

Dragon Quest Monsters III: Caravan Heart (Import) Walkthrough/FAQ (JIS)

by Ayndin

Updated to v1.00 on Jun 14, 2003

Dragon Quest Monsters: Caravan Heart

Walkthrough/FAQ

Written by Ayndin (ayndin@mandelswap.com)

Last Update: June 14, 2003

As you may have noted, this FAQ uses Shift-JIS characters, so you may need a special viewer to read them. If you've installed Japanese support on your OS, you may be able to read them by flipping some settings around, but failing that, you can download an excellent Japanese/English word processor called JWPce at

<http://www.physics.ucla.edu/~grosenth/jwpce.html>

0) Introduction, or I Clicked the Wrong Link, What is this All About?

Assuming the title isn't true, you've probably heard of (and maybe even played) the first two games from the Dragon Quest Monsters (DQM) series. DQM:Caravan Heart (DQM:CH) follows fairly closely on the heels of the second game (only a year and a half later, pretty quickly considering how much the gameplay has changed), and gives us more of the monster-raising, critter-bashing, level-mongering gaming we know and (hopefully) love...mostly. The core of the game is the same, but it's chock full of new elements, ranging from human helpers and combo attacks to little things like a plot.

As for me...just your humble little gamer-for-life. While I've played through lots of games (mostly RPGs), and have wanted to write FAQs for some of them (and in a couple of cases, actually started to), this will (hopefully) be the first FAQ I actually write, finish, and put up somewhere. A couple of things: Firstly, while I have been studying Japanese for a few years now, I am by no means a native speaker or even fluent, so I may make translation mistakes here and there. If you happen to catch one of these, please drop me a line saying so. In fact, if you have any questions, contributions, praise, or criticism, feel free to give me a write. Secondly, while I do like playing games (and in this case, writing about them), I am in Japan to study first and foremost, so I'm busy sometimes. If updates are erratic, I apologize, but I probably had to do some homework or some other mundane task.

Anyway...on with the show!

1) Table of Contents

- 0) Introduction
- 1) Table of Contents
- 2) Version History

- 3) Story
- 4) How is this different from DQM I & II?
- 5) Controls & Menus
- 6) Game Systems
- 7) Walkthrough
- 8) FAQs
- 9) Tinymedals
- 10) 轉身 Lists
- 11) Item Lists
- 12) Monster Lists
- 13) Skill Lists
- 14) Member Lists
- 15) Thanks to...
- 16) Legal Stuff

2) Version History, or I Can't Believe How Many Mistakes He's Made So Far

2003/04/02 - Started work on game; here begins the note file, which the FAQ is a cleaned-up version of. No official version number yet.

2003/04/03 - Version 0.0 . Started writing the actual FAQ itself.

2003/04/06 - Version 0.1 . First version releasable. Walkthrough complete just past the start of Chapter 2. Information on some systems and menus are included, but are by no means complete, as are the item and monster lists. Needs a lot of work, but this will hopefully be helpful to those starting the game. Decided to wait a little while and fill out the walkthrough more before uploading.

2003/04/09 - Version 0.25 . Walkthrough complete through Chapter 2. This one actually gets uploaded. Also fixed some things in section 6, now that I was able to verify them in-game. Added section 12, Skill Lists.

2003/04/13 - Version 0.50 . Walkthrough complete through Chapter 3. Fixed formatting errors. Cleared up some information in chapter 6, hopefully for the last time. Added section 14, Member lists. Translated story and completed section 3. Added chapter summaries for chapters with complete walkthroughs. Added section 9, Tinymedals.

2003/04/29 - Version 0.67 . After a break from the game (partially voluntary, partially not) I'm back on track and Chapter 4 is complete. With the aid of the official guide I now have a clearer idea of how Tenshin works, and have updated Chapter 6 some to reflect this. Decided that I will probably wind up filling in section 10 at a later update, as it's going to be a triple list plus some extra tables and as such a whole dang lot of writing. It may wait until after walkthrough is done. Raged silently at formatting errors, will fix them once and for all eventually. Added a note to section 4 on the combat system. Changed Turnover System to Tenshin System, because the former sounds really, really dumb, even though it's a pretty literal translation. Finished section 9, as I forgot to last time ^_^;;;

2003/06/14 - Version 1.00 . Gwah, it's one thing when it takes forever for me to get around to playing the game, and another thing entirely

when I take way too long to actually update. Anyway, here I cover up through the end of the main game; info on the Color Orb quest will come as I play more. Unfortunately, crunch time at school approaches, so it may be a while before the next update. In any event, I also have added a list of tenshin by family, for your bree...err...job-changing pleasure. Next update will *hopefully* fix the stupid formatting issues once and for all.

3) Story, or Wow, We Get a Plot This Time?

(loosely translated from the game manual)

In a world with only one island, Estard, Prince Keifer of the ruling country, Grand Estard, had just turned 10 and was looking for some mischief. He thought of various ways to escape from the boredom of castle life.

One day, a mysterious swirl of light appeared in Keifer's room. A voice from it called for help...guided by the voice, Keifer jumped into the swirl of light, and there completely different scenery spread out before him.

Lost in an unknown world, Keifer meets Ruin's companions, beset by monsters.

Ruin, searching for a way to save his bed-ridden parents from their incurable disease, took along a caravan to travel the world. On the evening of their chance meeting, Keifer and Ruin received a mysterious message in their dreams:

"I will grant the wish of those who bring me the Orb of Loto..."

If the Orb of Loto exists, Ruin may be able to cure his parent's sickness, and Keifer may be able to return to his original world. To search for the Orb, start a journey of adventure with Keifer and his companions!

4) How is this different from DQM I & II, or Where Did All the Breeding Go?

Okay...there are several big, honking differences between this game and the older titles in the series. I'll add more as I come across them. Note that this is more of a listing of the difference with some short explanation: go to part 6 if you want to learn the mechanics of some of the new systems. If you think something needs to be put here, send me an email and I'll see what I can do.

A) Party system

No longer do we simply run out and entice monsters to our side with some Jerky. All the food items in the game replenish your food supply (more on that later). You need to get new wagons to actually have more than one monster fighting at a time, as well. However, you do have human (or at the very least not-monster) characters who can help out in battle. It's an interesting twist, I think.

B) Food

Well, food isn't a new thing in the DQM universe, but it serves a very different purpose now. Instead of using it to lure over new monsters, you use it to keep your guard monsters fed and fit.

C) Breeding

..or rather, the lack thereof. Instead of a breeding system we have this funky new Heart merging system, which vaguely resembles the monster pairing from the first game, if it decided to take a cue from the monster class system from DQVII. Considering the circumstances under which you get the ability to use this process, that's probably what it actually is...

D) Combat system

Gone are the days of fighting one to three enemies. We now have a combat system that's more or less the same as DQVII's was; I've seen six or seven enemies on screen at once at times. Moreover, it does the same sorting of baddies into groups that you've seen in other DQ games, and makes (most of) the spells that used to hit all enemies in older DQMs act like their normal DQ counterparts. In other words, if you're fighting two Mommonjas and a BabbleKing and cast Firebal, you can probably only hit the BabbleKing *or* the Mommonjas. In other words, attack magic is by and large less effective than it was in previous DQMs. Oh, and yes, the enemy's attack spells *do* hit all of your characters. Because outnumbering you isn't advantage enough, you know.

E) Races/Monsters

They've actually done a lot of mixing up of the species of monsters we have access to in the game. Gone are most of the boss monsters (DragonLord is still around, but he seems to only have one form now) and significant members of other races. In fact, they've gotten rid of entire race divisions! Slimes are still Slimes and get their own family, but the Beast family has absorbed the Bird family, the Plant family now includes the bugs as well, Devil has grabbed the Zombie family while losing a couple of its members to other families (noticeably the Orc), Dragon family is renamed something like the Magic Beast family and also has other tough critters. Material family hasn't really changed, and they have added the Element family, which has critters like Gizmo, CloudKing, DragonLord, Durran, and an odd group of new, rare creatures. Good luck getting the latter.

5) Controls and Menus, or What Does This Button Do?

Controls, in general...

Crosspad - Moves cursor or character (on map screens). Note that unlike the previous DQMs, you are not bound to tiles, so you have true 8-way movement on the map.

A button - Accept. Move the cursor to something and press A, and you'll be choosing that thing. Also used to call up the main menu when you're roaming around on the world map and to talk to people.

B button - Cancel. Move back a screen in menus. Also says "no" to yes/no questions.

Start - Nothing. This is the function of L & R, also. Whee.

Select - Brings up the map, assuming you have a navigator in a caravan. Also sorts items and hearts on the appropriate screens.

Menus:

Main Menu:

| | | | | | |
|-----|------|------|-------|------|-------|
| ばしゃ | どうぐ | とくぎ | Wagon | Item | Skill |
| ちず | さくせん | キャンプ | Map | Plan | Camp |

- ばしゃ - Wagon - Go to the Wagon menu
- どうぐ - Item - Go to the item select screen, where you can choose between hearts and normal items
- とくぎ - Skill - Use a monster's special ability
- ちず - Map - Look at the map. You need a navigator to do this.
- さくせん - Plan - Check out the present combat settings of your monsters and caravan members; also change message speed
- キャンプ - Camp - Set up base camp. It'll be a little while before you can do this.

Combat Menu:

| | |
|------|--------|
| たたかう | Attack |
| どうぐ | Item |
| さくせん | Plan |
| にげる | Run |

- たたかう - Attack - Act based on current Plan settings. Monster and presently active caravan member will go.
- どうぐ - Item - Use an item.
- さくせん - Plan - Change your monster's combat settings, and view which caravan member will act this turn.
- にげる - Run - Run from battle.

Town Menu:

| | |
|-------|--|
| どうぐや | Item Shop |
| やどや | Inn |
| きょうかい | Church |
| みんか | Private Home (note: does not always appear, or may be a specific person's house, as in the first town; also there may be more than one before the option to leave the town.) |

まちをでる Leave the town.

<More to come>

6) Game systems, or Why Must They Try to Confuse Us?

Here I'm going to give a brief run-down of some of the new systems in DQM:CH, namely the Caravan system and the Turnover (heart-merging) system, as both have significant differences from the old systems that they add to/replace. I will also make a brief but important note about food and its consumption.

On Wagons and Caravan Members

First things first: A wagon is made up of (in this order) one guard monster, a wagon, and up to four caravan members.

For a given wagon, you are allowed a certain amount of weight (おもさ), which monsters and members consume in varying amounts. For example, at the beginning of the game, you'll have Slaron (1 weight), Alex (4 weight...best lay off the Steaks, bud), Dekson (3 weight), and Randall (1 weight), for a total of 9 weight. Soon thereafter you meet Ripple; if she was a little

chunkier, we'd have to switch out people to use her, but she's only 1 weight, so she can join in. If we wanted to use Alisa (2 weight), on the other hand, we'd have to take someone out to put her in. Keep in mind that monsters also take up weight, so if you go and make a big stompy critter, you may have to take out some people.

As for the people...caravan members do various things, ranging from letting you look at the map to healing or attacking in battle. Those that do things in battle will act based off of their position in the caravan. For the time being, we'll use the following example caravan:

M W A R i D Ra - guard monster, wagon, Alex, Ripple, Dekson, Randall

On the first turn, the guard monster will attack, but before its turn comes, the first person in the caravan order will go. In this case, it's Alex, and he'll let loose with an axe strike. On the second turn, your monster will act again, but before it goes, the second person in the order (here, Ripple) will do their special action, in this case, dance to inflict some nasty effect on the enemy. On the third turn, Dekson will heal your monster, assuming that it is hurt, before the monster goes, and on the fourth turn, Randall would do something, except that he has no combat purpose, so there'll be no effect. If we didn't have Ripple in the wagon order (making it M W A _ D Ra), on the second turn no one would go (as opposed to it "falling through" to Dekson). Also, on the fifth turn, the caravan members need to rest/prepare, so only your monster will go on that turn. After that, the order repeats from the first member.

If you have multiple caravans, who acts when is determined by the speed of the guard monster heading each wagon. On the first turn, the first member of the wagon with the fastest monster would go, followed by the monster, then the first member of the wagon with the second fastest monster followed by that monster, and so on. On the second turn, the second members would go, and so on. The game seems to state that this order is based on `_current_` speed, not the speed that you walk into the fight with, so the order can change from round to round.

On top of this, depending on what members you have in your wagon, the attacks of the characters will change. Basically, the more of a single role you have in a given wagon, the better the attack they will collectively do is. For example, if you have one warrior in a wagon, he'll attack with an axe strike (オノだけき) on the appropriate turn. If you have two of them in the same wagon, then the attack will instead be a heavy axe hit (オノもうだ), and with three, it's an axe combo (オノむそう). Note that you can also run across veteran and master characters for roles, and they count as two and three of that role respectively. For example, if you had a veteran warrior, he would do a heavy axe hit if there were no other warriors in that wagon, and if there was another warrior in there too, together they'd do an axe combo. A master warrior would do an axe combo all by himself.

If you have four of the same role in a particular wagon, they'll join together to perform a combination technique. I am presently unsure if this is a hard requirement or if you can have levels of characters that add up to four or more to do this special move (for example, a master and a normal warrior together). In this case, and the case where you have multiple people working together to do a stronger attack (for example, 2 warriors), the action will be executed on the turn of the first person in the caravan order, and all the people who participated in the attack (in other words, everyone with that role in that wagon) will do nothing on their turn until the next cycle of caravan actions.

DQM:CH's Tenshin system (転身) replaces monster breeding as we knew it in DQM I and II. In order to use it, you will need both a monster to change and two hearts (心). As before, the monster you wish to change must be level 10 or higher for you to change it, and monsters have maximum levels which they cannot exceed (in other words, time to change them), which I assume is dictated by a combination of their plus level (we remember that from the previous games, right) and their species.

In any event, when you've decided to change a monster, go to Fozu and select "てんしんする", then select the monster in question and two hearts. The resulting monster's name and rarity will be displayed under the space for the monster and hearts; you will also be able to see the change in weight for the wagon that monster is in (if any) under that. Note also that in the text window at the bottom there'll be a list of skills you can get from the heart the cursor is currently pointing to. Accept the settings you've selected and boom, you've got a new monster!

Much like in the previous games, your new monster will start from level 1. It will start with any abilities it had before (makes sense, it's the same monster), and it will be able to learn the abilities native to the species it is at present and those of the hearts used to make it, as well as continue to power up any abilities it already had. It will be roughly as strong as it was when it was changed (about 80% according to the boards and my observation), but you'll gain levels quickly, so you'll get that back in no time. Note though that there seems to be a cap to starting stats (500, or so says the friendly people on the boards; none of my monsters are good enough to even be close to that), so you actually don't need to raise your monster past 625 in all stats if you don't intend to keep them around in a particular class.

As to how Tenshin actually works, there's several variables:

- Family of base monster and two hearts used
- Species of base monster and two hearts used
- Rank of base monster and two hearts used
- Plus level of base monster

Rank is simplest to explain. Basically, using normal tenshin, you will either stay at the same rank when you merge, or you'll go up a rank. Using hearts of the same or lower rank only will cause your rank to stay the same; if you use a heart of higher rank, the resultant monster will be from the next rank of monsters. Note that this only applies when breeding by family; if you're using a specific combination to get a monster, you can jump from D to A or something without a second thought.

Speaking of breeding by family, that gets explained next, as you'll probably be doing quite a lot of it for a while. First, you look at your base monster's species. Now, using the resulting rank from the hearts we put in (we'll say we're going up a rank), we look at what we get if we use hearts of those families together on a monster of that family, and we determine what monster we get. That's confusing, so I'll use an example. We'll start with a Slime (Rank D) and add in a DarkHorn heart (Rank A) and a GateGuard heart (Rank B). Based on the rules, the resulting monster will be Rank C. We look at the Slime family breeding table and find the column for Beast + Devil and look at Rank C. We've made a PutrePup!

Species-based breeding works more or less like it did in the previous DQMs, with the added complication of having to consider the base monster too.

Basically, given a particular base monster, you need to use a particular set of hearts (or sometimes one particular heart and one from a family) to make a particular (usually rare) monster. For example, if you have a Phoenix and add in a Phoenix heart and a Blizzardy heart, you get a RainHawk, as opposed to what you'd expect to get off of family breeding. Sometimes you need to have a particular plus level in order to go through with this type of tenshin; this is most common in cases where you go from basic monster to the upgraded version of that monster, for example, from a Mommonja to a BigMommanja.

Another important situation: if you use two of the same type of heart at tenshin, barring those combinations that result in a special monster like this, you will wind up with that monster as a result. If you have a Golem and give it two Snaily hearts, it'll probably wind up as a Snaily. This is probably the simplest way to kick monsters back in rank.

Alternatively, sometimes adding in a human heart (from kicking out a person, or one you randomly found somewhere) may cause a monster to lower in rank to something else, but I'm not clear on how the specifics of tenshin using human hearts works yet. More on that later.

You're probably wondering where and how to get these "heart" things. Well, once you get into Chapter 2, you'll be able to go meet this crazy old dude who will give you the Heart-Getter, a weird device that sits in your inventory (for the most part). Once you have it, sometimes after battle you will get a message saying that you got the heart of one of the monsters (there'll be a message along the lines of "<monster name>の心をキーファに手にはいた"). You now have that monster's heart! Use it well.

In chapter 3, you'll run into Fozu, a priestess from Dharma temple. She'll put her job change training together with the old guy's research, and the result will be that you'll finally be able to change your monster's classes.

On Food

Food supply is an important (if annoying) new aspect to DQM:CH. Basically, you have a certain maximum amount of food you can carry, and it gets used up as you move around (in general, if you can see the food amount window as you travel, you'll be using food as you move). The rate at which it gets used depends on the terrain you're moving over. For example, you'll find that you use food pretty slowly when traveling on dungeon floors or on the plains, but it gets eaten up pretty quickly should you head into the forests, and even faster if you go over hills or the desert. Should you be towing around your base camp rather than just wagons, you'll use up food twice as fast. If your food supply reaches zero, your monsters will start slowly losing HP, not unlike moving around while poisoned.

To refill your food supply, you can either use a food item (りんご, おおきなりんご, さかな, ステーキ, or apple, big apple, fish, and steak, respectively) or purchase food from a shop or the old lady in camp at 1 Gold per food unit. Also, some monsters may drop food when defeated, but don't count on this as a way of keeping your monsters alive...

As a side note, I've received messages in a random encounter saying that my characters have been eating really well lately and decide to go on a diet, which supposedly lowers my food consumption. They'll stop doing so at some point later on. Honestly, I haven't noticed a real difference between that mode and normal consumption.

7) Walkthrough, or A Slight Aid for the Lost

I'll divide this into chapters, starting with the (untitled) prologue.

Prologue

Summary:

- Run from dad
- Talk to maid
- Hide in closet
- Enter portal

The game opens with the King yelling at Keifer for attempting to sneak away from the castle to explore. You can't do much but listen to him rant for a bit, but eventually someone will come up and say that the King is serious this time and that you had better run away. Do so by heading southwards to the stairs; if you'd like, you can run about and talk to people in the room. Once you've left, the King blows his stack at your running away and chases after you, eventually cornering you in your room. Talk to the maid there; she'll suggest you hide. Do so in the dresser by walking up to it and pressing A, then selecting yes (the top choice). The King will come in and ask the maid if she's seen Keifer, and she'll say no, causing him to leave still seeking your hide.

However, as this is a Dragon Quest Monsters game, something weird involving dressers has to happen at the beginning of the game, and CH is no exception. In the dark depths of the dresser, Kiefer hears a voice introduce itself as the Demon Lord Magaruki, who then explains that Keifer's desire to go out and explore called him (her? it? it's hard to tell...) forth, and that they'll flex their magical might a bit and send him on an adventure. It wonders if you'll be lonely on the trip, but laughs this away and goes ahead with its plan. As you exit the dresser, you'll notice a large spinning portal of light (which looks suspiciously like a Traveler's Gate) in the middle of the room. Right after you see it, you'll be notified that a voice calls for help from within the portal. Being a brave, rambunctious kid (and seeing how the door is barred with an invisible force), Keifer jumps in, taking us to...

Chapter 1: A Boy Sets Off

Summary:

- Help out Ruin & co.
- Agree to become caravan leader
- Head to base camp and meet Gyaban
- Head to Darkondale and talk to people until you're allowed into the cave to the northeast
- Go to the cave and cross to the next chapter

Keifer lands in a small clearing in a forest. Head left a bit to encounter a small caravan in a bit of a predicament: their caravan leader, Ruin, has fainted, and without him, the guard monster can't do anything, which means that the pair of Drakees menacing them will be free to make meals out of the travelers. This won't do, so talk to the Slime near the Drakees. He introduces himself as Slaron (スラロン) and asks you to act as caravan leader so he can fight these beasties off. Agree by choosing the top choice (はい), and Slaron will tell you to tell the other caravan members to get into the wagon. Do so, and they'll introduce themselves before getting in. The kid's name is Randall (ランドル), and he's a navigator. The big dude in red is Alex

(アレクス), a warrior helping to guard the wagon; he praises you on your bravery. The last of the (conscious) caravan members is Dekson (デクソン), who is there to treat the wounded.

Once those three are back in the wagon, talk to Slaron again. He'll give a brief description of the Wagon screen and the abilities of the party members. Soon thereafter, the Drakees will get tired of waiting and attack. At this point, all Slaron can do is attack, so just choose the first option on the combat menu and you should win in a couple of rounds.

After the battle, Ruin will wake up and thank you for taking charge of the caravan. He says that he's not cut out to be a leader, and asks you to take command of the caravan in his place. Say yes (top option) and he'll be very happy, and say that it's time to leave the forest.

The exit is to the southeast, but you'll have to beat some more Drakees to get there. The number depends on what path you take; if you go south and then east, you can get by with only killing one, but the other path has you fight four of them. Personally I would kill them all, as it's basically free XP, but that's up to you.

Once you're done there, Ruin will ask you to lead the party to the base camp; say that you will (top option). He'll then give a short explanation of how to bring up the map and food consumption, which shouldn't matter if you've read the explanation of such in (6) above. Say no to his next question (bottom option); you don't need him to explain that again. The camp is to the right of where you are now; head over to it. You'll probably get into a fight on the way; if you killed all the Drakees in the forest, this fight will probably cause Slaron to level. Also keep an eye out for small discs with a star on them laying around the world map. These are Tinymedals, which veterans of the series know and love.

Once you get to the camp, your new fiends will chat a bit about how they didn't find what they were looking for in the forest, and then Ruin will take you to meet Gyaban in the main tent (it has a red scroll-thing over the door). The three of you will exchange pleasantries and thanks for helping Ruin and company in the forest, after which Gyaban will ask a question I didn't quite get. I answered yes to it and he seemed satisfied and commented that Kiefer was pretty brave to be in the forest alone. At this point you should talk to Ruin again; he'll tell you to talk to everyone in the camp, which you should go do.

Slaron, Dekson, and Alex will comment about how they're looking forward to you acting as caravan leader. Randall will ask you if you're from around here; if you want to tell the truth, say no (bottom option), but it doesn't really matter either way. Another person of note here is the old woman in purple; that's the Food Lady. Later on you can buy food from her, one Gold per unit. Also, make sure to inspect the whitish pot with the star on it. You'll notice that you have a rather long conversation, considering that you're talking to a pot; that's because it, to your surprise, talks back! This pot apparently collects Tinymedals; give them to it as you come across them. I can only assume you get something nice for bringing over lots of them, but I'm not sure what exactly (smart money says rare hearts).

Once you've talked to everyone (don't miss the people in the inn and church tents!), go back to where Ruin and Gyaban are and talk to them again. They'll ask if you have any particular future plans, and as it seems that you don't, they'll ask if you could help Ruin go on a longer trip in search of medicine for his sick parents. Agree to take the helm of the caravan again (top option) and they'll be happy. One of them will mention that it's getting sort

of late and that it's better if they head out tomorrow; Ruin wants to apologize, to his parents for running off all of a sudden. For now, though, you should go rest in the inn tent. Head outside and you'll be surrounded by assorted caravan members about how they're happy you're leading them and such. Once you're done talking to people, head to the inn tent and go to sleep.

You immediately fall into a deep sleep, in which you dream of Magaruki, who says that he will grant a wish to whoever brings him the Orb of Loto, and that it'll take courage and strength and all of that stuff to find it and get it to him. When you wake up, go out of the inn tent and talk to Ruin; he tells you to get everyone ready. Talk to the other party members (including Slaron!) to get them to join for real again, and then talk to Ruin again. He seems to have had the same dream as you, as did some of the other children in camp. Hmm...Anyway, tell Ruin that you're ready to leave (top option) and you'll exit the camp. Head north.

See that little tent? Stop there for a second. This seems to be a traveling merchant caravan; they don't have much you should care about now, except that the guy on the right in between the chest and pot will give you 100 food absolutely free each time you talk to him (at least for the time being). Fill up and leave; feel free to stop here whenever you need food.

If you'd like, head to the little cave-shrine thing to the NE to see Alisa try to talk here way past the guard; he's resolute, though, and insists that you need to have the village headman's approval to enter the cave. Ah well. Leave for now.

Head around the mountains and then go south through the forest (stay on the plains to conserve food; it's not important now because you can get free food, but later, when it costs you, you'll want to take the cheapest path). Enter the little town there, which is Ruin's home town of Darkondale.

Choose the fourth option (ルインのいえ) to head to Ruin's house and meet his folks. Plunder the Tinymedal from the barrel in the bottom left (don't forget to feed it to the Pot o' Tinymedals later) and go into the other room and talk to Ruin's parents. He apologizes to them both, but they're not mad; his mother is happy that he's okay, as is his father. They're both happy to have a son willing to go to such lengths to help his parents, and they agree to let him go traveling again. Ruin's father tells him that he should talk to the village headman about entering the cave to the other continent.

Seems like a good idea, so exit the house and choose the fifth option on the town menu (おやしき). Head upstairs and talk to the village headman. He's happy that Ruin is okay and that his parents aren't mad at him, but says that the caravan is still too small to safely make it past the terrible critters in the cave. However, if you were to find another member, he'd allow you to pass.

Leave his house and go to the bar (third option, さかば). There's a girl in the middle of the place; go talk to her. She's the resident dancer, Ripple (リップル) and she'll do a "dance" for you. Afterwards, she asks if you liked it; say yes (not sure if this matters) and she'll be very happy. Keep talking to her and she'll eventually say that she wants to leave town so she can get some exposure, at which point Ruin will ask if she wants to join. She'll say yes and ask you if she can come; this is the only way you can get into the cave,

so say yes (top option). She'll fill in the fourth slot in your wagon; I recommend that you go and arrange the order so that Alex is first, she is second, Dekson is third, and Randall is last, as this makes good sense for

battles. Before you leave the bar, check the pots and barrels at the top for a couple of herbs (やくそう), as well as a funny message when Keifer gets a whiff of some alcohol.

Return to the headman's house and talk to him again. He'll give you permission to take the cave to the other continent, but requests that Ruin talk to his parents again before leaving. Leave his house and go to Ruin's; talk to both of them. Ruin's mom wishes him a good trip and gives him a bento for when he gets hungry, and his dad gives him some advice about ordering party members now that you have two offensive characters (none of which should be new if you read the discussion of the wagon system in combat). Leave Ruin's house and then pick the last option on the menu to leave the town.

At this point I would consider fighting some random battles to gain a little cash and some more herbs. Keep in mind that you have effectively unlimited food thanks to the merchant camp, so take advantage of it when you need to resupply. You'll need the money later when you actually have to pay for food. In any event, once Slaron is level three you should be more than ready for the cave, so fill up one last time (visit your base camp to drop off that Tiny medal, if you haven't already), save, and head to the cave.

Talk to the guard and he'll acknowledge that the headman gave you permission and move aside. Alisa will seize the opportunity to go ahead and zip for the stairs; follow her. In the cave, head east from the entrance to find a cave with...a herb. Wow. Head back a bit and take the fork to the north, and then take the east path to the stairs. Go upstairs and you'll run into Alisa, who will thank you for your aid in getting past the guard, and then leave. Leave the cave, and...

Chapter 2 - Search for a Legend

Summary:

- Find a town to gather information about Loto's Orbs
- Encounter Venus at Rofa and follow him back to Kakaron
- Accept Kakaron's quest to find delicious food
- Learn how to move base camp
- Find Rastan and convince him to make the Last Steak for you
- Find the Crimson Cactus by wandering in the desert
- Go to Ririza and get the Heart-Getter from the old man
- Get the Holy Water from the bottom of the Holy Water Cave
- Buy some Black Pepper from the traveling merchants for 200 G
- Show the guy at the dock the Heart-Getter to get the Bullbird Meat
- Return to Rastan and have him cook the Last Steak
- Give the Last Steak to Kakaron for the Orb of Protection
- Head to the next continent & join up with Venus

Ruin will pop out right away and ask to set up camp. You don't really have a choice in the matter, so wait for them to finish preparations, at which time you'll find yourself in Gyaban's tent. He tells you to consult with Ruin so you can figure out what to do next, so head out of the tent and walk around. If you're up for the Japanese, you might want to talk to the people around camp; most say nothing of any real relevance, but Randall does mention that there is a town to the north. Sounds like a destination, and when you go talk to Ruin, he in fact does want to go there.

Before you can leave, though, Alisa shows up again and says that she can't make it on her own here, and asks to join the caravan. You should of course okay this (top option), but it seems five people is a bit much for one wagon,

and Ruin sends you to Gyaban to see what he can do. He'll congratulate you on finding another friend and tell you that you can only take four people in each wagon, but that you can change who is riding if you talk to him. He then brings up the menu to do so.

Choose the first option on that list to enter the screen that lets you manipulate caravan members. It seems that Alisa is weight 2, so if we want to include her, you'll have to take out either both Randall and Ripple (and since you may want to have a map, I wouldn't really take Randall out), or ditch Alex or Dekson. I heavily suggest not taking Dekson out, as if you do, you need to use herbs to heal, and that can get expensive. I left the party as it was before Alisa joined, but do as you please. Once you're done here, exit the tent and go back to talk to Ruin to leave the camp (top option, when he asks something).

Head north a ways (keeping to the plains when possible) to get to the town of Rofa. If you enter the church, you'll meet a guy who looks a little like Randall and who mentions a map and heading west. Interesting. Finish your business here (now's a great time to save if you haven't in a while...) and exit the church.

Pick the fourth option (みんな) and you'll wind up in a private home with a kid and his mom. Talking to the kid, it seems he had the same dream that all the other kids seem to be having...weird. He also mentions something about a castle to the northwest, which we might want to check out later.

Anyway, talk to the mom, who apparently is cooking dinner...what's this? A voice from outside says that it smells something good, and all of a sudden an Eggplant walks in! It introduces itself as Venus (ビーナス), and apparently it's looking for a good meal. As it seems nice, the mother invites it (and you) to sit down for a meal. After the meal, Venus says that while it was tasty, it wasn't good enough for Lord Kakaron, and leaves after a brief thank-you, saying it wants to see if it can get anything good at the shop. This gets your hostess pretty steamed; she refuses to believe that the shop could have better food than hers. Leave her house and follow Venus to the shop by picking the first option on the map (どうぐや).

If it's the first time you've come to this store, you'll come in to find a guy at the counter arguing with the shopkeeper to let him man the counter. The shopkeeper refuses, saying he's not experienced enough, and the man vows to create an excellent store, and then starts ambling around the shop. Sounds like we might be able to recruit him sometime...

Leave and reenter and Venus will be at the counter. The shopkeeper will be a little surprised that a monster is here shopping, but says that as long as he has money, there's no problem, and asks if Venus would like an apple. Venus realizes that he's not finding good food at the shop, or in the town, for that matter, and says he's giving up and heading home. Talking to him further, we find that Kakaron is another demon lord and is watching over this land. Venus is looking for good food on her behalf, but he can't find any here, so he goes back to Rolisha Castle. You should follow; exit the shop (unless you want to buy something) and leave the town.

Head north and then west a little (stick to the plains...it's much more important now that it's harder to get free food) to get to the castle. It's sort of run-down, and also full of spirits that talk about the power of Loto protecting the land and keeping them around to help. If you want, you can head right and then down to pick up some treasure, but most of them are empty and the ones that do have things in them are sort of cruddy treasure, so I would wait to see if you can get better items for being patient.

Anyway, head straight up from the entrance to hear Kakaron and Venus' conversation. Venus is apologetic for not being able to find his lord food, but it seems he's taken so long that even not that good food would do, and Kakaron is mad. Talk to Venus, who will ask you to talk to Kakaron on his behalf; Ruin will ask you to agree to save him, to which you should say yes (top option). Venus will step aside so you can talk to Kakaron.

She will say that it's pretty rare for a human to act on behalf of a monster, and agrees to forgive Venus because of this. She then goes on about how powerful she is and how she protects the spirits of monsters, and asks you if you have any business with her. Say yes (top option) and Ruin will ask her if she knows of the Orbs of Loto. She'll say that she does, and on top of that, she has one! She's not entirely sure of how you know of them, but they're apparently full of the power of Loto, and aren't really something you just give away. She'll stop talking a bit, after asking to give her a moment to think.

Go talk to her again; she'll say that if you really want the Orb, she'll give you a task, and if you can complete it, the Orb is yours. Since you need it, Ruin says yes, and looks to you to agree; say yes (top option) to okay whatever task it is that Kakaron has. Unsurprisingly, she sends you to go find some tasty food. Ruin, ever the silly little child, is a bit confused and says that we should go back to camp to discuss what to do next. Agree to this (top option) to be automatically returned to camp (hooray for saving food, sort of).

Back in camp, you'll note that it's good that we actually know the Orbs exist, and then ponder your current predicament a bit. Gyaban will then pipe up that it might make life easier if you were to start moving the base camp around. Ruin will agree and go tell everyone to start making preparations. You might want to talk to Gyaban, who will note that we'll probably need some rare ingredients to make some good food. Useful to know; looks like this is going to be a nice long fetch quest. If you saw the Randall look-alike in the church in Rofa, talk to Randall (he's somewhere...I usually find him in the church tent or in the inn tent) and he'll say that boy may have been one of his siblings, who he's been looking for. Someone else mentions that we may need some good water for the dish, which we should keep in mind. Once you're done talking to random members, go talk to Ruin again.

He'll give you a short explanation of how to set up camp. Basically, from camp, talk to Ruin and choose the second option (from this point on, instead of him giving you a yes/no menu of "Do you want to leave camp", he'll be giving a three-choice menu, "Take out a caravan", "Move Base Camp", and "nothing", respectively) to pack up camp (you won't have to do that this time). Now, walk around with the camp in tow until you find a good spot (I don't think you can do it in, say, a dungeon) and open the main menu and choose the "camp" option; say yes (top option) to the question and your present location will become the new base camp, and you'll enter it. Say no to Ruin's first question ("shall I repeat what I said"; bottom option) and then say yes when he asks if we should prepare to move. Head out; I'd go towards Rofa.

Now that you have a little freedom to run around, you may start noticing that not all the encounters you get into on the world map are standard fights. For example, while walking through the plains or forests, you might encounter a large tree. You'll notice it has some apples on it; choose the top option when asked to pick an apple or two and add it to your inventory. Free food is always good.

You may also randomly encounter...nothing. Actually, you'll get a message that God speaks to you from above and wishes you well on your journey, and restores your HP and MP. In light of the events of DQVII, this is interesting. You might also run into a KillerMole (or two or three) that will steal a little food from your caravan, but it might take pity on you and not take anything. If you're lucky, you may run into a friendly magician named Rura who will offer to take you back to camp for free. It's great if you run into her when you're about to run out of food, like I did.

In the desert (which drains food about as fast as hills, so watch out), you may randomly find that you see an oasis in the distance; if you keep heading towards it, you'll burn up food, but eventually you'll get there, and if it is a real oasis, it'll fill you to full! You might also come across a dancing girl who will offer to do an MP-restoring dance on your monsters for a little cash. At this point, it's probably not very useful, but do as you will.

Anyway, once you're in Rofa, you should head back to that lady's house (fourth option). She's cooking again, and will ask you if she can help you with anything. Say yes (top option) and you'll tell her that you're looking for tasty food. She'll talk for a bit about the Last Steak, which is apparently the best food one can make. She can't make it herself, but the cook she learned from, Rastan (ラストン), can. Unfortunately, he doesn't live here anymore, and she doesn't know where he went.

Oh well...talk to her again and she'll give you the ingredient list for the Last Steak: Bullbird Meat (うしどり肉), Crimson Cactus (紅サボテン), Black Pepper (くろこしょう), and Holy Water (きよめの水). Maybe the fortune teller can help us find these...Go to the Inn (second option at town menu, "やどや"; she's near the beds) and talk to her. She'll give some cryptic clues, like "the desert sands...", "a crumbling ship...", "an underground spring where water gushes forth...". It's a start. Since she mentioned a desert, and we saw one of those up near the castle, drop camp near its edge.

In camp, Ruin will ask you to talk to Gyaban again. Do so; he'll talk of a town somewhere in the country named Ririza. He apparently knows someone from there, and says that he may be able to give us some help with guard monsters. If we wind up in that town, we should look him up. Sounds doable. Anyway, go talk to Ruin again and take a caravan out; head into the desert.

You want to go west. Actually, once you see swamp (the nasty purple tiles), you may want to dip south some, as to the south from there you can travel on plains, which doesn't kick your food supply nearly as badly as the desert does. If you happen to come across a screen that has a big red cactus in the middle of it, great; you've found the Crimson Cactus, walk up to it and hit A to take a chunk. If not, come back after the next step and wander the desert until you find it. Anyway, eventually you'll see a town (if you went south, just follow the edge of the desert back north); head there.

We seem to have found Ririza...maybe the private residence here is where Gyaban's pal lives. Go there (fourth option) to find an old guy poring over some papers. Talk to him and he'll babble about combining monsters a bit, and then he'll realize you and Ruin are there and ask if you have any business with him. Say that you do, and you'll find out that he is Gyaban's friend, and he's been devoting his life to the study of monsters. He then exclaims that you're here to scout him, and that he thinks he'll be an indispensable help to you. Say yes to letting him join with you (top option) and he'll give you a short explanation of his research.

Apparently monsters as well as humans have hearts, and he says that if two of their hearts were to come into contact, it could bring about startling

changes. He's still trying to figure out a way to do this, but he has created a device that steals the hearts from monsters: the Heart-Getter! He gives it to you and says that you can use it to steal the hearts from monsters you encounter...sometimes, anyway. He then adds in that he promised to show it to some merchant, so he doesn't want you to sell or break it (or something). Leave his house and go to the shop (first option).

Here, it seems that it's really hard to find Bullbird meat; the guy on the bottom is really frustrated about the situation, and the other man goes on about how that meat only gets delivered once a month by a special ship which lands in the northeast. Sounds like a place to investigate. After you shop (if you want to), head to the Inn (second option). Plunder an Apple from the drawers there, and then talk to the merchant. Her name is Kachua, and she asks you if it takes more than money to be a great merchant. Say yes (top option) and she'll offer to join; I'd accept if I were you (top option, again). Apparently she can find money in battle, and as cash is sort of rare at this point in the game, I swapped Ripple and Alex out for her and Alisa.

Head over to the Church (third option). The warrior there will tell you about a blessed spring that a great warrior (Loto?) once bathed in; it's to the northeast. The old lady here will tell us that Rastan went in that direction as well; looks like we should head that way soon. Before that, we should talk to the kid we saw before (assuming you talked to him in Rofa). It seems he still hasn't found Randall, which prompts him to come in. It turns out that this kid is Vandall, Randall's older brother, and he'll ask to join. Make Randall happy and say yes (top option). Together they can read the map better, so if you're into that, put them both in. Leave the church and the town.

Head as far east as you can, then head north. You should see a little shrine/tower/cave thing; enter it. We seem to have stumbled upon the dwelling of an old man; talking to him, we learn that he is Rastan! He'll talk about how he stopped cooking, but Ruin will ask him to get back in the saddle and make a Last Steak for you. He's reluctant, but after you tell him the story of Kakaron, he agrees to make it, once you bring him the ingredients. Leave his home.

From there, head a little west and then north for a while; if you see a poison swamp, you're almost there. You should see another one of those building markers; this time it's a cave. Enter and head north; you'll come to a fork. Take the right fork (there's nothing on the left path) for a bit until you hit another fork. Head down and you'll pass by a side room with a chest that has a Chimera Wing. By the by, if you have a navigator and a merchant in your wagon (like you will if you've been following the party I've been using), you'll be able to see chests on the map. Handy. Anyway, continue downwards and follow the path and you'll eventually reach a chest with 100G inside.

Head back to the last fork and take the upwards path this time. You'll reach some stairs before long. Head downstairs to find a spring. If you talk with the priest here, he'll tell you that this is the holy spring that was mentioned back in Ririza. You don't need to bathe in it, but you do need some, so answer yes when he asks if you've come here for some and he'll tell you to take it. Walk up to the pool, press A, and it'll be added to your inventory. Assuming that you already have the Crimson Cactus, we're halfway there. Leave the cave.

From the cave, head west and slightly south; you want to follow a narrow, forested path between mountains (there is some plains on this path, which you should walk on) to the west. If you get a bit lost, just return to Ririza and head north. Either way, you should see a small tent to the west; go in

there. It's a trading caravan. No free food this time, but if you talk to the martial-artist-garbed girl here, she'll introduce herself as Ann (アﾝ) and ask to join. Say yes (top option); she fights more or less as well as Alex and weighs less.

Anyway, talking to the merchants here, they say that they have Black Pepper here. Go buy some. It's not cheap at 200G, but you need it to move on, so shell out the cash. If you're low right now, go put Kachua in your party and wander around the northern part of the continent; the battles are harder there, so you should be able to get her to grab cash in each fight. If that's not good enough, try returning to Rofa and going back to that shop; you may be able to get the merchant that was turned down earlier, Reidaa (レイダー), to join, and he does the same thing as Kachua. If he won't join yet, go back after the Last Steak is made; I was able to recruit him then. On the other hand, if you have more money than you know what to do with, they have Lovewater, WorldDew, and Potions here at insane prices. Once you have the pepper, leave.

Head back towards the holy water cave, but this time go past it. You'll cross a few bridges and eventually reach a little port. Looks like the boat is wrecked, which would explain why it's been so hard to get Bullbird meat... hopefully we can still get some. Before we look into that, go to the person with the bowl-like hat; this is Nana (ナナ) the fisherwoman. Let her join (top option) and then go grab an herb from the barrel all the way to the right.

Talk to the guy right next to it after that. He has a piece of Bullbird meat, He doesn't want to sell it, but he'll give it to someone who can show him something interesting. Hey, maybe this is the guy that weird old man wanted (or didn't want?) us to show the Heart-Getter to. You'll whip it out, he'll recognize it as the thing that the old man was making, he'll be happy, you'll get the Bullbird meat. That's everything (unless you haven't roamed the desert enough to get the Crimson Cactus. Bad! Go walkies). Head out and go back to Rastan's place.

Talk to him there and he'll walk over to the stove. You'll give him the ingredients, and he'll start cooking. You'll have to talk to him several times. He goes into various antics in this period; for example, he stabs himself with a cactus thorn, then causes himself to sneeze from the pepper, and tops it off by deciding to cook the steak rare, because demon lords probably like bloody food. Anyway, at the end of that craziness, he'll hand you the Last Steak. Finally! We're nearly done. Leave his house.

From here you can go straight to Kakaron's castle, but I would head to camp and restock your food supply, and maybe save. If you want to do anything else here, like hunt for hearts (try to get a Healer heart...I tried for a while and had no luck) or grab some people you forgot to (like the merchant in Rofa), now's a good time. Level up if you feel like it, but there'll be better opportunities for that shortly. When you're ready to move on, head to Kakaron's castle.

Venus takes a whiff of the Last Steak and says that we found something good, so head over to Kakaron and talk to her. She asks us if we've got anything tasty for her; choose the top option to give her the Last Steak. She tries some, and likes it. Very much, if how she bounces off the walls is any indication. She'll sing the dish's praises for a while (juicy, pleasing to the eye, etc.) and thank you for getting it for her. She then produces Loto's Shield, which is full of his protective power, and turns it into an orb. It's all yours!

Ruin will be happy, as he thinks he can cure his parent's illness now, but

Kakaron says that it's impossible to do so; you only have one of Loto's Orbs. She goes on to say that there are other demon lords who have the other orbs. Ruin takes this in and vows not to give up. Kakaron encourages him, but notes that the true power of protection doesn't lie only with fighting for something. After that, she mentions that she'll open up a way to a new land to the northwest. Venus is grateful for your help, and mentions that he wants to talk to Kakaron about something.

Leave the castle and head north. Go past the poison swamp a bit, then head west until you see a little gap between the coast and some mountains that you can head into. Travel north a bit more and you'll find a shine that you haven't been to before (unless you came here accidentally). There's a Traveler's Gate swirling on a raised platform, but before you can enter it, Venus shows up with a wagon in tow and says that Kakaron is allowing him to come along with you, and even gave him a wagon to help out. He then asks to become a guard monster. Say yes (top option). After that, you'll pop to the wagon window and be allowed to assign people to the new wagon. For now, I say leave Slaron in the Eagle wagon (the top one), and add Venus to the Kakaron (...) wagon (the bottom one). Party-wise, I went with (in order) Ann, Nana, Dekson, and Ripple in the Eagle wagon, and Kachua, Alex, Vandall, and Randall in Kakaron. When you're done here, enter the portal.

You'll get a message from Magaruki noting that you have one of the orbs, but that there are four in total, and that you need to find all of them to get Loto's true power. He laughs a bit much for me to trust him, honestly...

Anyway, you'll end up in a chamber similar to the one you left from. Talk to the merchant here to find that you're in the land of Samarutoria (サマルトリア). Head outside to begin...

Chapter 3 - Body and Heart

Summary:

- Go to the castle town of Samarutoria and meet the prince and an adventuring band bound for Rorra Gate
- Get the prince and Carol to join by agreeing to his experiment and picking him up at the castle
- Get the prince to move the guard at Rorra Gate
- Meet Fozu at the shrine to the south and open up the Turnover system
- Head to the Lake Cave and beat the Gargoyle to get your third wagon
- Get the key at the bottom of the Lake Cave
- Level up and do species change
- Beat Barubaruu for the Orb of Power and move on to Chapter 4

You'll automatically head west a bit into the desert (no food will be used, worry not). Ruin will say that the powers of the demon lords are amazing, and then suggest that we set up camp. After that's done, you'll be in Gyaban's tent again, and before you can go anywhere, the old coot from Ririza will show up. He'll say that he came running after he met you as he thinks a trip will let him meet lots of monsters and really help out his research. Gyaban seems a bit skeptical, but let him come along anyway (top option) and he'll call you a nice kid. Riiiiight...

Anyway, he says that because he can't fight, he can't really ride on a wagon. He says this is a shame, because that'd let him meet lots of monsters, but for now, he'll stay in camp. Talk to him again and he'll ask if you've found any hearts; unless you haven't (what have you been doing? Running away from every fight?), say yes. He'll be really happy; he thinks it'll aid his research a lot. Great. He'll refer to himself as Professor (ハカセ) from this point on.

Leave the tent and go talk to Ruin; he wonders if a demon lord lives in this land. Pick the second option to take the camp with you when you leave.

In this land, too, you'll get non-combat encounters. In one, you'll come upon a spring. A beautiful woman will rise out of it and introduce herself as the spirit of the spring, and tells you that if you throw an item into the spring, she'll give you back something better. I gave up an Apple and got a Lovewater (アモールの水). Giving her a Lovewater gets you a Potion. If I run into this encounter more, I'll post more exchange results here.

You might also run into a shadowy monster (*not* a Shadow itself, though you can encounter those in this land). Apparently it died and forgot what it is, and it needs someone to tell it what form it is in before it can go to its eternal rest. Name that Pok...err...Tell it the correct name and it'll thank you and give you its heart.

I've also encountered a bored traveling noble. He asks you to do something interesting for him; if you do (top option) and he likes it, he'll give you 110 G in thanks.

In the hills, you may be prompted that you're hearing some rumbling and be asked which way you want to move (right, left, or nowhere was the order, if I remember correctly). Choose wisely, or you'll get hit by a big rock.

Head westward through the hills. If you run low on food and have Nana in your party, head near the coast and go to the Plan command on the main menu; there, select Member (メンバー) and have him fish. If you get lucky, you'll land a fish (さかな) worth 80 food. You have to wait a while between attempts at this point if you want to actually catch anything, though. Anyway, keep heading west and you'll eventually reach a castle town. Enter.

Apparently this town is called Samarutoria as well. Head to the shop (first option); feel free to pick up anything you need, but note what the people here have to say. The man here talks about some problems getting fish for pets; something about it being too far to go to a supply ship to the west. The little girl talks about a scary dream she had involving a big scary man with a huge sword. Leave here and head to the inn (second option). The guy here mentions that the king's pet is not a normal cat; after talking to him, head to the back room and take the herb in the right bookshelf. Also, that fortune-teller is here; when you ask her to tell you your fortune this time (top option), she'll introduce herself as Rirra (リッラ), tell you that she's interested in looking into the Orb of Loto, and offers to join. Say yes (top option); if you'd like, switch Ripple (or someone else not so useful) out for her.

Now, head to the castle. The guards talk about how people are going to exterminating a particularly nasty monster at the Rorra Gate (ロツラの門) to the southwest. Heading down the hall a bit, another person mentions that the prince, Iksas (イクサス), never comes out of his room; he seems to be studying medicine intensely. Talk to him (the kid in blue) and he'll recognize you as a traveling caravan right away and tell you to come to see him at the inn. He says he can't really say why he wants to see you here, but makes you promise to come and runs off. Talk to the woman in his room and she'll mention how the royal pet, Carol (キャロル), is very important to both the king and the prince.

Head down the hall to the left to enter the throne room. The king is speaking to a small band of adventurers, asking them to do go off and wipe out some monsters. They accept happily, telling him that they'll mow down any beasts that get in their way. They then head off for Rorra Gate. Control now goes

back to you; before talking to the king, talk to the royal guard, who mentions that the King is of the line of Loto. Talk to Carol to see exactly how much the king likes his pet; that's a lot of cooing at how cute Carol is.

When you talk to him, he'll wonder for a second if you're also here to participate in the monster-slaying, but realize that you're a couple of kids, and say that there's no way you could do that. He warns you not to go near the Rorra Gate, as the monsters there are way too strong. Well, he was a lot of help. Leave the castle and head to the inn again (second option).

Iksas is waiting there. Talk to him and he tells you to take some medicine, and not to worry about what it does. Despite this being about as shady as the ground under an oak tree, drink it down (top option). He asks you how your eyes are feeling, and Ruin asks him what he had you drink. It turns out that it was a sleeping potion (!) and that he was conducting an experiment. He then says that he wants to try this medicine out on monsters, and asks you to take him back to your caravan after he tells his father where he's going. He heads out; follow him back to the castle.

Go to the throne room to find the two of them talking. The king doesn't seem too keen on him going traveling at first, but Iksas explains that he's already decided to go, and that there is nothing he can do to change his son's mind on going along to observe. The king more or less lets him go, and the Wagon screen pops up. I'd put Iksas in instead of Rirra.

As you're about to leave, Carol pipes up and steps forward, and the prince asks her if she wants to come along. Apparently she does, and she also joins up. She's a BabyPanther, and unless you've been leveling fairly hard since you got Venus, she'll have more HP and MP than either Venus or Slaron as well as good attack; her defense and intelligence aren't stellar, and speedwise she's better than Slaron by a bunch but not quite as good as Venus. In any event, the Wagon screen comes up again; replace one of your monsters with Carol if you so desire.

Talk with the king after that and he will repeat his warning to not go to the Rorra Gate because of the monsters. Considering the crazy old man back in camp and Iksas, I'd say that's exactly where we want to go for now (especially because we don't have any other place to go particularly). Leave the town and travel a bit south from the castle, and then a little west. You should see a shrine marker; set up camp near it.

When you enter, you'll come upon a guard, who will refuse to let you kids in. However, Iksas shows up and tells the guard to let you through. He defers to the prince, but tells you that you'll need a key to get inside. Head downstairs to run into...a gigantic door. The guard wasn't lying; it's locked. A message on the door says that if you're strong and brave enough, the key is in the lake cave...and it's signed by the demon lord Barubaruu (バルバルー)! Looks like we have a new destination in mind.

Head out of the cave for now and go south from the Gate. You'll see an ornate-looking shrine marker across a bridge; while it isn't the lake cave, it does look interesting (and it's nearby), so head in. Upon entering, a swirl of light appears. If you had talked to Rirra in camp, you might remember that she said that something like this would happen, but that a girl would be involved...

Sure enough, a young lady pops out of the gate. She's not really sure where she is, and she's still a little dazed from her trip, so when Ruin pipes up, it startles her. He apologizes, and she asks where she is. Ruin tells her, and she replies that she's never heard of this kingdom before. She then asks

why you're here, and Ruin will explain a bit about your quest for the Orbs of Loto. She says that she heard about those in a dream, and asks if it's okay for her to come with you. Ruin says that it's fine, and she'll introduce herself as Fozu (フオズ) and asks you if it's okay to come. Have Keifer say yes (top option), and she'll thank you, though she's not sure if she can help you. Ruin suggests that you return to camp, and you will do so automatically.

Back in camp, Fozu introduces herself to Gyaban and the Professor. Gyaban will ask her how she ended up traveling alone, and she'll say that she's from Dharma (ダ-マ) Temple and is training to be a priestess. Ruin asks her if she can do magic, and she'll say that she can't; all she has learned is job changing, but she doesn't think she can do that right now. The Prof will perk up at this; apparently job changing is an interest of his. Before he can go on, though, Gyaban will say that Fozu must be tired, and that the Professor should talk to her tomorrow morning after she's rested. The Prof says he will, and Ruin goes to check on the wagons.

If you talk to Fozu, she'll pull you close so she can whisper in your ear. She asks you if you're from a different world than this one. You are, so tell her the truth (top option). She'll tell you that she's the same, and explains a bit about how she got here. Apparently someone who said that they are a demon lord said that she'd be needed, and then that swirl of light appeared and took her in. She says that she must have been taken here for a reason, so she'll stay here for now. If you talk to the Professor, he says that someone skilled in job changes may be able to help him finish his research. Leave the main tent and go to sleep at the inn tent.

When you wake up, you may notice a little purple tent. Ruin says Fozu put it up. Enter it to be accosted by the Professor. He's apparently finished with his research; he combined what he was doing and Fozu's job change abilities, and came up with the Turnover system. Go over to him for an explanation, which is largely information contained in section 6 of this FAQ. If you talk to Fozu, she'll explain the level side of the system, which is also covered in section 6. She'll then ask you if you want to try it out. Do so, but don't actually transform any of your monsters. Ideally you should let them hit max level before you change their race, and that's still about five levels or so off (assuming you haven't been leveling like mad). Talk to Ruin again and pack up camp.

Head northwest until you come upon a cave on a little island in the middle of the continent. You'll have to wind around mountains some, but it shouldn't be too hard to find. If you startrunning into much harder monsters than normal (especially GulpBeasts, which can probably kill one of your monsters in three or so hits at this point), then you've gone a bit too far west. This is the cave that they were mentioning. Drop camp near it (trust me; you'll be in and out of this cave a lot). If you're not around level 11 or 12, I highly suggest fighting until you are. Buy a nice big stack of herbs (8-10 should do), save, and enter the cave.

You'll notice that on the first floor you don't use up food, nor are there any monsters. Head east and then north to run into those adventurers from the castle. They're getting the stuffing beaten out of them by a Gargoyle, which will then notice you. It'll ask you if you are strong, and say that it is doing its duty to Lord Barubaruu. Then it'll attack.

The Gargoyle is probably the hardest monster you'll have fought so far. It's got somewhere in the neighborhood of 500 HP, does around 20-25 damage with its physical attack, and casts Defense and one of the "~20 damage to each party member" spells. Use herbs and such as needed, and plug away. You might want to have Slaron cast Sap on it, as this'll speed up the process.

Eventually you'll drop him. After the battle, he'll say that he has finished his duty to Barubaruu, and that he wants to see him one last time. He'll give you his heart, which is great, considering it's a level three heart.

The adventurers will thank you and tell you that you're strong, and wonder why a bunch of kids are in a place like this. They'll ask if you're here for Barubaruu's key, which happens to be the case. They're here for the same reason, and they need to keep their promise to the king, so they ask to join you. Say yes (top option), and they thank you and introduce themselves. You get the knight Gordon (ゴードン), the swordsman Jura (ジュラ), and the hunter Kurast (クラスと), and they bring along a wagon (the Great Wagon), too! Arrange wagons as you please and go downstairs (though I highly recommend that you go back to camp and save first).

Downstairs, you'll notice a few things. Firstly, the monsters here are quite a bit tougher than what you're used to (unless you've been playing with the GulpBeasts a lot). They also give a lot more experience than most of the monsters you've been fighting up until this point. Of particular note here are the Metalys (メタルスライム); while they only have 4 HP, they have insane defense (such that you'll only do 1 damage even if you hit, barring criticals) and give a ton of experience (something like a thousand points a piece). They tend to run away before you can kill them, though, so it's mostly luck that dictates if you can beat one at this point in the game. In any event, be wary, as the monsters here can do a lot of damage and take a lot of damage to kill (especially the Mudmen, who have high defense).

Anyway, follow the path to a fork. If you take the south branch, you'll find a chest with a Memory Bell in it. Go back to the fork and take the west path; head south at the next fork. Follow that for a while, and go south at the next fork for a chest with a Big Apple. Go back to that last fork and head west, ignoring the next path to the south. When the west path turns south, follow to reach the stairs to the next floor.

Ignore the first path to the west here and head south. Go into the room to the east for a chest with a Lovewater, and then go south to reach a four-way junction. Head west and you'll find a treasure chest with a Healer heart in it. Go back east and head south. You can then either go west or east; to the west is a chest with a Warpwing, and to the east are more stairs down. Take them to find a small room with a chest; inside is Barubaruu's Key. Exit the cave.

At this point I suggest you take the time to level your characters until they max out, and then change their species. You'll notice that the enemies here are fairly tough, and the overworld monsters in the next area are about as hard (and we're quite close to finishing this chapter now). Changing over your party will help greatly, to the point that with doing that and getting some of the easy first levels once you've changed, you should be able to handle the monsters in the cave and the tougher critters to the west with relative ease.

Speaking of heading westward, when you feel up to it, head west from the lake cave. You'll reach a port before long; this must be the place that guy from the beginning of the chapter was talking about. Sure enough, you can buy fish here, but we get them for free, so who cares? You do care about the heart that you can get in the barrel by the merchant, though. If you talk to the people here, they'll say that business has been bad because of the distance and the monsters, and because the sea has been rough lately. Leave when you're done here.

When you're ready to move on, save, rest up, buy new herbs, and pack up the

base camp. Head back to the Rorra Gate and open the door. Ahead you'll meet a mean-looking guy, who praises your ability for getting through the lake cave and introduces himself as the Demon Lord Barubaruu. He says that if you want his orb, you'll have to beat him; say yes to him twice (once for it being okay, once to start the fight; top option both times) to get the battle going.

Barubaruu comes with two helpers (the Demon's Axe and the Demon's Sword). He has somewhere over a thousand hit points (another reason I recommend doing a species change before going to the next chapter; your old monsters won't have the damage output to deal with him effectively), and his weapons have about 200 each. Crush them fast and cast Sap on Barubaruu to expedite the winning process. Note that all of your opponents can be put to sleep, which can be helpful. Heal as needed and he'll eventually go down.

With that, he'll be amazed at the power of monsters and humans working together, and says he'll give you the orb he promised. Loto's Sword comes down, and he turns it into an orb like Kakaron did the shield. He tells you that its power may be used for things other than destruction, and asks you to think about that a bit. With that, he disappears. Continue through the tunnel behind him and you'll end up in...

Chapter 4: Beautiful Things

Summary:

- Head to Moonpeta for info and caravan members
- Go to Kusharami's castle to meet her and get the quest
- Go to the Wind Tower to recruit the bard
- Get the guard to let you pass to the other part of the land
- Go to Tepa and talk to Machua and get info
- Go to the Traveling Caravan and buy a Moon Fragment (optional)
- Climb to the top of the Full Moon Tower for items or a Moon Fragment
- Climb the Lighthouse to get Machua to join
- Present your stuff to Kusharami to get the Orb of Courage
- Head through Dragon's Path to get to the next chapter

Some random encounters here, too. Aside from the old ones, you'll run into a thief who'll steal an eighth of your gold, a priest who refills your MP for one-fourth of your gold (ouch!), and a clown who'll play video poker with high-low for 100 gold. Supposedly there are good prizes, but the odds are pretty harsh, so I don't know what you can get.

Ruin will pull you over to a clearing in the forest and set up camp. Gyaban says that you're in the land of Moonbrook (ムーンブルク), and that we should go to a town to gather information. Head out with the base camp in tow and go south; you'll come across a town in the middle of a forest before long.

The town is called Moonpeta (ムーンペタ). Enter the item shop and talk to the guy near the counter to find that the fishing is good here because there are a lot of rivers. You'll notice that there's also a little girl at the counter; talk to her and she'll mention that she hasn't run into her older brothers here, either. Their names are Randall and Vandall. Ruin will wonder if she's their sibling, and she'll ask him if he you know them. With this, Randall comes in. Her name is Ronmill (ロンミル). She'll ask about Vandall, and Randall will tell her that he'll explain later, as he's on an important trip with Ruin and Keifer. He'll ask her to come along; you should okay this (top option). She doesn't particularly improve the mapping if she's with her brothers, but you can replace one of them with her if you so decide.

Head to the inn to talk to a bard who is looking to gather material for a love

song. He mentions heading to the Tower of the Wind by heading to the eastern shore and going south. Sounds like a lead. Now, head to the church.

The old lady here will tell you a little bit about a famous princess from this land, which should seem sort of familiar if you know Dragon Quest II. The man here is apparently a big fan of wagons, and offers to up the weight limit of one of your wagons for free. Sweet! Now talk to the fisherman-looking guy. He yells at you a bit, because he's about to leave on a big fishing pilgrimage and is here to ask God to protect him. After he does so, he notices that you are a group of travelers and asks to come with you, offering his services if you accept. As this will make it easier to catch fish, accept (top option), and put him into a wagon. Leave the church and the town.

Continue heading east, base camp in tow. Follow the plains, turning south when the plains head that way. Assuming that you can look at it, you'd have noticed that there is a town or some other friendly settlement to the southwest of Moonpeta; that's our goal, but we have to wind around a river to get there. Anyway, once you head south, head back west and you'll eventually get to the castle, which is in the middle of a swamp. Lovely. Head in and approach the empty throne.

Suddenly, a figure appears on the throne, startling Ruin, who calls it a ghost. She takes offense at this, as she doesn't think that anyone would say that her beautiful self is a ghost. She forgives you, though, because you're cute kids, but says that next time you'll be in trouble. Ruin apologizes, and the woman introduces herself as the Demon Lord Kusharami (クシャラミ). She knows that you're here for the orb, and offers to give it to you...not for free, of course. She asks you to bring her beautiful things, and says that three of them will do. She doesn't get any more precise than that, though, which leaves both you and Ruin scratching your heads wondering what we need to get. Leave the castle, but drop off your camp near it before you go farther afield.

If you go southeast from the castle, you can *see* the Wind Tower, but if you go into the cave you'll find your way barred from the other side. Grrr...head north from there and wind your way east, then back south. You should notice a harbor before long. Head in to pick up a Merman heart from the barrels at the entrance. One of the guys here mentions that a couple of women went to the Wind Tower in search of the Wind Mantle; he thought it was impossible for people to climb that building. Nice information to have. Buy some fish here if you want it (why, when you can just fish for it...) and head out. From here, you'll need to go a little more southwest and then you'll be able to head back north to take the back route into the Wind Tower. As a side note, the critters here are slightly stronger than you're used to, but not much. If you can, grab a DarkHorn heart, as it's A rank.

There's a guard here. He'll say that the two women haven't come back yet, and that it really does seem like it's not possible to climb the tower. At this, that bard from the first town will show up again and ask to be let in. The guard says that a single person couldn't possibly make it to the top and refuses him entry, but he sings a lullaby and sends her to dreamland. He heads upstairs, you should follow.

Snag the Potion in the chest to the right soon after you enter. From here, go past the random merchant, ignoring the first stair you see, and go to the stairway in the northeast. Follow the path up (it's pretty straightforward), stopping to pull a KingSlime heart out of a chest a few floors up. A couple of floors after that you'll have a choice of stairs up; take the easternmost one and keep going upwards. Eventually you'll reach the top, and you'll find the bard and the two female adventurers. They're not happy, because there's no Wind Mantle here, and without it they apparently can't cross the Dragon's

Path and get home. The bard will then chime in that he's happy, because he can hear the wind's voice. He'll then sing a little song. He follows by remarking that he thinks it's sort of odd to see a female warrior, but he shuts up when she takes offense at this.

Talk to the warrior and she'll clarify her plight a bit, and then asks if you're enjoying your travels. Say yes and she'll wonder if your meeting her here is fate. The priest will say that she thinks it is, and will say that they should go with you. They introduce themselves as Sesuka (セスカ) and Tasha (ターシャ); allow them in (top option), especially Tasha, as free healing is groovy. I'd put her in a wagon unless you're really hurting for space.

Now talk to the bard. He'll appraise your situation and say that he doesn't know much about beautiful stuff, but he's been praised as handsome and that his voice and songs of love could be considered beautiful and might have an effect on Kusharami. He'll ask to join; SAY YES (top option). If you don't, you may have difficulty beating this chapter. He introduces himself as Boldo (ボルドー) (or is that Voldo? I disbelieve that anyone with the same name as Mr. Bondage-Pants from Soul Calibur would be a bard...) and joins. Ruin rejoices at getting the first of the beautiful things...probably ^_^;; Leave the tower.

Head back towards the castle; go through the cave you saw before and open up the gate. Pick up your camp and head west following the southern beach. You'll hit a little cave before long. The guy waiting there wants to cross, but apparently you need to be working for Kusharami to get across. You are, so talk to the guard to be let across. He'll instruct you to head towards Tepa (テーパ) on the other side and moves aside. Before you cross, talk to that other guy again. He'll note you have permission to cross and ask to join, after introducing himself as Ryuuga (リュウガ). Let him in if you'd like; at this point, if you've been collecting people following how I've been going, you'll need to kick someone out. I suggest Reidaa. Anyway, leave the cave and head west across the little desert, then go south and then east towards Tepa. You'll have to move past it and then south a bit and back west to the town due to a mountain range.

Enter the item shop first. There's a kid shopkeeper here named Hoomii (ホーミイ) who will offer to join you if you talk to her. When you've done that (or not), talk to the girl at the counter; she wants something from the merchant, but he's not interested, and she apologizes for getting in your way and leaves. Talking to the other person here she says that girl, Machua (マチユア), has only cared about raising monsters since her boyfriend died, and then wonders why she told you that.

Next up is the inn. The old man here talks about the Full Moon Tower to the south. He says beautiful moonlight comes from the top and that there is apparently a beautiful stone there. That might satisfy Kusharami's conditions. There's a Steguard cane in the jar here, yoinks. Talking to the other person here, it seems he's a cook, and doesn't really like working in this small place. He'll ask to join; say yes to him twice to bring him in. Personally I'd take him in, as his in-battle power is to restore the MP of his caravan's monster a bit, which is great to keep you in healing. His name is Ricardo (リカード), by the way.

Heading into the church, someone there will talk about a lighthouse to the north. Apparently there was a guy working there, but he passed away recently. Despite this, light still comes from the lighthouse. Maybe it's ghosts... Anyway, you're about done here, so head out. Go south a drop to get near the Full Moon Tower and drop off the base camp, then head back to where you went east to start going to Tepa. Head south instead, about as far as you can go;

you should eventually be able to cross a bridge to the west to get to that long strip of land that is blocked off by rivers and mountains elsewhere.

Head back north a ways. You'll have to cross a lot of mountains in this area, which is actually a good thing, as Bombcrags live in the mountains on this continent. They're worth a cool 300 XP each, which is great considering that they're not very hard. If you feel like leveling, I highly suggest picking on them for a while, though you may want to wait for the next chapter. In any event, you should see a desert before too long; hunt around in it for a traveling caravan. Go to the merchant and buy the first item on his list, a Moon Fragment. This is actually the treasure you're supposed to get at the top of the Full Moon Tower, but we have a reason to get it here (not cheap, though, at 500 G). Leave the caravan and head east and then north a bit. You should see a little shrine and a tower. The tower is the lighthouse, but we're more interested in the shrine for the moment; it's a portal back to Kusharami's castle (which, for what it's worth, I bet is called Moonbrook Castle, as I get the vague DQII-based sense of déjà vu when I go there). Say hi to the demon lord if you so desire (she says nothing important, except verifying that the bard and the moon fragment are items she will accept) and go back to your base camp. Get ready (buy Lovewater, rest, save, drop off Tinymedals) and head into the tower.

You'll notice that the monsters here (also the monsters outside, to a lesser degree, as well as the monsters in that northern desert) are quite a bit tougher than before. In particular I would watch out for those green-robed invisible mage critters; in addition to casting a multi-target spell that does around 40 damage to each of your monsters, they can cast Beat, which may well work at this point. If you have Vivify great, but I didn't, and WorldLeaves are hard to come by at this point. AgDevils also have a similar multitarget spell; in fact, most of the enemies here do. Heal often and well; I suggest keeping your priests in the first slot to keep your HP high.

Anyway, head left from the entrance for a LoveWater in a chest. Take the nearby stairs up and follow the path to the central space and go north to a room with a chest that has a Warpwing. Go back a bit to those stairs you passed on the way to the central space and head up them for a room with a GoldBell in a chest. Head back down and then go down the stairs in the southeast on the second floor for a PuppetMan heart on the first floor. Woo.

Go back to the second floor and take the center stairs up. From here, go to the south room and grab the contents of the two chests, 400 G and some more LoveWater. Head back north and then east to take the stairs up, and then go straight south to some stairs down. Head aaaaaall the way to the first floor to get a chest with a WorldLeaf. Return to the floor that you went down from and take the stairs up this time. Follow the windy path around to get to the roof. Heal up, because when you approach the chest, lightning will blast down, and a group of monsters will show up. They explain that they are the guardians of this tower (and may be from the moon) and that if you want the Moon Fragment in this chest you'll have to beat them. The fight starts soon after.

You're up against two BlazemoreStars (メラミスター) and four HealingMoons (ペホイミムーン), which are arranged in two groups of two. Despite looking like a bunch of Healers, this is a quite dangerous assortment. The Stars can whack you for something like 20-25 damage or cast Blazemore (only on one of you, thankfully...) for about 45 damage. The Moons do much less damage (maybe 10), but can cast HealMore...and do. A lot. What you need to do to win (unless you're insanely leveled/tenshin'd) is focus on one group of the Moons with your attackers; making sure to have at least one of your monsters fire off a group-attacking spell to try and get the Moons to spread out their

healing. Hopefully you'll take one out on the second turn, and then the other. Kill the other pair of Moons and the Stars are fairly easy to off. Just make sure to keep your monsters healed and alive. Your reward for enduring this is about 900 XP for each of your monsters and 300 G.

You can take the chest now. I assume that if you didn't purchase it already you'd be able to get a Moon Fragment here, but if you did, you'll pick up a General's Soul (at least I think that's what it is) instead. A word on this; you might have noticed that when you kick someone out, you get a soul of that type of person (assuming you have space for souls). These can also be used in tenshin, mainly to play with the stats of your monsters. Anyway, as you try to leave an old wizard will show up and demand the Moon Fragment. Ruin will more or less call dibs, and the wizard will be sad, as he says that he can't finish his research now. Talk to him and he'll explain that he's living in Tepa but can't quite afford his bills; if he doesn't make money fast he'll be kicked out by his landlord. Ruin suggests that he come with you ("We may not have houses, but we do have tents!"). Say this is okay and he'll give you his name, Zenon (ゼノン), and join. If you put him with Alisa they'll pick from a few of the second-level spells for their attack, which is very useful, so I might give them a whirl. Anyway, exit the tower.

Pack up camp after healing and whatever else and head back over to the lighthouse. Note that you can cheat and go back to Kusharami's castle and take the portal to land next to the lighthouse, but we like fighting monsters for XP and hearts, right? Regardless of how you get there, drop camp, do anything you normally do before entering a dungeon, and head in. I personally suggest taking along some extra Antidotes, as Here There Be Babbles.

Monster-wise this place isn't too bad; AgDevils make a return performance, as do the blobby critters from the Full Moon Tower. Babbles are only annoying if they poison you. The other monsters are nothing you can't handle if you survived the other towers. However, this place has more stairways than an Escher painting.

From the entrance, head east, north, and then west around the outside hallway. You'll have a choice of three halls south to take at the end of the northern hallway; take the middle one for a chest with an ExitBell. Take the left one to go back around and be fed towards the set of four stairs in the middle of the tower. There's a chest near the upper-right one with a Reaper chest in it, yummy. Anyway, head to the bottom-right staircase and go up. Follow it up a while for some WorldDew. Head back to the first floor and take the bottom-left stairs.

Head up a couple of floors and go up the first stairs. Head south for a WarpWing in a chest, then take the nearby stairs up a floor and then back down to get to a chest with an Ork heart. Head back to where you got the WarpWing and go north; take the western stairs up several floors. Eventually you'll head south and come to two stairs down; take the southwestern one down several floors to get to a chest with a LifeAcorn...sweet! Anyway, head back to the WarpWing floor and return to the previous floor.

From here, head north ignoring the stairs down until you get to another stairs up in a separate room. Take it up and keep ascending to make it to the roof. There's a Hork here who is apparently tending to the beacon fire, in its zombie-like fashion. Machua shows up again and talks to him, trying to get him to follow her commands; apparently this is her dead boyfriend, Smith (スミス). She tells him that she's become a monster user, like he wanted, but that it's no use. Talk to her and she'll accuse you of being here to kill Smith, but Ruin will say no and she'll explain what happened. After he died he turned into a monster, possibly from the sickness he was infected with.

You'll invite her to join you so she can improve her skills to the point that Smith will listen to her; DON'T TURN HER DOWN (pick the top option). You may have problems finishing the chapter if you do, as though they don't say it, she (or rather, her love for Smith) is the third beautiful thing you need. Leave the tower.

Head back over to Kusharami's castle (hint: use the portal) and go talk to her. You'll hand over the Moon Fragment first, and she'll say it's pretty good. She'll ask for the second, and you'll call out Boldo. He'll show up and introduce himself (with no little amount of flattery), which impresses Kusharami, and then asks her why she's looking for beautiful things. She says that she has no special reason, it's just that she likes that sort of thing. He then asks if it's okay for him to sing; he sings a song about a lonely man in the darkness who meets a girl from the light and they wind up being happy together. Kusharami praises the song and his voice and says that the tale was a beautiful thing. Boldo then says that the story is true, and calls for Machua.

She's not really sure why Boldo called for her, but she came anyway. Boldo then explains that her relationship with Smith formed the basis for the song he just sang. Kusharami says that she understands, and that Machua really has the heart of someone in love. She accepts that as a beautiful thing as well. Boldo will thank her for her time and generosity (and compliment her again), and he and Machua will leave.

Kusharami will then honor her promise. Out comes Loto's Armor, and it is transformed into the Orb of Courage. She gives it to you, and Ruin says that there's only one left to get. Kusharami will excuse herself, saying she has things to do, and disappears, but not before telling you that you can cross the Dragon's Path now. Go back to camp and pack it up.

Head west across the desert and then north. You'll notice once again that the monsters have gotten tougher; watch out for the OnionMasters, as they have another fairly high-damage group-target spell for your displeasure. Keep going north and you will eventually come to a tower; this is the southern part of the Dragon's Path. Enter and climb to the top. Yay! A portal. Enter to assumedly be taken to the other tower of the Path. You'll startle a knight standing there. Amazed that it's children who have shown up, she'll assume that God had something to do with meeting you and ask to join. Do as you will; her name is Ilene (アイリン). Head down from the roof to enter a new land...

Chapter 5 - A World Reaching to the Sea

Summary:

- Head to Rupugana to catch a boat to Beranuuru
- Take the boat from Beranuuru to Rondarukia
- Head to Rondarukia Cave to find out about the door
- Go to Kusharami's Castle (in Moonbrook) to get Kusharami's Feather
- Return to the cave and pass through it
- Go to Domedi's Castle and make your way up to talk to Domedi
- Go to the shrine north of the castle to place Loto's Orbs and raise Alefgard from the sea
- Go to Samultoria to take a boat to Alefgard

You'll pop north a bit and set up camp right away. Ruin will wonder if the last orb is here and give a little pep talk, and then set up camp. Apparently this land is called Rupugana (ルプガナ), and Gyaban says there's a town nearby.

Head on over (you should be able to see it, on your map at the very least) to see Ruin get all excited over the port in the city. How...cute. The item shop has an AttackSeed in a barrel. One of the women here is a nurse, and will join you if you ask her; her name is Maurice (モーリス). If you head over to the inn, you can have the thief Getts (ゲッツ) join up. The church here has a man who will talk about how there is a land to the north that's been sealed away, but no one knows how to get there or what the key to the place is. Food for thought, I suppose.

When you're done with normal town activities, head over to the harbor. The barrel to the bottom has a WorldLeaf, and the upper barrel on the right contains a WalrusMan heart. Now that you've looted the place, talk to the sailor who's standing around near the barrel you got the heart from. He'll offer to sail you to Samultoria or a place called Beranuuru (ベラヌール) for 100G. Well, we haven't been to Beranuuru yet, so let's see if the next orb is there.

You'll get to see a little sailing scene, and wind up at another harbor on a different continent. Now, if you're happy with the people you have to choose from for your wagon, and don't have money coming out your ears, you can just talk to the sailor here and head over to the continent of Rondarukia (ロンドルキア); there's nothing important to the plot on this island. If you want the odd item and a wagon upgrade, though, you'd better exit the harbor and start winding your way vaguely south.

While this island looks suspiciously like the one Rimuldar was on in Dragon Quest 1, it is actually not that landmass. Regardless of that, eventually you'll get to the town, sitting on an island in a lake, which is also called Beranuuru. If you run over to the item shop, you can loot a MysticNut from a jar, but of more interest is the statue hanging around in here. Looks like a Statuekid, no? It turns out that it is indeed a monster, and the old guy near it is selling it...for the low, low price of 10000G. Yikes. If you don't have the cash right now (I didn't despite the amount of leveling I had gone through at this point), come back later, particularly after you've finished the game: the last chapter will cram you full of money, among other things.

Once you do have the cash, you'll buy the statue (surprising the old man...I mean, really, who'd think a bunch of kids would have that much cash?). Go over and talk to it and it'll move, then talk, startling the old guy. It asks how it wound up here, and the old guy tells it that he found it and took it to sell it...which he just did. The StatueKid asks how much he was sold for, and when the old man tells him, he says that's a pretty good amount and agrees to honor the deal. You get a new guard monster, Zugatts (ズガッツ). He's ready for a tenshin when you get him, so have fun.

The church has a wagon-loving old guy; he'll upgrade your wagon for you, free of charge; don't miss this if you stop by. A fisherman named Garusu (ガルス) is hanging around the inn, if you're interested. If you wander over to the bar, you'll meet a bunny girl (whose name you later find out to be Lunlun (ルンルン)). If you say yes to her question, you get to see (well, read about) Ruin getting Puff-puffed, which should definitely tickle your funny bone. After you've done that to your heart's content, talk to her again and say no; she'll be insulted and demand that you let her come along. I would; she's actually sort of useful. Anyway, with that done, you're mostly finished for this town.

Make your way back to the harbor and set sail for Rondarukia, but before taking the ship, go grab a Fish from the barrel by the merchant here. When you get to the new continent, you can grab more Fish from one of the barrels, and talk to the guys here. It seems that there's an oddly shaped island to

the north, and if you've looked at the world map, you'd probably agree that is one strangely shaped island. In fact, it is Slime Heaven, and you don't need to concern yourself with it until after you've finished the quest for Loto's Orbs.

Exit the harbor and go north, swerving around some mountains when you need to. Enter the desert to get to the town of Pelpoi (ペルポイ); Ruin notes that there is a jail there. The item shop has a kid who asks if you're in a caravan; if you say yes she'll be happy and leave, but if you say no she'll ask to join. I believe she's a thief; I didn't actually let her join, so I'm not sure what her name is exactly. There's also a bard here who will ask to join if you tell him you like his songs, but I didn't let him, so I don't know his name either. The church has a fortuneteller by the name of Oost (オースト) hanging around; he'll offer to help you out by telling your fortune, and when he fails to do so, he asks to join. Do as you wish, I say.

Once you're done there, head to the jail. The odd-looking guy to the right is a metalhunter; we want him to join, as he makes killing metal critters much easier, which makes leveling much easier. Go up to the bars and talk to him. It turns out he was thrown in jail mostly for being weird, which makes me personally glad I am nowhere near Pelopi. Say yes when he asks you to talk to the guard on his behalf, and then go talk to the guard. He'll ask if you really want that weird metalhunter to go free; say yes. The guard will open the door, and you can go talk to the 'hunter to get him to join up. His name is Guillerme (ギルメ).

Now that you have a metalhunter, you can actively go about beating down on Metalys (Metabbles are a bit tougher, and relatively hard to find now). Considering that the monsters have gotten quite a bit harder (and they're only going to get worse), it might be prudent to go and level up some. You have two choices for this. One is to head back to Samultoria and go to the Lake Cave again; it's full of Metalies, and is rather easy to live in by now (I hope, anyway), so it is fairly easy XP. Instead of that, you could hang around in the forests here and kill the monsters that live here. This will be much harder on you, at least at first, but offers better XP overall, and more gold. I highly suggest you pick a place and get cracking. It'd be helpful for you to be using A-rank monsters (my team was a DarkKnight, an IronHawk, and a BattleRex when I was done) for the rest of the chapter, as the monsters will be a little on the brutal side from here on.

Once you've powered up (or not, for those who consider themselves tough), head a bit west of town and enter the cave. Much as you would like to progress, there's a big door here, and unsurprisingly, it is sealed. Apparently an evil god has gone and sealed the Demon Lord Domedi (ドメデイ) away, and if you want to unseal the door, you'll need to use...the power of love and friendship! Actually, no, you just need the power of another demon lord. Uh-oh...didn't they all disappear after we finished talking to them?

Head over to Kusharami's castle (take boats to Moonbrook continent) to talk to see if she is around. As it turns out, she is, and you explain the situation to her. She's a bit worried, too; neither she nor the other demon lords can contact Domedi, which is odd. She hands over one of her feathers for you to use to open the gate; you can also use it to warp back to her castle (at least for now...). Head back to the Rondarukia cave; with the feather, you can enter, but it isn't long before you're stopped by a pair of big, nasty guards. Looks like you'll have to beat them if you want to pass...

They're Rondarukia Guards, and there's two of them (and sadly, they don't group). They've got somewhere in the neighborhood of 1500 HP each, and can inflict about 80 damage per hit on average. I highly recommend toasting their

defense for starters and then beating down on one of them until it falls over. Heal preemptively; they're sort of fast, and seem to like to target weaker monsters, so you need to make sure they won't have the chance to kill anyone (as all you likely have now is Vivify, and you can waste *turns* getting that to work). Eventually they'll kick the bucket.

With that out of the way, head downstairs. Veterans of the DQ series will find this cave familiar, as it seems much like the cave that led to the final castle in DQ2. Also, you'll notice that the monsters here are not kind. Many have third-level attack spells which can cause quite a bit of damage, and several have annoying status-alignment attacks (Mummies and Robosters can paralyze, for example, and BabbleKings poison, so bring Antidotes). You'll also notice that there are Flames here; try to get one of their hearts, as Element-family monsters are pretty rare.

Anyway, follow the path until you get to a room with a ton of stairs. Head down one of them (doesn't matter which, really) to get to a room that has a chest with an ExitBell. Go back upstairs; you'll probably note that the stair-filled room has some holes in the floor. Peachy. Make your way to the upper-left stair up and follow it for a little while to get to a chest with a Berserker heart. Once you have that, take either of the two other stairs up to get to the Infinite Room.

Simply put, this room wraps around. There's two stairs down you can use for reference, and one stair up. I believe that if you take the middle stairway up in the many-stairred room, and head north for two passageways in the Infinite Room, you'll see the stairs to your right. Failing that...wander around until you find them, I guess ^.^;;

On the next floor (floor 2), head down and then right a bit to find a chest with a Callwing (よびよせのつばさ) in it. This handy little toy instantly calls your base camp to you, which is nice if you left is somewhere far away. Anyway, head to the southeastern extent of this floor to find a stair that will take you to a chest with a Steak. Go back downstairs and head to the southwestern corner of the map to find stairs that take you to a chest with a WorldLeaf. Go back to the second floor and head to the northwestern corner of the map to climb to a room with a WorldDew (left chest) and a Roboster heart (right). Now that you've looted the place, go back to the second floor and head to the northeastern corner to climb some to the fourth floor.

Seems pretty simple, but as you might have guessed, this floor is full of holes. Here is my vague attempt at ASCII art to guide you through this; S indicates the stair you want to get to, E is the stair you came out of, P is the stair you'll come out of if you fall into a pit (you'll fall into a room with nothing in it, and have to go to the NE corner to go back upstairs), and # is a wall or pillar.

```
#####
#      ##      #          P #
#      _____/ #
#      /#####
#      |#
# ##      ##      /###
# ##      ##      /  #
#      ##      /##  #
#      ##      # / ##  #
###      ## /      ###
###      ## | ##  ##
# ##      ## ____/ ##  E#
# ##      /##      #
```

```

#   ## |##   ## #
#   ## \     ## #
#  ##   \     #
#  ##   | ##   #
#       ## | ##  ###
#       ## \_   ###
#####   \_   #
#         \_  \S#
#####

```

I hope that's helpful; as you can probably tell, I'm pretty bad at ASCII maps. Basically, you'll want to hop into a pit ASAP so you can come out the top stair, and then hug the right wall until you're just about to pass the point where the right wall widens out to the west. Then you should head between the pillars like it shows on the map, giving more of an emphasis to going south than to moving west. Once you make it to a little open space (you'll have passed four pillars on the east side of the room), head mostly west and a little south to swerve around the central pillar, then go mostly south and a little east so that you end up passing between the two pillars closest to the exit. Once between them, head mostly east and a little south until you get to the exit. Phew!

The good news is that you're nearly done. On the fifth floor, head east to a large junction, and take the path that heads northeast. Ignore the first pass east and take the second, then go north right after it. Head north until you cannot anymore, go east just a bit, and your work in this cave is done.

Wow, there's all this snow on the ground, and new monsters (most of which use ice attacks) to go with it. Try to get a Blizzard heart (look in the hills); they're also Elemental-family monsters, which are fairly rare. Anyway, head northeast and look for a bridge; it'll take you to a shrine.

Here you can buy food and items (including CallWings and WorldLeaves), and save your game. The portal here will take you to the swamp entrance to the Rondarukia Cave, but it's one-way, so don't go through it yet unless you like wandering the cave. Once you're done here, head west and then north, and follow the forest on the northern edge of the land west and then south. When it ends (you'll notice a shrine; don't go in, but take note of it, as we'll be back here shortly), head east, then south, then back west and north to finally make it to Domedi's Castle.

The castle is rather straightforward; you'd have to try pretty hard to get lost. On the first floor, head left just before the little room the stairs up are in to go to a chest with an ExitBell (do they need to give you one of these in each dungeon or something?); head right from that same point for some ElfWater. The monsters here aren't much worse than the ones in the cave, but do watch out for the MadHornets; they can paralyze.

Once you make it to the fourth floor you'll notice there's a monster sitting on the stairs up. It's a Gigantes-like critter, and you'll have to beat him to move on. Aside from hitting hard, he's not very tough, and you'll go through his 2000 or so HP without too much of a problem. He'll drop a bushel of XP, and you'll go upstairs.

Here there's a AgDevil lookalike guarding the stairs. It relies on spells a lot more than the Gigantes did, but it has less HP (about 1500). Off the critter and head upstairs to run into an ArcDemon clone on the stairs up. Same story; whack away at its 1700 HP, collect about 4000 XP per monster, and go to the last floor, the throne room.

Sure enough, Domedi is there, and introduces himself after thanking you for helping him. He tells you that he has the orb, but he asks you why you want it. Ruin tells Domedi about his parents' illness, and he is satisfied. Domedi goes to give you the orb, but is interrupted by Magaruki, who says that there is little time and tells you to bring the orbs now. After this, Domedi brings out the Helmet of Loto and turns it into the Orb of Intelligence, then hands it to you.

While he is very happy that we now have all four of Loto's Orbs, Ruin wonders what we need to do next. Domedi says that the way is to the north. Satisfied with the answer, you head off, but just after you go downstairs, Domedi says not to go, and before he can say why, he fades away. Uh-oh.

Leave the castle and head back to that little shrine I said to ignore. Go in and talk to each statue; you'll put one of Loto's Orbs on each statue. When all four are in place, the earth will shake, and a new continent will rise from the sea. Magaruki gives you another message, saying that you've raised the legendary Alefgard (アレフガード) from the sea, and that you should go there if you want your wish. Ruin will babble about the noise and earthquake for a bit, and then ask about the wishes. He realizes that you all need to go to the new continent to get your wishes, which, he says, is a bother, but that it has to be done. Leave the shrine.

Take boats to Samultoria. At its harbor, you'll notice that there is now a third choice, which is Alefgard. Pick it and you'll sail over, ending up at the harbor in a place called Garai (ガライ), which is located where we expect Garinham to be. Anyway, there's a warrior and a chef for your recruiting pleasure in the inn; I didn't bother, as I really have no use for them. There is a Slime heart in the dresser here, for what that's worth. Head over to the church before leaving, as there's another old wagon freak who will upgrade your wagons like before. Exit the town to start...

Chapter 6 - Demon Lord

Summary:

- Head counterclockwise around Alefgard, crossing the Swamp Cave
- Go to Radatome Castle and descend to the sixth basement
- Defeat Magaruki
- Watch the credits
- Save your game

As you exit the town, as usual, Ruin pulls you aside to talk. He can't believe that we're actually in Alefgard, but before you go exploring, you need to set up camp and consult with Gyaban. Everyone will make camp, and you'll be sat in front of Gyaban. He says that there won't be much other than nature and monsters here, and that it is pretty likely that if we want information about the land, we'll have to get it ourselves. Not a problem. Get moving; take base camp with you if you don't have a CallWing or don't want to use one.

Head east at first. This will take you to a merchant caravan; they don't have anything special for sale, but there is a Big Apple in the jar, and the fighter here, Fannu (ファンヌ), will join you if you want. Go back towards Garai and then head south. When you can head east to take a desert path, do so. You should see a town marker near a patch of swamp; go in to find it ruined. However, there is a Golem heart in the jar to the lower left. Exit and cross the patch of swamp to wind around and keep going east. You'll see a shrine before long; enter it.

Inside, two guys are talking. The younger one tells his master that it seems

time has started again. Apparently they've been waiting for the traveling kids that are destined to come...I wonder who that might be. The younger man says that he'll go out with you, and thanks his master for taking care of him all these years. The master tells him to get going, and the younger guy approaches your group. His name is Izrag (イズラグ), and he says that he's been waiting to join you. He's a Sage, which means healing and attack magic (good attack magic, too) in one package, so let him join up and put him in right away. Exit the shrine.

Head north until you hit the southern entrance to the good ol' Swamp Cave. If you're curious, you can head west to go to DragonLord's castle, but it's been sealed by Rubiss and you can't do anything there now (and possibly at all, but I sort of doubt that you can't enter later on). Anyway, enter the Swamp Cave.

Inside, you'll note a kid sort of hanging about in a corner. If you go talk to him, he'll ask if you're looking for treasure. If you say yes he regards you as competition and clams up, but if you say no he asks to join for added protection as he goes to loot the world. His name is Dogi (ドギー), and he's a weight 1 Thief, which may or may not be better than the one you have now. Have him join if you so desire, and continue north.

You'll notice a Dragon sort of standing around as you head up the cave; if you talk to it, it'll accuse you of trying to steal from it (I am unsure if it was talking about you taking its eggs or its treasure) and attack. It has about 1700 HP and packs a punch with its physical attack and high-level fire breath, but you should be able to beat it without too many problems by now. It gives over 5000 XP per monster when beaten, as well as 2000 G and 20 Food. When you're done with that, exit the cave.

Head west and then south a little to come upon Radatome (ラダトーム) Castle. Drop camp here, heal up, and head in. As a side note, depending on how buff your monsters are, you may well want to do another tenshin before going after the final boss; with a pair of S-Rank monsters and an A I had a fairly easy time of it, so long as I was cautious about healing. Regardless of whether you want to fight him now or not, I would go in once to clean out the treasures and minibosses before the last show.

You'll notice that the main gate is closed, but the service entrance to the right is not. Go in through there and wander the empty halls; the treasure room to the west side of the castle has a WorldDew and a WorldLeaf in chests. Once you're through looting, head upstairs. In the throne room, go outside, and then walk around to the back end of the castle. You'll note that there's a spot with no railing; jump down there to be able to head to the basement.

The first basement is pretty simple; at the first intersection, take the southern path left and right to get to a chest with an ExitBell (...) on the left and a Mimic on the right. No, not a Mimic heart, a Mimic. It has about 1000 HP, but isn't particularly dangerous (or at least shouldn't be at this point). Once you're done with that, head back to the fork and head along the north path to get to the stairs down.

The second basement is a little more complicated than the first, but overall it's pretty hard to get lost there. Head south from the stairs up, following the passage, and keep going east when you have a choice. When that path ends, go north and turn east into a room with a chest with a DarkKing heart. I'd save that for a really cool tenshin, if I were you. Anyway, take the path north right outside of the room to get to another chest; this one has a WorldDew. Go back to the intersection outside of the little chest room and head west all the way, then north a bit, to get to another Mimic chest. You

know what to do. From that chest, head west, curving around a wall, to go to the stairs down.

The next floor features warp pads. Take the top one in the starting room to be dropped in sight of a chest with a LifeAcorn, then go back to the starting room and take the bottom pad. Head west from where you appear to find a chest with an ElfWater inside, then go east all the way to a different warp pad. Hop into it and follow the new path east and then south; at the junction go east a bit and then north to two warp pads. The left one takes you to the stairs down.

The fourth floor adds damage floors to the mix. These do something like ten damage a step, so watch your HP. Anyway, from the start, cross the damage floor to get to a second teleport pad. In the room it takes you to, cross the damage floor there to get to a chest with some ElfWater, then cross the other patch of damage floor to get to a teleport pad. In the new room, cross the floor and pass the pad to cross some more damage floor (gah, I wish I had StepGuard for this floor...) for a chest with a WorldLeaf. Take the pad that we passed up for the chest and cross two damage floors in the new room. You can take the stairs now if you want, but if you head east and cross a large patch of damage floor, you'll get a chest with an AttackSeed in it. Go downstairs.

To the north there is a large door that is sealed by a mysterious power. Head into any of the side rooms to find a monster there; if you talk to it, it'll note that you have to beat it to pass through. The monster in the northwest room is a ChainGolem (くさりまじん), which has about 2000 HP, and is worth roughly 4000 XP (total) and 500 G. He's not terribly hard; just follow the tried-and-true "toast their defense in round 1 and try for Surround, then beat them to death while healing as needed" strategy and you should win without much of a problem.

The northeastern room has a RoseVine (ローズバトラー), which also has about 2000 HP, and is worth about 5200 XP total and 126 G. He's not particularly different from the ChainGolem. The southeastern room has a Griffin (グリフィックス), which is somewhat different; it uses Thordain, which will do something like 150+ damage to each of your monsters. Like the others, it has 2000 HP, and gives you 4000 XP total; however, it drops 2980 G (!). Definitely worth it, especially considering that you need to kill it to move on. Anyway, the last monster, in the southwest, is a ChaosDrake; it has about 2250 HP and is worth 3192 XP and 245 G; it can be Surround'ed, but it will happily use PoisonAir on you, which is annoying (I hope you have spare Antidotes if you intend to move on after this).

Once you've killed all four monsters, the door opens and you can head downstairs. Sitting on the throne is none other than Magaruki. He welcomes you, taking no little credit for your getting here and getting the orbs. He then praises you for showing off the strong points of monsters and humans, and calls the orbs to himself, again noting that you got them all. At this point, Ruin asks about the wish he was supposed to get from the Demon Lord, but Magaruki says that he doesn't know anything about Demon Lords; he's only inhabiting his (her?) body! Magaruki rather sarcastically thanks you for bringing him the orbs, as now he can have his wish: to rule the world! But before that...you need to die. Forward into battle!

Magaruki comes with two attendants: a DarkFlame (ダークフレイム) and a DeathBlizzard (デスブリザード). Each has about 400 HP, and do mildly annoying attacks, so kill them off quickly. Don't bother with stat-lowering or other status-affecting spells until after his helpers are dead, as one of them has a spell that gets rid of them, and uses it if you try anything. Aside from

that, he's not really that bad; he hits for about 100 damage on 300-400 defense monsters, and that seems to be about it. Heal as needed and you should be able to go through his 3250-odd HP in good time.

Once you're done smacking him around, he'll get annoyed and use the power of the orbs to transform himself to give you a good killing. Before he can do that, though, Domedi shows up to tell Magaruki off. Magaruki is surprised to see him still alive, and probably just as surprised to see Kusharami show up. She notes that the Genma Lord's body really has been taken over. Following that, Kakaron shows up and says that he thought it was strange that Magaruki would want the orbs all of a sudden, and Barubaruu also appears, saying that it's good that they managed to get here before it was too late.

Magaruki laughs at their thinking that they could beat him when he has the power of the orbs behind him, and blows the four demon lords away with a massive spell. He marvels at the power of the orbs a bit, and then turns his attention back to you. He says that he's going to eat you; it's your job to make him lose his appetite.

Impressive, isn't he? So are his hit points, something like 11000 HP. I *highly* recommend having two of your monsters lower his defense to make this not take an eternity. Don't bother with Surround, it won't work. In any event, aside from casting SlowAll periodically, he will once in a while cast Thordain, which is just as bad as when other monsters cast it, but what you really need to be worried about is his physical attack. Expect to take 250 to 350 damage per hit on monsters with defense in the 300s or 400s; hope that he doesn't manage a critical hit, because it'll almost definitely kill the monster it hits. As you may not have Revive yet, and your supply of WorldLeaves is limited, it'll be in your best interest to focus one monster on healing whoever was hit and letting the other two whack away. It'll help to have several offense-oriented caravan members, too.

After some large amount of beating on Magaruki, you'll finally win the fight. He'll say that he won't forgive you, and the dark spirit will rush out of the Demon Lord's body. She will be slightly confused and ask what happened. Ruin worries that we might not have gotten rid of the bad spirit yet, but he notes that her voice is different now, so it's probably okay. Magaruki thanks you for helping her, and talks a little bit about the evil spirit. Basically, he wanted the four orbs, so he sent a dream to the world's children to try and get them to collect them, as he knew courageous children like you would do it.

She then talks a bit about your courage, saying how people who went on a big quest and did things like saving the world became heroes, all called Loto. Ruin says that is good, but would prefer to have his parents cured. It seems that some strings were pulled to get them in that state (probably the evil critter's doing), so Magaruki says that she can fulfill his wish, as well as send Keifer back to your home world. Ruin is startled by that information, and Magaruki explains that neither Keifer nor Fozu are from this world, and that they probably should be sent home. Ruin, only slightly oblivious, didn't know this, but is okay with you going back, and is happy to have traveled with you this far. Magaruki says that it's time for you guys to go, and thanks you for your help once again.

Sit back and watch the ending and credits. Oddly, the credits for the Japanese version are in English. Don't turn off the power yet, though; we have a bit more work left here.

Once the credits have finished rolling, you'll be in the Lost Forest with Ruin, Gyaban, and Fozu, with a familiar whirl of light waiting for you. Ruin will thank you for all your help. He's a little sad that he won't be able to

travel with you gone, and moreso, that he can't travel with you anymore. He then tells you to hurry home, as people are probably worried about you, but asks you to come to see him when you can. He says not to bother with goodbyes, as he's sure he'll see you again.

If you talk to Gyaban, he'll talk to you a bit about the trip you had, and ask you a bit about Grand Estard. He'll note that you are the prince there if you say yes to his question, and say that it isn't too surprising from how you act. He also invites you to come back when you can, but for now you had best head back.

Talk to Fozu to find out that she has learned a lot about changing jobs while here; she'll then ask you if you have learned anything here. If you say yes, she'll talk about how you met a lot of people and learned about the importance of heart. She then says that she'd like to come back here, but she's not sure if she'll be able to. She then goes into the portal after saying goodbye to Ruin and Gyaban. You should follow; Ruin will say goodbye one more time. There will be a strange graphic with the four demon lords and three blinking eyes, and then you will be asked to save your game. Do so.

Congratulations on beating the main quest of Dragon Quest Monsters: Caravan Heart! We're not done yet, though; select your save at the title screen to start...

Quest Two: The Search for the Color Orbs

You'll pop out of the gate back at the castle in Grand Estard. The maid will show up and ask you if you've been napping; if you say no, she's a little surprised, as it's been quiet lately. She'll then comment that you seem a little taller, but shrug it off as nothing. She then tells you to go talk to the king, as you should apologize to him for your earlier actions. Head out of the room to do so.

The king will scold you a bit, but overall he seems to have calmed down a bit. When he asks if you understand what he's saying, say yes, and he'll be happy that you're acting a bit more like a prince and listening to him for a change. He'll then tell you to go to bed, as it is late. Go back to your room.

Talk to the maid again and she'll tell you a bit about how Keifer's dad is worried about him, being that he is to become King at some point. She will then tell you to go to bed, and leave. Continue the following-orders trend and go to bed. Naturally, you'll get an odd dream.

Once again, it is Magaruki, but thankfully it is the good one this time. She has a request of you; apparently darkness has fallen over the world, and she wants your help with solving this problem. You'll wake up, and there will be a gate on the floor. Head towards it; before you can jump in, you'll get a letter. It turns out that it is from Ruin, and that things have gotten pretty tough in his world, and he too asks for your help. Hop into the portal to head over again.

Ruin is waiting, and quite happy to see you. He says that since the portal was here, he thought you might be around and sent the letter through. He then asks you to become leader again so you can go traveling; naturally, you should say yes. With that, you go off to talk to Gyaban.

He gives a bit of an explanation of what has been going on. Other people have been having that dream about Magaruki saying the world is falling into darkness. Moreover, it seems the other four Demon Lords have not yet

reappeared, and we need to find them. Somehow, Color Orbs are also involved.

We're about done talking to Gyaban, so head outside and go to the tenshin tent. If you talk to the Professor, he says that with Fozu gone we can't do tenshin anymore. Fortunately, just after he says that, she appears again, saying she too heard Magaruki's call and decided to help out. Great. Head outside and talk to *everyone* in camp. Once you've done that, you'll be able to talk to Ruin and head out. He says we should go to Alefgard to talk to Magaruki, but that he wants to see his parents before we set out, so head over to Darkondale and go to his house.

His father has no problem with Ruin setting out again; in fact, he's going out himself, to search for a land where rare slimes live. Ruin's mom says that because he'll go even if she says not to, she gives him permission to go...and a bento. You're done here, so head out.

Cross the little cave to the northeast and go to Kakaron's castle. He isn't there, but there is a BabyDevil there that will hand you Kakaron's Feather; apparently he was charged with giving it to you. It doesn't do anything right now, sadly (nor does Kusharami's Feather, for that matter), but I assume it'll be handy later on, so take it and set off for Samultoria again.

Head towards the harbor aaaaaall the way to the west (steamrolling over the now-pathetic monsters on the way) to take a ship to Alefgard. As a side note, now is a great time to head over to Beranuuru to purchase Zugatts, if you haven't already; you're probably swimming in cash after the last chapter, and failing that, duck into one of the caves that has popped up all over the place (more on those later...) to kill some stuff. I've been getting absolutely ridiculous amounts of money from the monsters there, something like 10000 G in half an hour of fighting there.

Once you've arrived in Alefgard, make your way back to Magaruki's castle and head upstairs. She's here, so no need to head outside to go all the way through the basement again. Walk over and talk to her and she'll greet you and thank you for coming. She then says that the person who has been manipulating her body is still lurking on this world, and the world is slowly being taken over by darkness. She can't match the darkness taking over the world with her power, so she called for you, based on guidance from Loto's Orbs. Say yes when she asks to help and she thanks you. She tells you to go look for some old friends...yup, the other demon lords; apparently their power is also necessary.

Magaruki then says that she's been talking to her friend Rubiss about this, and that Rubiss said to get power from some orbs; apparently some of Rubiss' power is in them. With those, it might be possible to help the other demon lords. Magaruki tells you to start gathering orbs, and that you should head to SlimeLand, east of Pelpoi, once you have them. Get going.

Speaking of orbs...you may see red tents from time to time on the world map. If you do, head in and talk to everyone there; one of them will give you a color orb. I've received purple and green orbs there.

<to be continued...>

8) FAQs, or Look Here Before You Email Me, Please

Well, I don't have any actual questions yet, but I'll put a couple of important little things here for the time being.

Q: How do I save the game? It's getting really annoying starting the game over every time I have to change batteries...

A: Go to a Church (きょうかい) in town or the sister (who may or may not be in a church tent) in the camp. Pick the first option (おいのりする), and pick the first option when they ask you a question. Wait a little bit, the game is now saving. Do *not* turn off the power while the game is saving, you may lose your game. Once new text scrolls in, your game is saved, and you can turn off the power as you desire.

Q: How does <game function> work?

A: Have you looked at section 6? Some of the newer nuances to the game are explained there. If the one you're looking for isn't, try looking at this section, and if it's not there, give me an email and I'll try to answer your question; assuming it's more than a little thing, it'll probably be added into part 6. If it's a menu, look at section 5; if I haven't covered it yet, drop me an email asking to add it. Worst case is that I haven't reached a part of the game that has it yet and you'll have to wait a bit until I can work on it.

9) Tinymedals, or Shiny Things I Find On the Ground

The Dragon Quest games have a proud tradition of collecting little medals, typically well-hidden, and redeeming them for prizes. DQM:CH is no different, except that the medals aren't really well-hidden; they're just sort of randomly placed on the world map. Pick them up and take them to camp. You can give them to the jar with the star on its side (aka the Pot o' Tinymedals), and if you collect enough, it'll allow you to redeem them for some decent monster hearts.

The hearts available are:

| | |
|---------------------|-----------|
| FlowerBeat (はなもどぎ) | 5 Medals |
| Cloudking (くものだいおう) | 10 Medals |
| Dragon (ドラゴン) | 20 Medals |
| Metabble (はぐれメダル) | 30 Medals |

10) 転身 lists, or It's Time To Create A Monster

Part 1 - How to Use These Tables

There are two types of lists in this section. The first set is for breeding by race, and the second set is for breeding by special combination. As special combination lists take a bunch of time to write, and I'm not entirely sure how I want to format those tables yet, they will be forthcoming. Also, for the time being I'm just putting the English names in; I will probably put in the Japanese names when I play with formatting in an update or so.

To use the breeding by race tables, first select the table that matches the race of your monster at present; we'll call that the base monster. Now, pick your two hearts; find the row on the table that has the appropriate races (for example, if you use a Slime family heart and a Magic Beast family heart, look for the row that shows Slime and Dragon. Note that order does not matter). Go along that row until you find the entry with the same rank as the base monster. If none of the hearts you used were higher rank than that of

your base monster, that is what you will get; otherwise, you will get the monster that is one rank higher (i.e., one entry to the right). Note that you can't get SS rank monsters in this manner; you'll have to breed those yourself.

Some abbreviations - S - Slime family
 B - Beast family
 D - Magic Beast (Dragon) family
 P - Nature (Plant) family
 M - Material family
 A - Devil family
 E - Element family
 R - Base Monster
 H1 - Heart 1
 H2 - Heart 2

Now, without further ado, the tables. Again, many thanks to the writers of the official guide to the game for this information; it would be nearly impossible to gain it through gameplay.

Part 2 - Breeding by Race

A quick note/plea: If anyone has an Element-family monster laying around, would you be able to go check some random breeding combinations using it? Judging from the combinations of monsters, I suspect that the guide's table for the Element family may not be right (specifically, I think that the order of the hearts in that case may actually matter, so try both ways). If this is the case, this section will probably become a lot smaller, as I can organize the data in it in a different (and hopefully better) way.

Slime Family:

| H1 | H2 | D | C | B | A | S |
|----|----|-------------|------------|-------------|--------------|-------------|
| S | S | Slime | Healer | SlimeKnight | HaloSlime | SpinSlime |
| S | B | Babble | Snaily | BabbleKing | DarkKnight | DarkKing |
| S | D | AquaSlime | Metaly | DarkSlime | DarkKnight | DarkKing |
| S | P | Slime | Leafer | BabbleKing | HaloSlime | SpinSlime |
| S | M | Conpeito | Snaily | DarkSlime | DarkKnight | SpinSlime |
| S | A | AquaSlime | Healer | SlimeKnight | MageSlime | DarkKing |
| S | E | MagmaSlime | Snome | Metabble | CrystalSlime | MasterSlime |
| B | B | Mommonja | Toungella | Unicorn | WalrusMan | Trumpeter |
| B | D | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| B | P | StarFish | Toungella | Unicorn | WalrusMan | Trumpeter |
| B | M | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| B | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| B | E | Mommonja | Toungella | Unicorn | WalrusMan | Trumpeter |
| D | D | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| D | P | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| D | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | E | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| P | P | GiantWorm | MadPlant | StubSuck | FooHero | DeadTrunk |
| P | M | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| P | A | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| P | E | Slime | Leafer | BabbleKing | HaloSlime | SpinSlime |
| M | M | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| M | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| M | E | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| A | A | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| A | E | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| E | E | RougeWave | Blizzard | ???? | ???? | ???? |

Beast Family:

| H1 | H2 | D | C | B | A | S |
|----|----|-------------|-----------|------------|-------------|--------------|
| S | S | Babble | Snaily | BabbleKing | DarkKnight | DarkKing |
| S | B | Mommonja | Toungella | Unicorn | WalrusMan | Trumpeter |
| S | D | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| S | P | StarFish | Toungella | Unicorn | WalrusMan | Trumpeter |
| S | M | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| S | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| S | E | StarFish | Toungella | Unicorn | WalrusMan | Trumpeter |
| B | B | Mommonja | Toungella | KillerApe | WalrusMan | Trumpeter |
| B | D | BabyPanther | GiantBat | Goategon | DarkHorn | LandShark |
| B | P | StarFish | BullBird | MadCondor | TriWinder | LandShark |
| B | M | MadGopher | ArmyCrab | IronTurt | IronHawk | MuscleKong |
| B | A | CragDevil | CatMage | Grizzly | DarkHorn | MuscleKong |
| B | E | RamFish | Almiraj | Unicorn | GiantSquid | KingLeo |
| D | D | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| D | P | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| D | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | E | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| P | P | Gophecada | Toadstool | HammerMan | BeezleBug | DeathScyther |
| P | M | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| P | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| P | E | StarFish | BullBird | MadCondor | TriWinder | LandShark |
| M | M | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| M | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| M | E | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| A | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| A | E | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| E | E | WindBeast | Flame | ???? | ???? | ???? |

Magic Beast (Dragon) Family:

| H1 | H2 | D | C | B | A | S |
|----|----|-------------|--------------|-------------|---------------|------------|
| S | S | AquaSlime | Metaly | DarkSlime | DarkKnight | DarkKing |
| S | B | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| S | D | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| S | P | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| S | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| S | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| S | E | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| B | B | BabyPanther | GiantBat | Goategon | DarkHorn | LandShark |
| B | D | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| B | P | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| B | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| B | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| B | E | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| D | D | PudgyDragon | Dragon | Swordgon | GreatDrak | GigaDraco |
| D | P | Droll | Wyvern | Snapper | Armorpion | RainHawk |
| D | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | E | EarthFiend | BigEye | Blizzardy | Orochi | ChaosDrake |
| P | P | FlowerBeat | Icky | OnionMaster | PumpkinKnight | Drollrium |
| P | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| P | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| P | E | Droll | Wyvern | Blizzardy | Armorpion | RainHawk |
| M | M | StatueKid | PhantomGlass | Golem | DeathMasker | GriffinX |
| M | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| M | E | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| A | A | Hork | DeadKnight | ArcDemon | Jamirus | LandShark |

| | | | | | | |
|---|---|-----------|-----------|----------|---------|------------|
| A | E | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| E | E | WindBeast | Flame | ???? | ???? | ???? |

Nature (Plant) Family:

| H1 | H2 | D | C | B | A | S |
|----|----|-------------|-------------|-------------|---------------|--------------|
| S | S | Slime | Leafer | BabbleKing | HaloSlime | SpinSlime |
| S | B | Mommonja | Toungella | Unicorn | WalrusMan | Trumpeter |
| S | D | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| S | P | GiantWorm | MadPlant | StubSuck | FooHero | DeadTrunk |
| S | M | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| S | A | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| S | E | Slime | Leafer | BabbleKing | HaloSlime | SpinSlime |
| B | B | StarFish | BullBird | MadCondor | TriWinder | LandShark |
| B | D | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| B | P | Gophecada | Toadstool | HammerMan | BeezleBug | DeathScyther |
| B | M | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| B | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| B | E | StarFish | BullBird | MadCondor | TriWinder | LandShark |
| D | D | Droll | Wyvern | Blizzardy | Armorpion | RainHawk |
| D | P | FlowerBeat | Icky | OnionMaster | PumpkinKnight | Drollrium |
| D | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | E | Droll | Wyvern | Blizzardy | Armorpion | RainHawk |
| P | P | Eggplation | FloraJay | Snapper | FaceTree | Rosevine |
| P | M | CactiBall | Soccer | Armorpede | GiantScorpion | DeathScyther |
| P | A | GiantSlug | ChestnutMan | DanceVegi | MadHornet | Drollrium |
| P | E | Eggplation | FloraJay | Snapper | FaceTree | Rosevine |
| M | M | SpikyBoy | MudMan | RockSpider | LavaMan | DarkCrystal |
| M | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| M | E | SpikyBoy | MudMan | RockSpider | LavaMan | DarkCrystal |
| A | A | Reaper | PutrePup | Berserker | BossTroll | Gracos |
| A | E | Reaper | PutrePup | Berserker | BossTroll | Gracos |
| E | E | RougeWave | Blizzard | ???? | ???? | ???? |

Material Family:

| H1 | H2 | D | C | B | A | S |
|----|----|-------------|--------------|-------------|---------------|--------------|
| S | S | Conpeito | Snaily | DarkSlime | DarkKnight | SpinSlime |
| S | B | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| S | D | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| S | P | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| S | M | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| S | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| S | E | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| B | B | MadGopher | ArmyCrab | IronTurt | IronHawk | MuscleKong |
| B | D | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| B | P | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| B | M | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| B | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| B | E | SpikyBoy | SabreMan | Golem | StoneMan | GriffinX |
| D | D | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | P | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | M | StatueKid | PhantomGlass | Golem | DeathMasker | GriffinX |
| D | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | E | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| P | P | CactiBall | Soccer | Armorpede | GiantScorpion | DeathScyther |
| P | M | SpikyBoy | MudMan | RockSpider | LavaMan | DarkCrystal |
| P | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| P | E | SpikyBoy | MudMan | RockSpider | LavaMan | DarkCrystal |
| M | M | Facer | KillerAxe | ProtoKiller | Roboster | GriffinX |
| M | A | MadCandle | Mimic | Armorpede | MadMirror | DarkCrystal |

| | | | | | | |
|---|---|----------|-------------|-----------|-------------|------------|
| M | E | MudDoll | TreasureBag | BombCrag | IceMan | LandShark |
| A | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| A | E | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| E | E | Gizmo | CloudKing | Ello | Alue | Burle |

Devil Family:

| H1 | H2 | D | C | B | A | S |
|----|----|------------|-------------|-------------|-------------|-------------|
| S | S | AquaSlime | Healer | SlimeKnight | MageSlime | DarkKing |
| S | B | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| S | D | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| S | P | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| S | M | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| S | A | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| S | E | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| B | B | CragDevil | CatMage | Grizzly | DarkHorn | MuscleKong |
| B | D | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| B | P | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| B | M | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| B | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| B | E | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| D | D | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | P | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | M | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | A | Hork | DeadKnight | ArcDemon | Jamirus | LandShark |
| D | E | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| P | P | GiantSlug | ChestnutMan | DanceVegi | MadHornet | Drollrium |
| P | M | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| P | A | Reaper | PutrePup | Berserker | BossTroll | Gracos |
| P | E | Reaper | PutrePup | Berserker | BossTroll | Gracos |
| M | M | MadCandle | Mimic | Armorpede | MadMirror | DarkCrystal |
| M | A | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| M | E | Demonite | Mummy | EvilArmor | DragonRider | ChainGolem |
| A | A | Demonite | GhostCoffin | GateGuard | DevilPriest | GreatMage |
| A | E | Merman | Shadow | AgDevil | LampGenie | Gracos |
| E | E | WindBeast | Flame | Ello | Pino | Burle |

Element Family:

| H1 | H2 | D | C | B | A | S |
|----|----|-------------|------------|-------------|--------------|-------------|
| S | S | Slime | Healer | SlimeKnight | HaloSlime | SpinSlime |
| S | B | Mommonja | Toungella | Unicorn | WalrusMan | Trumpeter |
| S | D | DragonKid | BigEye | Boobaa | BattleRex | RainHawk |
| S | P | Slime | Leafer | BabbleKing | HaloSlime | SpinSlime |
| S | M | Goopi | MudMan | Armorpede | MadMirror | DarkCrystal |
| S | A | Ghost | PomPomBomb | Berserker | DragonRider | GrandDevil |
| S | E | MagmaSlime | Snome | Metabble | CrystalSlime | MasterSlime |
| B | B | Mommonja | Toungella | KillerApe | WalrusMan | Trumpeter |
| B | D | Drakee | Orc | GulpBeast | BattleRex | ChaosDrake |
| B | P | StarFish | BullBird | MadCondor | TriWinder | LandShark |
| B | M | SpikyBoy | SabreMan | Golem | StoneMan | Griffin |
| B | A | VampireRat | PutrePup | Gigantes | BossTroll | ChainGolem |
| B | E | RamFish | Almiraj | Unicorn | GiantSquid | KingLeo |
| D | D | PudgyDragon | Dragon | Swordgon | GreatDrak | GigaDraco |
| D | P | Droll | Wyvern | Blizzardy | Armorpion | RainHawk |
| D | M | PudgyDragon | MadDragon | Swordgon | Skullgon | Serugeinas |
| D | A | Lipsy | LizardMan | Gargoyle | Andreal | Serugeinas |
| D | E | EarthFiend | BigEye | Blizzardy | Orochi | ChaosDrake |
| P | P | Eggplation | FloraJay | Snapper | FaceTree | Rosevine |
| P | M | SpikyBoy | MudMan | RockSpider | LavaMan | DarkCrystal |
| P | A | Reaper | PutrePup | Berserker | BossTroll | Gracos |
| P | E | Eggplation | FloraJay | Snapper | FaceTree | Rosevine |

| | | | | | | | | | | |
|-----|--|----------|--|-------------|--|-------------|--|-------------|--|------------|
| M M | | Facer | | KillerAxe | | ProtoKiller | | Roboster | | GriffinX |
| M A | | Demonite | | Mummy | | EvilArmor | | DragonRider | | ChainGolem |
| M E | | MudDoll | | TreasureBag | | BombCrag | | IceMan | | LandShark |
| A A | | Demonite | | GhostCoffin | | GateGuard | | DevilPriest | | GreatMage |
| A E | | Merman | | Shadow | | AgDevil | | LampGenie | | Gracos |
| E E | | Gizmo | | CloudKing | | Dreen | | Alue | | Burllle |

Part 3 - Breeding by Combination

<Coming Soon...er or later...>

11) Item Lists, or The Stuff Your Caravan Carries For You

Incidentally, this is the first game I can think of which has a pretty clear explanation of why your characters have not been crushed under the weight of their inventory.

Anyway...

| Japanese Name | English Name | Price (G) | Effect |
|---------------|--------------|-----------|----------------------------------|
| やくそう | Herb | 8 | Restore 30-40 HP |
| アモールのみず | Lovewater | 50 | Restore 60-70 HP |
| まほうのせいすい | Potion | 100 | Restore 20-30 MP |
| どくけしそう | Antidote | 12 | Cure poison |
| めざめのこな | Awakesand | ? | Cure sleep |
| てんしのすず | SkyBell | ? | Cures confusion |
| まんげつそう | MoonHerb | 30 | Cures paralysis |
| げっけいじゃ | Laurel | 50 | Removes curse |
| りんご | Apple | 20 | adds 20 food to supply |
| おおきなりんご | Big Apple | 55 | adds 50 food to supply |
| さかな | Fish | 85 | adds 80 food to supply |
| おべんと | Bento Box | - | adds 100 food to supply |
| キメラのつばさ | Warpwing | 50 | Return to camp |
| おもいでのおすず | ExitBell | ? | Return to dungeon entrance |
| まもりのオーブ | Protect Orb | - | Legendary orb |
| ちからのオーブ | Power Orb | - | Legendary orb |
| ハートゲッター | Heart-Getter | - | Mysterious heart-stealing device |

<more to come...>

12) Monster Lists, or Let's Get Ready to Kill Things

The status of the section may change depending on if you can encounter the same monster type at different experience levels depending on how far you are in the game. Until I verify if this is the case or not, you can find how much XP, Gold, and food/items a monster drops here. If no item is listed, this doesn't mean that that monster doesn't have any items to give, it just means I haven't gotten one from it yet.

Additionally, I'm using the English names here if possible. When one does not exist, I'll make something up based off of translation or something.

Chapter 1:

| | | | | |
|-----------|---|------------------|---|-----------------|
| Forest | : | Drakee (ドラキー) | : | 1 XP |
| Overworld | : | Confetti (こんぺいと) | : | 3 XP 3 G 1 Food |

Drakee (ドラキー) : 1 XP 1 G Herb
 Gophecada (せみもぐら) : 2 XP 3 G Herb
 GiantSlug (おおなめくじ) : 2 XP 2 G
 Cave : Madcandle (おばけキャンドル) : 3 XP 2 G Herb
 GiantSlug (おおなめくじ) : 2 XP 2 G Apple
 GiantWorm (おみみず) : 3 XP 3 G 2 Food Apple

Chapter 2:

Overworld : Sacer (ミノーン) : 3 XP 4 G Herb
 Spikyboy (とげぼうず) : 2 XP 3 G 3 Food
 Healer (ホイミスライム) : 4 XP 6 G
 Cactiball (サボテンボール) : 5 XP 3 G 6 Food Antidote
 Puppetman (パペットマン) : 5 XP 5 G
 Windbeast (かまいたち) : 8 XP 10 G
 Momonja (ももんじゃ) : 6 XP 3 G 3 Food
 Slime (スライム) : 4 XP 2 G Apple
 KillerMole (キラースコップ) : 6 XP 6 G 3 Food Herb
 FlowerBeat (はなもどき) : 6 XP 5 G 5 Food
 VampireRat (バンパイアラット) : 4 XP 4 G Awakesand
 Water Cave : Ghost (ゴースト) : 7 XP 5 G
 Earth Fiend (つちわらし) : 6 XP 3 G
 PudgyDragon (ドラドン) : 8 XP 6 G 7 Food ExitBell

Chapter 3:

Overworld : ChestnutMan (マロンマン) : 20 XP 6 G 4 Food
 Toadstool (マタンゴ) : 22 XP 5 G Antidote
 Lipsy (リップス) : 22 XP 5 G
 Reaper (しにがみ) : 17 XP 8 G
 CatMage (ねこまどう) : 18 XP 8 G
 Sabreman (ひとくいサーベル) : 16 XP 6 G
 TreasureBag (おどるほうせき) : 17 XP 24 G SkyBell
 BabyPanther (ベビーパンサー) : 22 XP 3 G
 Tonguella (ベロゴン) : 30 XP 4 G
 Facer (トーテムキラー) : 24 XP 10 G
 PomPomBomb (ポムポムポム) : 24 XP 4 G
 Leafer (リーファ) : 3 Food
 Demonite (ベビーサタン) : 22 XP 8 G
 MadPlant (マッドプラント) : 22 XP 6 G 5 Food
 Stubsuck (きりかぶおばけ) : 26 XP 5 G
 GulpBeast (ストロングアニマル) : 34 XP 8 G 3 Food
 Shadow (シャドー) : 27 XP 7 G
 Armorpede (よろいムカデ) : 30 XP 6 G
 Gizmo (ギズモ) : 26 XP 4 G
 Lake Cave : Gargoyle (ガーゴイル) : 360 XP 100 G BOSS
 Droll (ドロル) : 90 XP 8 G
 Metaly (メタルスライム) : 1000 XP 2 G
 Mudman (ドロヌーバ) : 102 XP 8 G
 Snaily (スライムつむり) : 54 XP 6 G
 DragonKid (ドラゴンキッズ) : 63 XP 7 G 5 Food
 Rorra Gate : Demon's Axe (げんまのオノ) :
 Demon's Sword (げんまのけん) :
 Barubaruu (バルバルー) : 1000 XP 300 G 6 Food (total for 3)

Chapter 4:

Overworld : Tonguella (ベロゴン) : 30 XP 4 G
 KillerApe (キラーエイプ) : 60 XP 8 G BigApple
 GiantBat (ジャイアントバット) : 59 XP 7 G
 Icky (オパビー) : 56 XP 6 G
 Goopi (マドハンド) : 42 XP 5 G
 BeezleBug (ベルザブル) : 54 XP 9 G

| | | |
|---------------|------------|---------------------|
| DarkHorn | (ダークホーン) | : 126 XP 11 G |
| FloraJay | (はなカワセミ) | : 42 XP 6 G |
| BullBird | (おばれうしどり) | : 54 XP 6 G 6 Food |
| DanceVegi | (ダンスキャロット) | : |
| RockSpider | (ガンセキクモ) | : 50 XP 8 G |
| Berserker | (バーサーカー) | : 45 XP 12 G |
| Bombcrag | (ばくだんいわ) | : 300 XP 5 G |
| Unicorn | (ユニコーン) | : 72 XP 9 G 3 Food |
| FooHero | (ポチヒーロー) | : 65 XP 13 G |
| GhostCoffin | (ばけものしんぷ) | : 78 XP 14 G |
| GiantScorpion | (おおさそり) | : 67 XP 7 G |
| Phoenix | (ひくいどり) | : 72 XP 10 G 4 Food |
| MageSlime | (まどうスライム) | : 60 XP 10 G |
| OnionMaster | (オニオンマスター) | : 96 XP 18 G 3 Food |
| Grizzly | (グリズリー) | : 162 XP 16 G |
| IronTurt | (アイアンタートル) | : 126 XP 16 G |
| MagmaSlime | (マグマスライム) | : |

Wind Tower :

| | | |
|--------------|------------|--------------------|
| Wyvern | (キメラ) | : 69 XP 8 G 4 Food |
| Killeraxe | (つじぎらアックス) | : 69 XP 9 G |
| MadCondor | (ヘルコンドル) | : 78 XP 16 G |
| PhantomGlass | (ファントムグラス) | : 75 XP 10 G |

Full Moon Tower :

| | | |
|-------------|------------|---------------------|
| SilentProwl | (さまようしんかん) | : 117 XP 15 G |
| Boobaa | (ブーバー) | : 91 XP 11 G 2 Food |
| MadMirror | (あくまのカガミ) | : 84 XP 10 G |
| AgDevil | (シルバーデビル) | : 120 XP 12 G |
| RougeNite | (さまようよろい) | : 141 XP 9 G |

Lighthouse :

| | | |
|-----------|-----------|---------------------|
| Babble | (バブルスライム) | : 95 XP 9 G |
| DeadNite | (しりょうのきし) | : |
| DarkSlime | (ダークスライム) | : 129 XP 10 G |
| PutrePup | (アニマルゾンビ) | : 100 XP 8 G |
| Hork | (くさったしたい) | : |
| Boobaa | (ブーバー) | : 91 XP 11 G 2 Food |
| AgDevil | (シルバーデビル) | : 120 XP 12 G |
| RougeNite | (さまようよろい) | : 141 XP 9 G |

Dragon's Path :

| | | |
|-------------|------------|----------------------|
| Dragon | (ドラゴン) | : 141 XP 14 G 5 Food |
| GateGuard | (じごくのもんばん) | : 135 XP 21 G |
| DragonRider | (ドラゴンライダ) | : |
| StoneKid | (とつげきこぞう) | : |
| OnionMaster | (オニオンマスター) | : 96 XP 18 G 3 Food |

Chapter 5:

Rupugana Overworld :

| | | |
|-------------|------------|---------------------|
| MageSlime | (まどうスライム) | : 60 XP 10 G |
| OnionMaster | (オニオンマスター) | : 96 XP 18 G 3 Food |
| Grizzly | (グリズリー) | : 162 XP 16 G |
| IronTurt | (アイアンタートル) | : 126 XP 16 G |
| FooHero | (ポチヒーロー) | : 65 XP 13 G |
| Phoenix | (ひくいどり) | : 72 XP 10 G 4 Food |

Beranuuru Overworld :

| | | |
|-------------|------------|----------------------|
| MadPanther | (キラーパーンサー) | : 180 XP 28 G |
| HammerMan | (おおきづも) | : 156 XP 23 G |
| BabyPanther | (ベビーパンサー) | : 148 XP 42 G |
| Skullgon | (スカルゴン) | : 177 XP 26 G |
| Metaly | (メタルスライム) | : 1000 XP 2 G |
| ArmyCrab | (ぐんたいガに) | : 152 XP 18 G 6 Food |

Rondarukia Overworld :

| | | |
|---------------|-----------|----------|
| PumpkinKnight | (かぼちゃのきし) | : 8 Food |
|---------------|-----------|----------|

SlimeKinght (スライムナイト) : 153 XP 26 G
 Snapper (ひとくいそう) : 147 XP 25 G 2 Food
 StoneMan (うごくせきぞう) : 220 XP 7 G
 BigEye (ビックアイ) : 169 XP 23 G
 Metaly (メタルスライム) : 1000 XP 2 G
 Skeletor (がいこうけんし) :

Rondarukia Cave :

Roboster (キラーマシン) : 282 XP 26 G
 Flame (フレイム) : 192 XP 23 G
 Mummy (マミー) : 202 XP 30 G
 Andreal (アンドリアル) :
 MadDragon (ドラゴンマッド) : 207 XP 22 G
 Almiraj (アルミラージュ) : 192 XP 20 G 3 Food

BigApple

Snowfields : Gigantes (ギガンテス) : 600 XP 30 G
 Blizzardy (ホークブリザッド) : 360 XP
 CrystalSlime (クリスタルスライム) : 222 XP 37 G
 Goategon (ゴートドン) : 297 XP 26 G
 BigMommonja (ビッグももんじゃ) : 447 XP 40 G
 ArcDemon (アークデーモン) : 621 XP 37 G
 Snome (スノーム) : 285 XP 30 G
 CloudKing (くものだいおう) : 702 XP 40 G

Domedi's Castle :

Swordgon (ソードドラゴン) : 376 XP 31 G
 ArcDemon (アークデーモン) : 621 XP 37 G
 MadHornet (へるホーネット) : 348 XP 4 Food

Chapter 6:

Overworld : GreatDrak (グレートドラゴン) : 681 XP 57 G
 LandShark (グランドシャーク) : 576 XP 60 G
 BattleRex (バトルレックス) : 573 XP 58 G
 BossTroll (ボストロール) : 739 XP 70 G
 TriWinder (トライワインダー) : 570 XP 60 G
 LampGenie (ランプのまおう) : 741 XP 78 G 6 food
 GigaDraco (ギガントドラゴン) : 1001 XP 66 G
 Slime (スライム) : 201 XP 4 G
 Trumpeter (パオーム) : 555 XP 50 G

Radatoomu Castle :

DarkKnight (ダークナイト) : 666 XP 65 G
 Golem (ゴーレム) : 513 XP 62 G
 EvilArmor (デビルアーマー) : 795 XP 69 G
 KingSlime (キングスライム) : 999 XP 93 G
 Gracos (グラコス) : 522 XP 354 G 74 Food

<more to come?>

 13) Skill Lists, or Things Your Monsters Can Do Other Than Attacking

I'll add to this as I get them...

| Japanese Name | English Name | MP Cost | Effect |
|---------------|--------------|---------|----------------------------|
| ルカニ | Sap | 3 | Def Down. |
| ピオリム | SpeedUp | 3 | Speed Up (group) |
| マホトラ | MPAbsorb | 0 | Absorb MP from target |
| ギラ | Firebal | 4 | Fire Attack (group) ~20 d. |
| スカラ | Upper | 2 | Defense up |
| メラ | Blaze | 2 | Fire Attack ~10 d. |

| | | | | |
|---------|-----------|--|---|---------------------------------|
| マヌーサ | Surround | | 3 | Enemy hit rate down |
| ねむりこうげき | NapAttack | | 2 | Attack + sleep effect |
| とらまな | StepGuard | | 2 | Protection from damage tiles |
| なめまわし | LushLicks | | 2 | Paralyze an enemy for next turn |
| リレミト | Outside | | 2 | Get out of dungeons/towers |
| ボミオス | Slowall | | 4 | Speed down (group) |

14) Member Lists, or The Peoples We Meet So the Monsters We Can Beat

At some points in the walkthrough I note that I saw a character I was not interested in and as such did not recruit. If anyone has their names, please tell me so I can include them here. Also, I kicked some people out before I could get their weight; if you happen to still have them, drop me a line and tell me how heavy they are.

Randall (ランドル) - Weight 1 - Your first navigator. As the map gets more and more useful as the game progresses, it's a good idea to take him (or at least one or two of the navigators) along. I think he (and his siblings) allow the monster they support to strike from the back and thus not miss. Cannot be kicked out.

Alex (アレクス) - Weight 4 - A warrior. Attacks with an axe. Good damage at second level (when paired with, say, Kurast). A bit heavy, though. Also cannot be kicked out.

Dekson (デクソン) - Weight 3 - Cleric. Absolutely indispensable. Basically a free herb every turn. Switch him around to heal all your monsters, if the critters you're encountering aren't very tough. He, too, cannot be kicked out.

Ripple (リップル) - Weight 1 - Dancer. Tries to drain a few MP from all the monsters. Not a very effective member.

Alisa (アリサ) - Weight 2 - Mage. Casts Blaze on a monster, which is sort of useless not too long after you get her (unless you fight high DEF enemies). Not a bad choice, though, and can be effective if used with other mages in a combo.

Kachua (カチュア) - Weight 2 - Merchant. Runs an item store in camp. Steals money in combat, which rocks at the beginning of the game, when you're poor. Lets you see treasure chests on the map if you've got navigators around.

Pretty useful, all in all.

Vandall (バンドル) - Weight 1 - Another navigator. Basically the same as Randall.

If two navigators are in the same wagon, you'll be able to see a larger map and the world map. Guess what? You can't kick him out either.

Ann (アン) - Weight 3 - Fighter (martial artist). Reasonable damage. A lighter alternative to Jura or Alex.

Nana (ナナ) - Weight 2 - Fisherwoman. Throws bait in battle, which cancels

an enemy's next turn if it works. Lets you catch

fish outside of battle. Indispensable. Really,
take her everywhere.

Reidaa (レイダー) - Weight 3 - Merchant. Same as Kachua, I think, just heavier.
Don't think there's a benefit for having both of
them together, so I don't use him.

Rirra (リーら) - Weight 1 - Fortune teller. Tells fortunes at base camp,
which basically gives you a semi-cryptic clue as
to where you should be going next. Has some
effect on the map, but I'm not sure what it is;
I suspect it is marking where to go next. In
battle, tells you approximately how many HP an
enemy has left. Handy character.

Iksas (イクサス) - Weight 1 - Does *something* in battle. It's never worked;
I suspect he cures status ailments or something.
Could be useful. Basically, he's needed for plot
in Chapter 3 and he's light and possibly helpful,
so he's sort of higher than Ripple. I guess.

Gordon (ゴードン) - Weight 2 - Knight. Uses Knight Shield. I have *no idea*
what that does, or if it does anything at all.
Doesn't seem very useful, honestly. At least he's
light.

Jura (ジュラ) - Weight 4 - Swordsman. Attacks twice in one round, pretty
strong, all told. Highly useful, IMHO. Thanks
to those who pointed out that this character is
actually female...

Kurast (クラスと) - Weight 2 - Another warrior. Just like Alex, but half the
weight. I've only ever used him to combo with
Alex, so I'm not sure how he is alone, but I
suspect he's fairly good.

Ronmill (ロンミル) - Weight 1 - Navigator. See Randall and Vandall. Can't kick
her out, either.

Renda (レンダ) - Weight 2 - Another fisherman. Doesn't seem to get better if
put with Nana, but I believe you can catch fish
more frequently if both are with you at the same
time. Definitely worth taking.

Sesuka (セスカ) - Weight 3 - A warrior. Whee. See comments on Alex and
Kurast.

Tasha (ターシャ) - Weight 2 - A priest. We love free healing, and it loves us too. I'd use her if I were you.

Boldo (ボルドー) - Weight 2 - A bard, and vital to the main quest of Chapter 4. I'd wait until after that to kick him out, if you do. Seems to cast Stopspell on enemies, and lets you rename monsters and wagons when in camp.

Ryuuga (リュウガ) - Weight 4 - A fighter. I didn't use him, particularly, and he's gone now. Nothing special, I'm sure.

Hoomii (ホーミイ) - Weight 2 - Another shopkeeper. Not really different from the others. Remove for more room, I suppose.

Machua (マチュア) - Weight 3 - A monster tamer. Indeed seems to make it easier to get hearts, but it seems like you need to kill the monster she targets on that round for her effect to help. If anyone else can verify this, I'd be quite happy. Anyway, you also need her for the Chapter 4 quest.

Zenon (ゼノン) - Weight 3 - Another mage. Pretty effective when teamed with Alisa, give it a whirl. Also casts StepGuard outside of battle.

Ilene (アイリン) - Weight 2 - A knight. Does the defensive shtick. Still don't think they're worth the space...

Maurice (モーリス) - Weight ? - A nurse, like Iskas. As poison and paralysis get more common near the end of the game, their kind might be sort of useful.

Getts (ゲッツ) - Weight 2 - A thief. Unfortunate name aside, steals stuff in battle, sometimes. Runs the bank in camp, and can use EagleEye outside of battle. Fairly handy to have around, but you'll probably want to ditch him for a lighter thief later on.

Garusu (ガルス) - Weight 1 - A light fisherman! Why I kicked him out instead of Nana, I'm not sure.

LunLun (ルンルン) - Weight 1 - A goof-off, to borrow the phrasing from the NES DW III. Tells jokes in battle, which paralyzes an enemy for a round. Works on *anything* (yes, I've seen it work on Magaruki's last form), but sometime's she'll...well, goof off...for the round instead. Can be told to go fool around on the field, which I think sometimes gets you random items for 100G. Runs the casino in camp. All this and puff-puff for one weight? How can you say no?

Oost (オースト) - Weight ? - A fortune teller. No better than Rirra, I'd think.

Guillerme (ギルメ) - Weight 3 - A metalhunter. That's someone who can inflict amounts of damage greater than one to metal slimes; however, it's not much more than one (he was doing five damage when I had him, even with fairly powerful monsters), and he does the same damage to non-metal monsters, making him suck-tastic for non-leveling situations. Moreover, Metabbles later in the game (notably in the Orb Dungeons) have a whole bunch of HP, so he's doubly useless. Handy for quick XP until your monsters are strong enough to hurt metal slimes on their own, then he's sort of outdated.

Fannu (ファンヌ) - Weight ? - A fighter. Just like the others. A different flavor of warrior, more or less.

Izrag (イズラグ) - Weight 3 - A sage. Sages are cool; it's like getting a second-level priest and a second-level mage at once. His spells include Healmore, Bolt, and

Boom. Quite handy to have around, though the healing isn't as certain as from a priest.

Dogi (トギ一) - Weight 1 - Here's that lighter thief I mentioned earlier.
Have fun.

<more as I find them...>

15) Thanks to...

My parents, for letting me go abroad and thus allowing me to be in Japan to pick up this game when it came out.

The nice people on the GameFAQs DQM:CH message board, for a nice forum for discussing this title, and the occasional statistic/pointer. Many thanks to lyonnie in particular.

The insanely well-informed people who wrote the official guide to DQM:CH. The information in that book has helped clarify a lot of things that I just didn't know, and the assorted lists in the book help me fill in a lot of gaps in play mechanics, and make it so that I can get out breeding information before the next ice age rolls around.

GameFAQs, for hosting this FAQ/Walkthrough, and being around forever and inspiring me to write FAQs.

16) Legal Stuff

Personally, I don't really care where this FAQ gets posted; it would annoy me a bit if other people took credit for it, though. Therefore, please notify me if you wish to post this FAQ on your site.

Presently the most current version of this FAQ can be found on...my computer. The most current *released* version of this FAQ can be found at GameFAQs (www.gamefaqs.com) and Neoseeker (www.neoseeker.com).

This document is not intended to be used in any way that is profitable to anyone but the author, and even he doesn't think he should be making money off of it. It should not be reproduced without consent from the author.

Dragon Quest Monsters: Caravan Heart and related characters are trademarks of Enix, or Square Enix, or the Company Formerly Known as Enix, or whatever they call themselves now.

You must all worship the BabbleKing.

(c) Copyright 2003 Ayndin