will transform back into Master Dragon. He'll then give you the \*HEAVEN BELL\* (these will summon him and you can fly on his back).

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A22 : Rescuing Your Love

Go outside and use the \*HEAVEN BELL\* to summon Master Dragon. Fly to the center continent and land on the Great Temple on the northern edge.

Great Temple  
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Go through the door to the east first. Speak to the guard and tell him you won't leave. He'll attack you. This is just a normal monster. Defeat him and pick up the \*ZENITHIAN ARMOR\*.

Now head north into the temple. The guards inside will make you join the ceremony. Try to speak to the guards again and they'll attack you. This is again just two normal monsters. They shouldn't be difficult.

Walk around the side and make your way north to the stage. You'll see your wife's statue and a nun. Speak to the nun and she'll tell you that she's your mother.

She'll talk to you about Papas and ask if you want to serve Ivol. Answer no to serving Ivol and tell her she's not your mother. She'll then change into Ramanda.

Ramanda - 2000HP  
-----

Ramada can cast Firevolt and Blizzard. He also breathes Flames. He should not be too difficult at this point in the game. Cast Barrier to protect from his magic attacks. Feel free to use Increase if needed. Pound away and he'll eventually go down.

After defeating Ramanda, there's nothing you can do to change the statue back to your wife. Search the ground where Ramanda was standing to find a staircase going down.

Take the stairs all the way down and exit to the south. Walk down the stairs moving west and go north through the hole. Open the large wood door you come to and enter. Head north here and circle back south.

Feel free to kill the guard before taking the stairs here down to the next floor. Go through the door north. Move north, then all the way east. Go south down the ladder. West a little and then north under the path to the ladder. Go up and exit to the west.

Move north and south down the stairs. Pick up the chest with the \*DEMON CLAW\*. Now head back to the first set of stairs. Instead of going up them, move west and then south under the path. Go up the stairs here and exit to the west. On this screen, move south to the exit. Pick up the two chests in this room for a \*SHIELD OF RUIN\* (which is cursed so don't equip it), and the \*SLAVE CLOTHES\*.

Return to the previous room and move north, a little west, south under the path, west and north up the stairs. Feel free to again attack the guard before taking the stairs down here.

Now you will walk north and face Ivol. Your whole party will be here to help you in the fight.

Ivol - 4500HP  
-----

This will be the most difficult boss fight yet. Ivol can cast Explodet which can really hurt your party. He can also cast Bounce will protects him from your spells. Along with his magic he will also breath Glittering Ice and Freezing Rays (the latter of which will dispell all your magical effects). Use a combination of Barrier, Increase and Bikill. Feel free to swap characters as needed.

After defeating him, he'lltry to open the Demon World but nothing will happen. Pick of the \*RING OF LIFE\* that is left behind. Now retrace your steps all the way back to the exit. You won't be able to cast Outside, but there will be no random encounters.

On the way out, you'll hear your mother's voice coming from the ring. She'll tell you not to come to the Demon World and that even the Legendary Hero is no match for the Demon Lord.

Outside, you'll find that the statue has turn back into your wife. You will automatically return to Granvania.

Your children will hug their mother and a guard will come to tell you the Ojiron wants to speak to you. Downstairs, Ojiron will ask you if you plan on going to the Demon World. Answer yes and he'll plead you not to go.

Since almost everyone is telling us not to go there, I guess we will be heading straight for the Demon World.



Now we are heading to the Water Shrine. Your children will be taken out of your party, so you'll have to pay Ruida a visit if you want to bring them along. Make sure you have the \*RING OF FLAMES\*, the \*RING OF LIFE\* and the \*RING OF WATER\*. To get to the cave, cast Return to El Heven and take your ship north.

#### Water Shrine

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We are heading back to a large door that couldn't be opened until now. Sail straight north and enter the large door. Moving north you'll find three statues.

Place the \*RING OF FLAMES\* on the left statue. Put the \*RING OF LIFE\* on the middle statue. The \*RING OF WATER\* goes on the right. Now walk behind the statues and you'll be pulled into the Demon World.

Try to exit to the south and you'll hear your mother's voice. She'll give you the gift of a \*SAGE STONE\*.

Exit and move east over the bridges and into the mountain maze. It's pretty simple, so make your way to the town of Shahanna (or Jahanna).

Search the town and speak to everyone. Look in the barrel to the northwest of the entrance for a \*DEFENSE SEED\*. From the entrance, walk west, north, east and south around the outside of the town. You'll find two barrels. One will have a \*SMALL MEDAL\*. A little farther south you'll find the last Kandari Henchman. Fight him and open the chest for the \*SANDS OF TIME\*.

Inside the inn, look in the middle drawers for an \*ELVEN MEDICINE\*. You might want to purchase some armor from the armor shop in the northwest also.

When you are ready, head south from the town and exit the mountain maze. Then make your way east and north along the water. Cross the bridges west and avoid the swamp to find Evil Mountain.

#### Evil Mountain

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Go straight north and through the door. Inside, use stepguard and walk straight north to the stairs going up. On this floor, there are some pots to the northwest that will attack you if you want. Otherwise, go northeast and then northwest to the stairs going up.

On this floor, follow the path and take it southwest when it splits. Up the stairs here you'll find a chest with a \*ROBE OF DARKNESS\*. Go back down and head northwest and up the stairs.

On this floor just head south to the stairs going up. Then exit to

the south. You'll be outside. Move west and north. Go east when you can and north and west to a chest with an \*ORGE SHIELD\*.

Return back the way you came and go west and north to a set of stairs. Grab the chest here for a \*SMALL MEDAL\*. Back upstairs, move west into the cave. Then go left and up the stairs.

Here you'll find your mother. You'll also be attacked by two Dark Shamans. They're just normal monsters so kill them quickly. Your mother will try to trap Mildrath. She'll fail and she'll die. Papas' ghost will come and Martha and Papas will go off together.

Take the ladder to the west and enter the cave here. Move north and down the stairs. On this floor move straight east across the one arrow tile. Continue east to open the chest for the \*ECHOING HAT\*. Then move west across the proper arrow tiles to get the second chest with a \*SMALL MEDAL\*. Now go up the stairs that are directly to the west.

Step on the arrows that will take you down a set of stairs. Go back up the stairs and step on the arrows that will take you to the east. Now walk south all the way and step on the arrows that will take you to the \*HOLY CHAMBERPOT\* and the \*SUN CROWN\*.

Now return all the way until you are back outside. Go south and ignore the cave entrance and move to the west for a chest with the \*MULTI-EDGED SWORD\*. Now go and enter the cave to the east.

In this room, use the \*HOLY CHAMBERPOT\* you just picked up and a set of stairs will appear. Take them down.

On this floor, be careful not to step on the tiles or you'll fall down a floor. First, go north to a chest that is a Mimic. Then return to the stairs and go east for a chest with the \*KING METAL HELM\*. Return to the stairs again and go south for \*3300G\*.

Now move west until you have no choice but to fall down a hole. Take the only stairs back up and then go all the way north to stairs going down.

Move all the way north again ignoring the path to the east. Go through the door and ignore the stairs. This next area is annoying. Each little room has a tile in the middle. Stepping on it will make the room move to the empty space. You want to move the rooms so the middle room can move one spot north in order to access the door.

Move the bottom-left room right. Move the middle-left room down. Move the top-left room down. Move the top-center room left. Finally move the middle-center room up to the door.

Just move north on this floor through the door. In the next room, go north up the stairs and try to open the chest. Two Hellbattlers will attack you. They are pretty strong, but they are just normal monsters. Defeat them and pick up the \*ORIHALCON FANG\*.

Go through the next door if you are prepared to fight Mildrath.

Mildrath's first form is pretty easy. His big spell is Blazemost. He can also breathe Glittering Ice and Freezing Rays. He will also summon monsters such as Evil Clowns and Attackbots. Use Barrier, Increase, and BiKill.

Mildrath (2) - 4500HP  
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Mildrath's second form is much more difficult. His big spell is now Explodet which does a lot of damage. He will still emit Freezing Rays which can be a real pain. On top of healing himself Mildrath will also breath Hellish Flames. Barrier is a necessity. Use Increase if needed and cast BiKill on your big hitters. You will probably have to switch your characters around in order to keep people alive.

After defeating him, you will be taken back to Zenithia. You'll be taken, courtesy of Master Dragon, to some of the other towns you've already visited. Speak to everyone. Don't reset the game until the screen reads the end, otherwise you won't be able to get to the secret dungeon. Congratulations!

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A24 : Bonus Dungeon

Load the game that you beat Mildrath on and cast Return to Evil Mountain. Walk directly south into the swamp to find the bonus dungeon.

Bonus Dungeon  
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From the stairs, walk west to find two chests with a \*RESTORATION ORB\* and a \*SMALL MEDAL\*. Return to the stairs and go north. Ignore the path to the east and continue northeast when the path splits. Grab the chest to fight a Mimic.

Return to the main path and take the other route to the northwest. Ignore the south path and continue west to open the gate and move south to the next screen.

Make your way around the holes and go east and south to the next screen to find a chest with the \*SHIELD OF RADIANCE\*. Return the way you came and move southwest.

Here you'll come across cracks in the floor. If you step on them you'll fall to the floor below. You'll want to go down the stairs here (or fall) in order to get the \*DRUM OF WAR\*. The chest with it is directly west of the stairs. You'll have to walk across the swamp to get it.

All the way east and north from the stairs, you'll find the \*HELL SABRE\*. Back upstairs, move south from the stairs, avoiding the holes.

Then move west and north to the northwest area of the room and take the stairs going down.

On this floor, you'll be in a maze. First you'll want to go right to get the \*SWORD OF DECIMATION\* (which is cursed). Return to the starting point and go left, up, up-left, up, right, down, right, and down. The stairs are to the east.

On this floor is another maze. From the main room, move left, down and down to find a chest with the \*KING METAL ARMOR\*. Return to the main room.

Move north and take the stairs here to find two chests with a Mimic and an \*ELVEN MEDICINE\*. Return to the main room again. Now go down and right. The chest here is empty, so take the stairs down.

On this floor, follow the path over the swamp. When you come to a fork choose west (instead of south). Then go north to find the \*IRON BALL OF DECIMATION\*. Head back south one screen and then west to stairs going down.

Move north if you are prepared to face Esturk.

Esturk - 9000HP  
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Esturk is much more dangerous than Mildrath. He can attack twice per round. His spells include Explodet and Blazemost. He can, and will use Freezing Rays often to cancel your spells. He can also breath Glittering Ice and Hellish Flames. Make sure to have some Elven Amulets equiped since he will sometimes try to put you to sleep.

You'll need Barrier for this fight to protect you from his breath attacks. The \*DRUM OF WAR\* will also help a lot in doubling your attack power. Esturk can use an Explodet + breath combo that will do about 200HP of damage so try to keep your HP above that. I would suggest a level out 50 to have a good chance.

After defeating him, he'll tell you how many turns it took to beat him. You won't get anything if you beat him in a set number of rounds however. Congratulations, you just beat the hardest monster in the game!

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\* B : CHARACTER LIST \*  
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B1 : Bianca

Bianca is decent with magic. Her attack power is okay, but not as much as the Hero.

Level	Spell/Skill
3	Blaze
5	Surround
7	Decrease
8	Fireball
12	Sleep
13	BiKill
15	Firebane
17	StepGuard
18	Bounce
20	Blazemore
23	Defeat
27	Firebolt
33	Blazemost

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B2 : Daughter

The Daughter is much better at magic than her brother, however she is obviously not as skilled at attacking.

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

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B3 : Flora

Flora is very similar to Bianca when it comes to magic and attacking ability.

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B4 : Henry

Henry is pretty good at both magic and attacking. However, he's not with your party for very long.

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

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B5 : Hero

The Hero is probably the most rounded character in the game.  
He is good at magic and attacking.

Level	Spell/Skill
-----	-----
4	Heal
6	Antidote
8	Gale
9	Upper
11	Healmore
12	Identify
14	Outside
16	Tornado
18	Absorb
22	HealAll
25	Vivify
28	Farewell
32	Aerocross
*	Return
*	Chance

\* learned in Ruraphin

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B6 : Papas

The hero's father joins you twice during the game. You  
cannot control him, however. Here's purely a fighter.

Level	Spell/Skill
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27	Healmore

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B7 : Pippin

Pippin is purely a fighter. He does not learn any spells  
or skills.

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| B8 : Sancho |

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Sancho is a decent fighter, but the rest of his stats are very poor.

Level	Spell/Skill
-----	-----
20	Increase
20	Sleep
25	RobMagic
28	Beat
30	Sacrifice
32	Confuse

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B9 : Son

The son is the Legendary Warrior. He is very good at attacking and is decent with magic.

Level	Spell/Skill
-----	-----
5	StopSpell
8	Increase
10	Repel
12	HealMore
13	Firebane
14	Numboff
15	StepGuard
16	HealAll
18	Identify
20	Curseoff
23	Barrier
25	Zap
27	Revive
30	HealUs
34	Lightning
38	Thordain

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\* C : WEAPONS LIST \*  
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Listed in order of Attack Power. The numbers in brackets represent the generation.

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Name	Power	Special Effect	Location
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Staff of Benidiction	NA	Casts Healmore Spell	Water Cave
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Poison Needle	+1	Can Kill in One Hit	Reinhart (2), Kabochi, Mountain Village, Northen Church, Santa Rosa (3)
Cypress Stick	+2	NA	Santa Rosa
Bamboo Spear	+5	NA	Santa Rosa, Alcapa
Fruit Knife	+6	NA	Alcapa (2)
Sharpened Bone	+6	NA	Santa Rosa
Club	+9	NA	Port Selmi
Oak Cudgel	+9	NA	Santa Rosa, Alcapa
Big Mallet	+10	NA	Alcapa (2)
Bronze Knife	+12	NA	Alcapa
Stone Fang	+12	NA	Faerie Land, Reinhart, Oracleberry
Copper Sword	+13	NA	Santa Rosa, Alcapa, Faerie Land, Reinhart
Boomerang	+15	NA	Alcapa, Faerie Land, Reinhart, Oracleberry
Thorn Whip	+18	NA	Alcapa
Iron Claw	+19	NA	Reinhart, Alcapa (2), Kabochi
Stone Axe	+20	NA	Reinhart (2), Port Selmi
Iron Staff	+22	NA	Reinhart, Reinhart (2)
Chain Whip	+24	NA	Reinhart, Oracleberry, Alcapa (2), Reinhart (2), Salabona
Bladed Boomerang	+25	NA	Oracleberry, Alcapa (2), Port Selmi, Granvania
Chain Sickle	+27	NA	Oracleberry, Alcapa (2)
Saw Blade	+27	NA	Ruraphin, Telepador
Staff of Thunder	+29	Casts Firebane Spell	Faerie Palace
Sledge Hammer	+30	NA	Port Selmi, Ruraphin, Mountain Village, Granvania
Broad Sword	+33	NA	Reinhart (2), Port Selmi, Ruraphin, Salabona, Mountain Village



Steel Fang	+35	NA	Reinhart (2), Ruraphin, Salabona, Telepador, Granvania
Killer Earring	+35	NA	Oracleberry
Papas' Sword	+40	NA	Santa Rosa Cave (2)
Staff of Antimagic	+40	Casts Stopspell	Volcano
Snake Sword	+42	NA	Ruraphin, Mountain Village, Granvania
Sword of Malice	+45	Casts Fireball	Salabona, Mountain Village, Telepador, Chizod
Morning Star	+45	NA	Port Selmi, Salabona, Telepador, Chizod
Steel Whip	+45	NA	El Heven
Battle Axe	+45	NA	Mountain Village, Telepador, Chizod
Fire Claw	+53	Cast Firebane	Chizod, Granvania
Slumber Sword	+55	Can Cause Sleep	Chizod, Granvania, El Heven
Staff of Force	+55	Changes MP to Attack Power	Telepador, El Heven
Staff of Stoross	+60	NA	Daughter has it
War Hammer	+60	NA	Northern Church, Santa Rosa (3), El Heven
Magma Staff	+63	NA	Sky Tower
Flame Boomerang	+65	NA	Shahanna
Staff of Revival	+66	Can Revive an Ally	Shahanna
Falcon Sword	+67	Attacks twice	Medal King Castle
Sword of Temptation	+70	NA	El Heven
Ice Blade	+70	NA	Northern Church, Santa Rosa (3), El Heven
Demon Hammer	+70	NA	Emblem Cave
Zombie Sword	+80	Added Attack to Undead	Northern Church, Santa Rosa (3)

Fairy Sword	+85	NA	Forest of Illusion
Spear of Zeus	+85	NA	Northern Church, Santa Rosa (3)
Dragon Killer	+90	Added Attack to Dragons	Northern Church, Shahanna, Santa Rosa (3)
Demon Claw	+90	NA	Great Temple
Multi-Edge Sword	+99	Cursed	Evil Mountain
Demon Spear	+99	NA	Shahanna
Sword of Miracles	+100	Heals 1/4 of Damage Given	Medal King Castle
Gringham Whip	+100	NA	Oracleberry
Blizzard Sword	+105	NA	Shahanna
Big Bowgun	+110	NA	Shahanna
Zenithan Sword	+110	NA	Santa Rosa Cave (2)
Orihalcon Fang	+115	NA	Evil Mountain
Hell Saber	+120	NA	Bonus Dungeon
Iron Ball Of Decimation	+125	NA	Bonus Dungeon
Dragon Staff	+125	Casts Bedragon	Tower of Boble
Metal King Sword	+130	NA	Oracleberry

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\*\*\*\*\*  
 \* D : ARMOR LIST \*  
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Listed in order of Defense

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D1 : HELMETS

-----	-----	-----	-----
Name	Defense	Special Effect	Location
-----	-----	-----	-----

Leather Hat	+2	NA	Mountain Village
Pointed hat	+3	NA	Oracleberry
Wooden Hat	+6	NA	Alcapa, Oracleberry, Alcapa (2)
Hairband	+7	NA	Alcapa
Fur hood	+11	NA	Faerie Land, Reinhart, Granvania
Silver Barrette	+14	NA	Salabona
Iron Helm	+16	NA	Reinhart, Oracleberry, Alcapa (2), Port Selmi, Kabochi, Ruraphin
Silk Hat	+20	NA	Salabona, Telepador
Iron Mask	+25	NA	Ruraphin, Chizod, Granvania
Hat of the Wind	+28	Return to Last Town	Shahanna
Echoing Hat	+28	Recasts Spell (no MP)	Evil Mountain
Satan Helm	+30	Cursed	Water Cave
Hat of Happiness	+35	Restores MP While Walking	Granvania
Helm of Wisdom	+40	Raises Intelligence	El Heven, Faerie Land (3)
Golden Tiara	+45	Can Prevent Status Spells	Medal King Castle
Great Helm	+45	NA	Shahanna
Zenithian Helm	+50	NA	Telepador
Crown of the Sun	+60	NA	Evil Mountain
King Metal Helm	+70	NA	Evil Mountain

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D2 : ARMOR

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Name	Defense	Special Effect	Location
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Piece of Cloth	+3	NA	Faerie Land, Oracleberry
Slave Clothes	+5	NA	Great Temple
Handwoven Cape	+6	NA	Santa Rosa
Wayfarer's Clothes	+7	NA	Alcapa
Silk Apron	+10	NA	Alcapa
Leather Armor	+11	NA	Alcapa, Faerie Land
Leather Loinclothe	+12	NA	Faerie Land, Oracleberry
Silk Robe	+13	NA	Oracleberry
Boxer Shorts	+15	NA	Granvania
Scale Armor	+15	NA	Faerie Land
Leather Dress	+17	NA	Alcapa
Fur Coat	+18	NA	Reinhart
Chain Mail	+19	NA	Oracleberry
Slime Clothes	+20	NA	Oracleberry, Port Selmi
Dancer's Clothes	+20	NA	Salabona
Bronze Armor	+21	NA	Reinhart, Oracleberry, Alcapa (2)
Breast Plate	+23	NA	Oracleberry, Port Selmi, Kabochi, Telepador
Naughty Underwear	+23	Can Stun Monsters	Granvania
Half Plate Armor	+25	NA	Reinhart, Oracleberry, Alcapa (2), Port Selmi
Cloak of Evasion	+28	Evades More Attacks	Salabona, Telepador
Full Plate Armor	+30	NA	Port Selmi, Ruraphin, Salabona
Rogue Armor	+30	Cursed	Mountain Cave
Turtle Shell	+33	NA	Port Selmi, Ruraphin,

			Salabona, Granvania
Robe of Serenity	+33	NA	Waterfall Cave
Lace Bisuche	+35	NA	Telepador, Chizod
Mysterious Bolero	+37	Changes Damage into MP	Medal King Castle
Wizard's Robe	+37	NA	Chizod
Zombie Mail	+38	NA	Demon Tower
Silver BreastPlate	+40	NA	Granvania, El Heven
Combat Pajamas	+40	NA	Medal King Castle
Silver Mail	+40	NA	Telepador, Chizod, Granvania
Dress of Radiance	+45	Reduces Damage from Spells	Granvania, El Heven
Blood Mail	+45	NA	Chizod
Dragon Mail	+50	NA	Granvania
Sage's Robe	+50	Reduces Damage from Spells	El Heven
Swordedge Armor	+55	Attacker Gets 1/4 of Damage	Cave of Trials
Robe of Darkness	+55	Reduces Damage from Spells	Evil Mountain
Water Flying Clothes	+55	Reduces Damage from Fire	Faerie Land (3)
Magic Armor	+60	Reduces Damage from spells	El Heven
Silk Bisuche	+60	NA	Faerie Land (3)
Angel Leotard	+70	NA	Shahanna
Flame Armor	+70	Reduces Damage from Water and Ice	Faerie Land (3), Shahanna
Mystic Armor	+75	Heals HP Each Round	Medal King Castle
Mirror Armor	+80	NA	Shahanna
Demon Armor	+85	Cursed	Reinhart
Zenithian Armor	+85	Reduces Damage from Water, Fire and Spells	Great Temple

Royal Cloak	+90	Reduces Damage from Water, Fire and Spells	Emblem Cave
King Metal Armor	+95	NA	Bonus Dungeon

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D3 : SHIELDS

-----	-----	-----	-----
Name	Defense	Special Effect	Location
-----	-----	-----	-----
Pot Lid	+2	NA	Oracleberry
Leather Shield	+4	NA	Salabona
Scale Shield	+7	NA	Alcapa, Oracleberry, Alcapa (2), Port Selmi, Ruraphin, Granvania
Bronze Shield	+11	NA	Faerie Land, Oracleberry
Iron Shield	+16	NA	Reinhart, Alcapa (2)
Magic Shield	+22	NA	Port Selmi, Ruraphin, Telepador, Chizod
Dragon Shield	+30	Reduces Damage from Ice and Fire	El Heven
Aeolus Shield	+30	Casts Expel as Item	Granvania
Flame Shield	+40	Reduces Damage from	Faerie Land (3) Water
Shield of Strength	+46	Casts Healmore as Item	Faerie Land (3), Shahanna
Ogre Shield	+48	NA	Evil Mountain
Shield of Reflection	+55	Reduces Damage from Fire	Shahanna
Zenithian Shield	+60	Casts Bounce as Item	Salabona
Shield of Radiance	+65	Reduces Damage from Ice and Fire	Bonus Dungeon
King Metal Shield	+70	NA	Medal King Castle

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 \* E : ITEMS LIST \*  
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\* - Used in battle  
 # - Unlimited use  
 @ - Must be Equiped

-----   Name   -----	-----   Special Effect   -----
Acorns of Life	Adds 1-5 HP
Acorns of Magic	Adds 1-5 MP
Agility Seed	Adds 1-5 to Agility
Angel's Bell(*#)	Cures chaos spell
Antidote	Cures Poison
Armband of Sacrifice(@)	Upon dying, you will explode hurting all montsters (doesn't work on bosses)
Bomb stone*	Casts a Boom Spell
Defense	Adds 1-5 to Defense
Drum of War(*#)	Doubles Attack of Party
Elven Amulet	Protects against Status Spells
Elven Medicine	Heals 30 HP of Party
Fighter's Hair(*#)	Doubles One Character's Attack
Final Key(#)	Opens All doors
Fragrance Bag(*)	Confuses One Enemy
Full Moon Herb	Cures Paralysis
Herb	Heals 30-40 HP
Holy Water	Decreases Chance of Battles
Intelligence Seed	Adds 1-5 to Intelligence
Leaf of the World Tree	Revives One Character to Full HP
Magic Key	Opens Certain Doors (doors with red frames)
Magic Water	Restores MP
Meteorite Armband(@)	Doubles One Character's Agility

Monster Lure	Increases Chance of Battles (can distract monsters in battle)
Reinhart Key(*)	Opens Doors in Reinhart
Ring of Flame(@)	Used to get into Demon World (casts tornado attack in battle and needed to get married)
Ring of Life(@)	Used to get into Demon world (restores HP as you walk)
Ring of Prayer(@)	Restores MP
Ring of Water	Used to get into Demon World
Sage's Stone(*#)	Casts HealUs Spell (only in battle)
Sap of the World Tree	Revives All Characters and Cures All
Small Medal	Collect and Give to the Medal King for Prizes
Stone of Life	Will Possibly Stop an Instant Kill Spell (must be in character's inventory)
Strength Seed	Adds 1-5 to Strength
Wing of Wyvern	Returns Party to the Last Town

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\*\*\*\*\*  
\* F : SPECIAL ITEMS LIST \*  
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Special Items can not be dropped.

@ - Must be Equiped

-----	-----
Name	Special Effect
-----	-----
Bianca's Ribbon(@)	Used to make the panther join you (increases montsters intelligence)
Dragon orb	Used to Reveal the Master Dragon
Flute of Spring	Used to Bring Spring to Faerie Village
Flying Shoes	Takes you to the Demon Tower
Gold Orb	Used to Keep Zenithia floating
Grappling Hook	Used to Climb Down from Hooks



Horn of the Fairies	Let's Humans see the Fairy Palace
Lamp of Darkness	Changes Day into Night
Left Dragon Eye	Used on the Dragon Statue (gained after beating Gonz)
Magic Carpet	Able to Fly Over Plains and Water
Magma Staff	Destroys Mountains in Front of the Cave to Zenithia (can also be used as a weapon)
Mirror of Ra	Reveals the True Objects
Papas' Letter	Explains the Beginning of the Quest
Right Dragon Eye	Used on the Dragon Statue (gained after beating Gema)
Sacred Pitcher	Removes Lava in Mildrath's Castle
Sands of Time	Restarts a Battle
Silk Veil	Needed to Get Married
Silver Orb	Used to Keep Zenithia floating
Symbol of Royalty	Proves your Royalty
Torch	Lights up Dark Places
Wagon	Carries Extra Party Members
Wayfarer's Map	World Map
Zenithian Bells	Summons Master Dragon and Lets you Fly Over All Obstacles

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\* G : SMALL MEDALS LIST \*  
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---	-----	-----
#	Area	Location
---	-----	-----
1	Alcapa	Pot
2	Reinhart Castle	Pot in the Storage Room
3	Port Selmi	Dresser in the Light House
4	Port Selmi	In the flowers
5	Kabochi	Pot in the Elder's House
6	Kabochi	General Store (corner)
7	Western Cave	Near the Campfire
8	Ruraphin	Pot in the Inn
9	Ruraphin	Pot on the Upper Level
10	Rumor Shrine	Well

11	Salabona Tunnel	Chest
12	Salabona	Drawers in Andy's House
13	Mountain Village	Grave
14	Mountain Village	Barrel in the Inn Basement
15	Desert Oasis	Pot
16	Telepador	Well in Isis's Chambers
17	Chizod Mountain Path	Pot
18	Chizod Mountain Path	Chest
19	Chizod Mountain Path	Chest
20	Chizod	Pot in the Northwestern House
21	Granvania Mountain Path	Chest
22	Granvania Mountain Path	Chest
23	Granvania Mountain Path	Chest
24	Granvania	Pot, NW corner of 1st Floor
25	Granvania	Drawers, SE corner 2nd Floor
26	Cave of Trials	Chest
27	Demon Tower	Chest
28	Demon Tower	Chest
29	Demon Tower	Chest
30	Jijo's House	Drawers
31	Tunnel to Elhebun	Chest
32	Elhebun	Pot in the Southeastern Corner
33	Oracle Valley	On the ground in one of the cells
34	Medal King Castle	Chest
35	Medal King Castle	Chest
36	Royal Cloak Cave	Chest
37	Sky Tower	Chest
38	Path to Zenithia	Chest
39	Forest of Illusion	Pot in Dwarf's House
40	Zenithia	Drawers
41	Tower of Boble	Chest
42	Tower of Boble	Chest
43	Shahanna	Pot outside
44	Evil Mountain	Chest
45	Evil Mountain	Chest

\* Note : Man-Eater Chests (along with some other monsters) will sometimes drop Small Medals. Mimics will always drop small medals.

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\*\*\*\*\*  
\* H : MAGIC LIST \*  
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-----	----	-----
Name	MP	Special Effect
-----	----	-----
Absorb	2	Caster absorbs MP of spells cast on him
Aerocross	8	140 damage to group
Antidote	2	Removes poison
Bang	5	25 damage to all enemies

Barrier	3	Protects party from spell damage
Beat	4	Possible instant kill
Bedragon	18	Turns the caster into a dragon
Bikill	6	Doubles attack power
Blaze	2	15 damage
Blazemore	4	80 damage
Blazemost	10	190 damage
Blizzard	12	100 damage to all enemies
Boom	8	60 damage to all enemies
Bounce	4	Reflects one spell back at enemy
Chance	20	Completely random effect
Confuse	5	Confuses one group of enemies
Day-Night	3	Changes between day and night
Defeat	7	Possible instant kill of one group of enemies
Defense	4	Lowers one group of enemies defense
Expel	1	Removes one group of undead enemies
Explodet	15	180 damage to one group
Farewell	All	Revives party with full HP (caster dies)
Fireball	4	20 damage to one group
Firebane	6	40 damage to one group
Firevolt	10	100 damage to one group
Identify	3	Explains an item
Increase	3	Increases defense of party
Gale	2	20 damage to one group
Heal	2	Heals 40 HP of one ally
HealAll	7	Heals all HP of one ally
HealMore	5	Heals 80 HP of one ally
HealUs	18	Heals 100 HP of party
HealUsAll	36	Heals all HP of party

Lightning	15	200 damage to one group
Numboff	2	Removes paralysis of party
Outside	8	Removes party from a dungeon
Repel	4	Repels weak monsters
Return	8	Returns party to visited towns
Revive	20	Revives an ally with full HP
RobMagic	0	Steals MP from one enemy
Sacrifice	1	Caster dies while damaging enemies
Sap	3	Decreases one enemy's defense
Sleep	3	Puts group of enemies to sleep
Sleepmore	5	Same as sleep (greater chance)
Snowblast	5	50 damage to one group
Stepguard	2	Walk over damage areas with no damage to party
StopSpell	3	Stops one group of enemies' spells
Surround	5	Lowers enemies hit percentage
Thordain	10	600 damage to one enemy (all party use)
Tornado	4	40 damage to one group
Upper	2	Increases one ally's defense
Vivify	10	Possible to revive one ally
Zap	8	80 damage to all enemies

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\*\*\*\*\*  
 \* I : RECRUITABLE MONSTERS LIST \*  
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Numbers in the brackets are the maximum level.

-----  
Attackbot (30)

No Spells or Skills

-----  
Big Eye (20)

Level	Spell/Skill
----	-----
1	Healmore
1	Cold Breath
5	Build Up
8	Dazzling Light
10	Sweet Breath
15	HealAll

-----  
Blizzard Hawk (25)

Level	Spell/Skill
----	-----
3	Defeat
3	Cold Breath
3	Freezing Breath
8	Strange Dance 3
15	HealUs
23	Sparkling Breath

-----  
Bomb Baby (15)

Level	Spell/Skill
----	-----
1	Sacrifice
5	Body Attack

-----  
Bombcrag (20)

Level	Spell/Skill
----	-----
5	Sacrifice
5	Charge Up
10	Body Attack
19	Farewell

-----  
Borongo (99)

Level	Spell/Skill
----	-----
17	Charge Up
21	War Cry
33	Freeze Ray
40	Thunder

-----  
Brownie (99)

No Spells or Skills

-----  
Centaurus (50)

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

-----  
Curer (50)

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

-----  
Dancing Jewel (7)

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

-----  
Dancing Needle (23)

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

-----  
Dragon Pup (30)

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

-----  
Drakee (99)

Level	Spell/Skill
----	-----
5	Surround
10	Sleep
15	Day-Night
17	Strange Dance 1
20	RobMagic
22	Dazzling Lights
38	Bedragon

-----  
Eigerhorn (50)

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

-----  
Eliminator (30)

Level	Spell/Skill
----	-----
7	Massacre
20	Sap

-----  
Farewell Crag (20)

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

20 Thunder

-----  
Gigantes (7)

No Spells or Skills

-----  
Golem (50)

Level	Spell/Skill
----	-----
8	Build Up
11	Charge Up
20	Meditate
45	Thunder

-----  
Great Dragon (60)

Level	Spell/Skill
----	-----
3	Flaming Breath
10	Violent Flames
15	Freezing Flames
20	Burning Breath
30	Sparkling Breath
50	Infernal Flames

-----  
Healer (99)

Level	Spell/Skill
----	-----
4	Heal
5	Repel
7	Healmore
10	Antidote
15	Numboff
20	HealAll
25	HealUs
30	Vivify
36	HealUsAll

-----  
Hellbattler (15)

Level	Spell/Skill
----	-----
3	Explodet
3	Violent Flames
5	Firevolt
7	Bounce
8	Revive
11	Blazemost



13 Sparkling Breath  
15 Infernal Flames

-----  
Hork (30)

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

-----  
King Healer (20)

Level	Spell/Skill
----	-----
3	HealUsAll
3	RobMagic
5	Aborb
7	Barrier
10	Revive
14	Farewell
17	Chance
20	Bedragon

-----  
King Slime (30)

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

-----  
Kukkle (20)

Level	Spell/Skill
----	-----
1	Decrease
5	Surround
10	Sleep
13	Confuse
15	Expel
17	Increase
18	Curseoff
19	Stopspell

-----  
Leonar (30)

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

-----  
Lionex (23)

Level	Spell/Skill
----	-----
1	Aerocross
8	Eerie Light
14	Zap
20	Lightning

-----  
Mad Dragon (40)

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

-----  
Magician (99)

Level	Spell/Skill
----	-----
3	StopSpell
3	Blaze
5	Fireball
12	Firebane
15	Robmagic
19	Blazemore
24	Absorb
28	Firevolt

-----  
Messala (50)

Level	Spell/Skill
----	-----
3	StopSpell
3	Eerie Light

6	Beat
11	Sleepmore
14	Blazemore
20	Defeat
22	Curseoff
27	Freezing Breath
30	Blazemost

-----  
Metal Babble (8)

Level	Spell/Skill
----	-----
2	Fireball
2	Bang
3	Upper
4	Firebane
5	Boom
6	Firevolt
7	Farewell
8	Explodet

-----  
Minidemon (30)

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

-----  
Nereus (50)

Level	Spell/Skill
----	-----
3	Snowblast
3	Tornado
6	Bounce
10	Return
12	Sleep
17	Vivify
20	Blizzard
23	Aerocross
40	Thunder

-----  
Orc King (30)

Level	Spell/Skill
-------	-------------

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

-----  
Puppet Man (30)

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

-----  
Slime (99)

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

-----  
Slime Knight (99)

Level	Spell/Skill
-----	-----
3	Heal
3	RobMagic
5	Healmore
9	Antidote
12	Bang
18	Numboff
20	HealAll
23	Boom

-----  
Soldier Bull (30)

Level	Spell/Skill
3	Charge Up
5	Upper
10	Bikill
15	Decrease

-----  
Springer (50)

Level	Spell/Skill
3	Decrease
5	Upper
7	Tornado
15	Aerocross

-----  
Wyvern (60)

Level	Spell/Skill
3	Healmore
5	Cold Breath
10	Sleep
12	Outside
15	HealAll
18	HealUs
22	Freezing Breath
24	Return
28	Sleepmore
31	Confuse

-----  
Yeti (40)

Level	Spell/Skill
3	War Cry
5	Cold Breath
8	Sweet Breath
12	Build Up
15	Snowblast
20	Lick
22	Freezing
30	Blizzard

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\* J : CONTACT INFORMATION \*  
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If, for any reason, you feel the need to contact me, I can be reached by

email at diebartdie@yahoo.com. If there is something that I missed, or any mistakes may have been made through my walkthrough, please email me and let me know. Any corrections or changes that you point to me will be credited to you. Thanks.

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