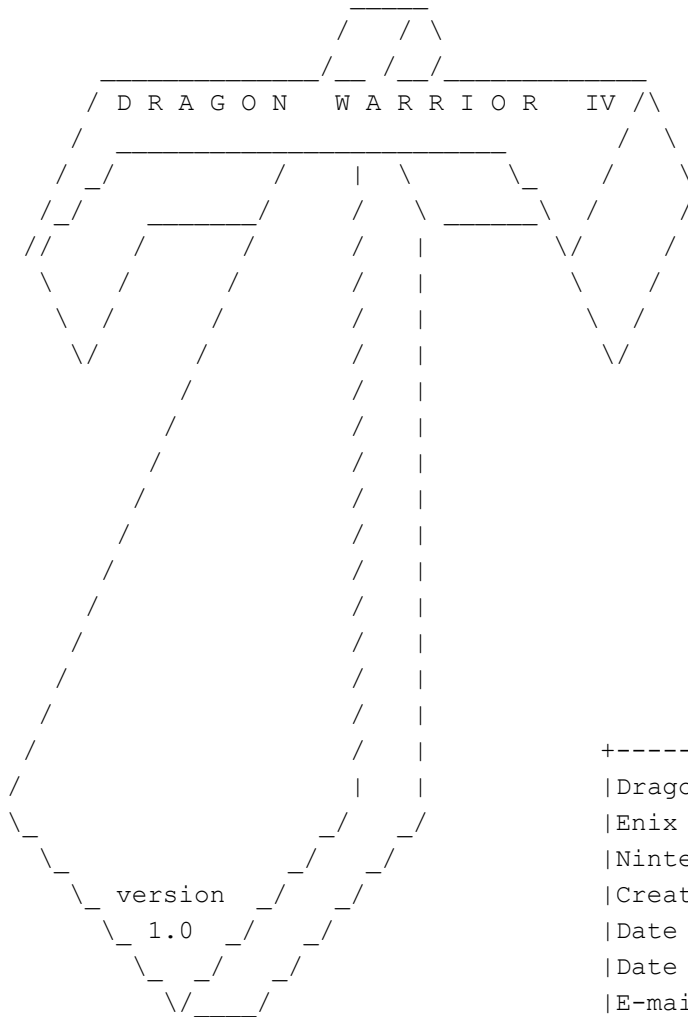


Dragon Warrior IV FAQ/Walkthrough

by Shdwwrym

Updated to v1.0 on Jun 16, 2016



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|Dragon Warrior IV      |
|Enix (c) 1992         |
|Nintendo Entertainment System |
|Created by: Ramina    |
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|Current Version: 1.0   |
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| I. R E C E N T   U P D A T E S |
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_____ \ Document created. All of the basic game information is
 _____ / complete. Walkthrough itself begins.

_____ \ Walkthrough finally complete. Beginning work on the
 _____ / Item/Equipment list.

_____ \ Item/Equipment list finished. Starting the Monster List.
 _____ /

_____ \ Monster List completed. Putting together a Small Medal List.
 _____ /

_____ \ Small Medal List and the whole guide complete (after quite a
 _____ / long break). Making some last minute tweaks and proof-reading.

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| II. C O P Y R I G H T   &   P L A G I A R I S M |
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/_____/
| III.  T H E  S T O R Y |
|_____|

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~*~*~*~

"As the Legend of Erdrick slips into the past, it's time to begin anew.

Chapter One: Ragnar, the King's General. You must find the reason for the recent disappearance of the kingdom's children.

Chapter Two: Alena, the Princess. As daughter of the King, you wish to escape his overly-protective hand. Pursue your desire for adventure at any cost.

Chapter Three: Taloon, the Merchant. Your lifelong dream is to own a store. Leave your family behind as you seek to amass a fortune which you'll need to obtain your goal.

Chapter Four: Mara & Nara, the Dancer and the Fortune Teller. These sisters learn of their father's untimely defeat at the hands of evil. You must avenge your father's death so he may rest in peace.

Chapter Five: Fulfill a prophecy. Is this your destiny?"

~*~*~*~

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/_____/
| IV.  C O N T R O L S |
|_____|

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[D-Pad]: Moves characters; navigate
cursor through menus

```

/_____/
|_____|

```


INFO: Allows you to view each character's stats and EXP. Pressing 'A' again will show their equipment as well as their current HP/MP values, and if you keep pressing the 'A' button you'll see the character's spells (if they can use any).

CONDITION: This will bring up a separate menu where you can easily see your entire party's HP/MP values rather than each character one at a time. You can also get a quick look at each character's Attack and Defense stats altogether.

EQUIP: The Equip selection will bring up a smaller window listing your characters. Select which character you wish to equip and it'll allow you to customize which equipment you want that person to wear. It'll go through Weapon, Armor, Shield, and Helmet (in that order).

DOOR: Pretty obvious what this one does. Stand in front of a door and use this option to open the way. Some doors require specific keys and won't open until you get them, however.

SPELL: The Spell selection will bring up a smaller window showing each of your characters. Choose which character you want to cast the spell and then a list of field spells will appear in another window for that particular character. Keep in mind that some characters won't learn spells.

ITEM: Brings up each characters' inventory. This allows you to use items like Medical Herbs, Antidotes, etc. on the field or world map. When you select an item or piece of equipment another menu will pop up that looks like this:

```
|-----DO-----|
| >USE           |
|  TRANSFER     |
|  DISCARD      |
|               |
```

USE: This option will simply use the item. If it's an item that can be used on another character, you'll get a menu to select which character you want.

TRANSFER: Transfer allows you to give an item or piece of equipment to another party member.

DISCARD: Using this option will let you throw away an item that you don't want. Be careful, though. Once you throw an item away you can't get it back (however, with some items the game won't allow you to discard them)

APPRAISE: This option won't become available until Ch. 3 & later in Ch. 5 (when Taloon is present). Appraise will allow you to select an item from your inventory and find out its value, what it does, and who in your party can equip it.

TACTICS: Selecting 'Tactics' will allow you to rearrange the formation of your party. In Chapter 5, you can utilize this option to change your characters' battle strategy (seeing as how the game's A.I. takes over their actions at this point). Refer to the 'Battle Menu' section

below and look for the 'Tactics' sub-title to read a more in-depth explanation of the Tactics system in Dragon Warrior IV.

SEARCH: Use the Search option to check the ground beneath your feet, inspect
----- or look in vases/dresser drawers, or open treasure chests. Stand on
top of a chest and use this option to obtain the item inside.

```
_____  
|STATUS MENU \  
|_____/
```

This menu will appear at the bottom of your screen when you press the A Button on the field (along with the Command Menu). Also, if you stand and wait a few seconds the Status Menu will appear by itself. Here, you'll see all of your characters listed with their corresponding HP and MP conditions. You'll also see a third abbreviation that signifies that character's class. The number beside this is that character's current level. Sometimes you'll see a two-letter abbreviation covering the character's level. This means that character has a status ailment that you have not yet cured.

You'll notice that the text color of the menus will change color depending on your party's current HP condition. Below is a key for each color.

WHITE - HP at max or HP in a healthy state
GREEN - HP in critical condition (Heal now!)
BLUE - Night time (no correlation to HP values)
RED - One or more characters are KO'd

```
_____  
|BATTLE MENU \  
|_____/
```

Anytime you're roaming around on the world map or in caves or towers, it's very likely you'll be engaged in a random battle. This will trigger another screen to appear consisting of 3 initial windows and the monsters in the center of the screen. Your screen will look very similar to this:

```
|==Ragn==|  
| H: XXX |  
| M: XXX |  
| S: XX  |  
|_____|
```

```
  /\  /\  /\  
 (oo) (oo) (oo)
```

```
_____  
|==Ragn===|| Slime-A (X)  |  
| >FIGHT  || Slime-B (X)  |  
|  RUN    || Slime-C (X)  |  
|  PARRY  ||_____|  
|  ITEM   |  
|_____|
```

The top window you should already be familiar with; this is the status menu that you see when you press the A Button on the field (or if you stand still for a few seconds). This displays each characters' name along with their current HP and MP values. You'll also see the characters' class in this window as well. The bottom two windows are the battle windows.

NOTE: Starting in Chapter 5, a window in the upper-right of the screen will display the party's current tactics. This occurs once you start recruiting the other characters.

Let's start with the bottom left window. First of all, you'll see which character you're controlling by looking at the name at the very top. Now, let's look at the other four options you have:

FIGHT: This option is the one you'll use the most in battle; hands down. It
----- simply allows that character to attack physically against whichever enemy you choose.

SPELL: The Spell option will bring up another window where you can select
----- which spell you want to use against the enemy or on an ally. Certain characters do not learn any spells during the course of the game and will not have this option. Additionally, you can only control the actions of the first character in the line-up; this is the only time you can select a specific spell for the first character to use.

RUN: Using Run will give you the opportunity to flee from the battle. This
---- option doesn't always work, though. Occasionally, if the monsters are much stronger than you are, they will block your escape path and you are forced to continue battle for at least one more round. You can continue choosing Run each round in hopes of being able to escape, but sometimes it takes several rounds before you can flee.

ITEM: This selection will bring up a new window containing that character's
----- inventory. It will allow you to use healing/support items on allies or use offensive items on enemies. Particularly weapons that have battle effects.

PARRY: Parry will simply put the character in a state of defense where they
----- will not attack, but simply half the damage they would normally receive were they not to Parry. This option becomes very useful when the character's HP is in critical condition and they're waiting for another character to heal them. Note that Parrying has no effect on magic damage; only physical attacks.

Once you reach Chapter 5, the first menu that appears when you enter battle will be slightly different. Once you recruit Mara and Nara, you'll see this menu (having 'Tactics' selected):

```
| FIGHT | >CHANGE TACTICS |  
| >TACTICS | SEE SPELLS |  
| MEMBER | SEE ITEMS |  
| RUN | _____ |  
| _____ |
```

FIGHT: Hasn't changed; this selection will then allow you to select how you
----- want the first character in the party to attack. The rest of your characters will act accordingly to your current tactics.

TACTICS: Selecting this will bring up another sub-menu that has 3 options:
----- Change Tactics, See Spells, and See Items. The last 2 are pretty obvious, you can check your current party's spells and items between turns. Selecting 'Change Tactics' brings up another sub-menu displaying your battle tactic options:

Normal: A balance between offensive and defensive attacks/spells.

VI. S T A T S & S T A T U S A I L M E N T S

Your characters' stats are what determine how strong they are in battle. There are ten basic stats each character has that determine their strengths and weaknesses:

- Strength
- Agility
- Vitality
- Intelligence
- Luck
- Max HP
- Max MP
- Attack Power
- Defense Power
- Experience Points (EXP)

STRENGTH: This is the base stat for determining how strong a character's physical attack is. The higher the strength, the higher a character will be able to hit on an enemy; that simple. You can increase a character's Strength stat with Strength Seeds.

AGILITY: Agility is the stat that determines how soon a character will attack in battle. If you have a character with 50 Agility and another with 30, the person with 50 Agility will obviously attack first. This works the same way when comparing yourself to enemies. Also, Agility can be the factor that determines how often you land critical hits. Obviously, having high Agility can only work in your favor. Agility Seeds will increase a character's Agility stat.

VITALITY: If you've played DW3, you should be familiar with this statistic. Vitality effects a character's HP and Strength growth. The higher the Vitality, the more stat points you'll receive for HP and Strength when that character levels up.

INTELLIGENCE: The magic-using characters in the DW games generally have great Intelligence growth. The higher the Intelligence a character has, the more MP stat points they receive upon leveling up. Similar to the Vitality <-> HP relationship.

LUCK: A very mysterious stat indeed. Similar to how DW3 incorporated Luck, this stat seems to effect how often a character deals terrific/critical hits in battle, or how often a character dodges attacks or negates certain enemy spells. Luck can also affect the success rate of fleeing from battle. Taloon seems to excel the most in this stat. Luck Seeds can be used to increase this stat for a character.

MAX HP: Pretty self-explanatory; the total Hitpoints or "life" each character possesses. When a character's Maximum HP is depleted in battle, the character is knocked out and is no longer useable until you revive him or her. You can increase your HP stat with Lifeforce Nuts; replenish HP at an Inn.

MAX MP: Another self-explanatory stat; the total Magic points a player has in order to cast spells. Each time you cast a spell

in battle or on the field, a portion of your MP is drained. When a character's MP is at 0 they can no longer cast anymore spells until it is replenished. You can increase your Max MP stat using Mystic Acorns; replenish MP at an Inn.

ATTACK POWER: This stat goes hand-in-hand with Strength, but there's a notable difference. Any time a character equips a weapon, the amount of power attached to the weapon is added to your Strength to give you the total Attack Power. For example, if Ragnar has 50 Strength and he equips the Broad Sword (which has +40 Attack Power), Ragnar's Attack Power stat would be 90 (50 + 40 = 90). If that character doesn't have any kind of weapon equipped, their Strength and Attack Power will be identical.

DEFENSE POWER: Defense Power works the same way as Attack Power. When a player equips certain pieces of armor along with shields and helmets, it will add to the Defense Power stat. Each piece of equipment has its own Defense Power that will increase your DEF when equipped.

EXPERIENCE POINTS: This last one really isn't a stat so to speak, but it's a number that determines what level your character has. The higher your Experience Points, the higher the level of your character. After each battle, your party is awarded Experience Points along with gold coins (G). When a particular character has enough Experience points to reach the next level, a message will appear and it will show you which stats are being elevated and by how much.

Status ailments are conditions that your characters can sometimes be put under during battle. Many enemies that you'll encounter in the game can inflict harmful statuses such as poison, confusion, sleep, etc. on your party and can only be healed with special items that you can purchase in shops. Below is a chart that lists all of the possible status ailments in the game along with their negative effects, menu abbreviations, and remedies:

AILMENT	ABBREVIATION	EFFECTS	CURED WITH
Poison	PO	Lose HP as you walk	Antidote Herb, Antidote spell, House of Healing
Silenced	ST	Can't use magic spells	Battle ends
Surround	SR	Attack accuracy drops significantly	Cures itself after several rounds
Confuse	CF	Attack your allies in battle; disobey commands	Win the battle, allow afflicted to get KO'd, put afflicted to sleep
Sleep	SL	Character cannot attack or defend for 1-5 rounds	Awake spell, Cures itself after a few rounds, kill off

			afflicted, win the battle
KO'd	DE	Character cannot participate in battle until brought back to life	Vivify spell, Revive spell, House of Healing
Curse	CR	Character will be permanently confused in battle.	House of Healing
Paralysis	NM	Character cannot attack or defend for several rounds.	Full Moon Herb, NumbOff spell

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| VII. MEET YOUR COMPANIONS |
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| HERO (That's you!) |
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Class: Hero

Description: "The star of the story. The people of your home village all prayed that you would grow up to fulfill your great potential, and the time will soon come when your progress will truly be tested."

- Strength: High
- Agility: Mediocre
- Vitality: Mediocre
- Intelligence: Mediocre
- Luck: Mediocre
- Max HP: High
- Max MP: Mediocre
- Attack: High
- Defense High

SPELL	LVL
Expel	1
Blaze	3
Healmore	5
Return	7
Firebal	9
Repel	11
Outside	13

Sleepmore	15	
_____	_____	
Awake	17	
_____	_____	
FendSpell	19	
_____	_____	
Ironize	21	
_____	_____	
Boom	23	
_____	_____	
Zap	25	
_____	_____	
Healall	27	
_____	_____	
Vivify	28	
_____	_____	
Transform	30	
_____	_____	
Healusall	32	
_____	_____	
Lightning	34	
_____	_____	
Thordain	37	
_____	_____	
Chance	39	
_____	_____	

| RAGNAR

Class: Soldier

Description: "A soldier in service of the king of Burland. He is stout of heart and body, having performed many mighty feats in battle."

Strength: High

Agility: Low

Vitality: High

Intelligence: Low

Luck: Mediocre

Max HP: Very High

Max MP: None

Attack: Very High

Defense: High

| ALENA

Class: Princess

Description: "Princess of Santeem Castle; a fierce tomboy with a knack for battle and a thirst for great adventure."

Strength: High

Agility: Very High

Vitality: Mediocre

Intelligence: Low

Luck: Mediocre

Max HP: High

Max MP: None

Attack: High

Defense: Mediocre

| CRISTO

Class: Chancellor

Description: "A young priest of Santeem Castle. He has feelings for Princess Alena but she is, unfortunately, oblivious to them."

Strength: Mediocre

Agility: Mediocre

Vitality: Low

Intelligence: High

Luck: Mediocre

Max HP: Mediocre

Max MP: High

Attack: Mediocre

Defense: Mediocre

SPELL	LVL
Heal	1
Upper	4
Surround	6
Antidote	8
StopSpell	12
Increase	14
Healmore	16
Beat	18
Vivify	21
Defeat	24
Healall	27
Healus	30
Revive	33

| BREY

Class: Wizard

Description: "A magician employed in Santeem Castle. He has watched carefully over Princess Alena as she has grown, but has a tendency to become overbearing when she makes him worry."

Strength: Very Low

Agility: High

Vitality: Low

Intelligence: High

Luck: Mediocre

Max HP: Low

Max MP: Very High

Attack: Low

Defense: Low

SPELL	LVL
Icebolt	1
Sap	3
Outside	7
Bounce	8
Return	9
Snowstorm	11
SpeedUp	14
Day-Night	17
Bikill	19
Defense	21
X-Ray	23
RobMagic	25
IceSpears	27
Chaos	30
Blizzard	32

| TALOON \

Class: Merchant

Description: "He dreams of one day opening his own shop and becoming the greatest merchant in the world. One of his greatest assets is a keen eye for quality merchandise."

Strength: High

Agility: Low

Vitality: Very High

Intelligence: Low

Luck: Mediocre

Max HP: Very High

Max MP: None

Attack: High

Defense: High

| MARA \

Class: Dancer

Description: "A traveling dancer with an unsurpassed talent. Just like her passionate dancing, her personality is free and uninhibited. She is also skilled in a range of useful spells."

Strength: Low

Agility: High

Vitality: Low
Intelligence: High
Luck: Mediocre
Max HP: Mediocre
Max MP: High
Attack: Low
Defense: Low

SPELL	LVL
Blaze	1
Sap	3
Firebal	7
Return	8
Outside	9
Bang	11
Firebane	14
RobMagic	16
Blazemore	19
StepGuard	21
Boom	23
Firevolt	27
BeDragon	30
Blazemost	33
Explodet	36

| NARA | \

Class: Fortune Teller

Description: "Nara is the calmer and more reserved sister. She supports herself on the mission to avenge her father's death by reading people's fortunes, and is skilled in the use of healing magic."

Strength: Low
Agility: High
Vitality: Low
Intelligence: High
Luck: Mediocre
Max HP: Low
Max MP: Very High
Attack: Low
Defense: Low

SPELL	LVL
-------	-----

Heal	1
Sleep	5
Infernos	8
NumbOff	10
Healmore	13
Sleepmore	16
Vivify	20
Infermore	23
Healall	26
Barrier	29
Infermost	32
Farewell	35

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| VIII.  Q U I C K  T I P S  &  A D V I C E  |
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- SAVE OFTEN! I know you've heard this 1,000,001 times but I can't stress it enough. You never know what's right around the corner or what may happen to your game while you're playing. You can save your game any time at a House of Healing located in almost every town/castle in the game. You can also cure any status ailments and use the 'Inform' option to see how many experience points you need to reach the next level.
- Talk to anyone and everyone you come across. Most of what people have to say has something to do with the story or gives some sort of hint as to what you need to do next. It may seem tedious at times but that's why the NPC's are there. Also, take note that you can gather more information by speaking to townspeople at night as well as during the day. Sometimes the story can't progress unless you speak with everyone during the day and night to learn everything you can.
- Get rid of pesky status ailments as soon as you can. It's not fun getting inflicted with poison right when you enter a cave or dungeon and you don't have the right spell or item to cure it. Keep a decent amount of Antidote Herbs and Medical Herbs with you until you're able to cast spells that serve the same purpose. Just about every town has a House of Healing so be sure to visit if you need to.
- Try not to run away from a random battle unless you have to. If your party is on the brink of annihilation and there doesn't look like there's any hope of survival, then RUN! Otherwise, killing off any enemies in your

way will only help you level up and get stronger. You'll need the experience for much stronger enemies late in the game. However, you'll notice that as you level up and get stronger, it'll be easier to Run from weaker enemies.

- I just want to give clarity to some of the terminology you'll see throughout this guide. To avoid any confusion, here are some things about this guide you may want to know before reading any further:

- (o) I'm attempting to make this Walkthrough as close to 100% complete as I can. Meaning it should cover absolutely every sidequest, monster, treasure, item, etc. in the game. In my attempt to accomplish a complete guide, I'll set up the items you find in each section in a checklist format. This way, if you'd rather cruise through the game and just check off all the items and treasures you can receive without reading in detail, you can do so. If there's a particular item you want to know how to find, or how to beat a certain boss, this guide should be able to answer any and all questions. With that said, I am in fact human and humans will make mistakes, so if you see anything missing that I haven't covered in some fashion, let me know!
- (o) When giving navigational directions, I tend to use things like NW, NE, SW, or SE a lot. This is simply referring to Northwest, Northeast, Southwest, and Southeast. For people who've used guides for RPGs before, this is nothing new.
- (o) The 'Recommended LVL' line at the beginning of each section is nothing more than a guideline. I was taking notes of my character's levels as I progressed, but this game gives better flexibility with difficulty than the previous installments. Rule of thumb: if you find yourself getting clobbered by monsters, level up and try again.
- (o) If you see '[Ch. _ Misc.]' in the Monsters box at the top of each section, that just means you could potentially encounter any monster from that Chapter as you explore the game in that particular section. Rather than listing a lot of the same monsters over and over again, if you could've encountered that particular monster already, I won't list it again.
- (o) I find it more advantageous to save any and all of your stat-boosting seeds until late in the game. You won't find many early on, but save the ones you do find in Chapters 1-4. The reason for this is because your characters' stats will be more developed later in the game, therefore you'll be able to decide which stats for which characters you want to boost even more. For instance, you could save all your Strength Seeds and give them all to Ragnar at the end of the game (after you've done the leveling-up) to boost his STR the most you can. Regardless, it's up to you how you use the seeds. They will take up your limited inventory space early on, but they're worth saving. Later, you can put them all in the Vault once you reach Chapter 5.

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| IX. W A L K T H R O U G H |
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After the cinematic title screen, start a new quest and input the main character's name and gender. Adjust the message speed to your liking and let's go!

```
| _____//  
| 1. CHAPTER ONE: THE ROYAL SOLDIERS _____//  
| _____//
```

```
| 1A. BURLAND \  
| _____/
```

Recommended LVL: 1

ITEMS:	MONSTERS
-----	-----
Medical Herb [_]	Slime
	Stag Beetle
INN:	Giant Worm
----	Diverat
4G (per person)	Babble

ITEM SHOP:

```
-----  
Medical Herb      8G  
Antidote Herb    10G  
Fairy Water      20G
```

WEAPONS SHOP:

```
-----  
Club              30G  
Copper Sword     100G  
Thorn Whip       200G  
Chain Sickle     550G
```

ARMOR SHOP:

```
-----  
Leather Armor    180G  
Chain Mail       350G  
Leather Shield   90G  
Scale Shield     180G  
Leather Hat      65G  
Wooden Hat       120G
```

As the first chapter begins you control Ragnar, a soldier of Burland, who is being given the assignment of finding the missing children of the kingdom. After the King speaks and you have control, explore the castle and speak with everyone inside. You can find a free MEDICAL HERB in the second dresser/drawer from the right in the SE room of 1F by using the Search option.

Leave the castle and explore the town itself. Since you only begin with 50G, there's not much you can do with it right now. Just keep the Copper Sword and the Leather Armor that you start with for now, and we'll soon buy more equipment when we have the cash.

After speaking with the townspeople, you'll also learn from a woman in the SW corner of town that her husband, Alex, also went missing and hasn't returned. Take note of the House of Healing near the entrance of town; here you can save your game as well as cure status ailments like poison, KO, and curses.

Leave town and fight around the Burland area until Ragnar reaches LVL 3 or so. By then, you should have some money to at least purchase a Leather Shield for him (the armor shop is in the NE corner of town). This should allow Ragnar to get through more battles without having to head into town and rest.

Once you've made any equipment upgrades you can and rested, leave Burland and start traveling NW. Soon you'll spot a cave near the river which you should enter.

```
| 1B. CAVE TO IZMIT  \
|_____/
```

Recommended LVL: 3

ITEMS:	MONSTERS

Medical Herb [_]	Slime
40G [_]	Stag Beetle
	Giant Worm
	Diverat
	Healer

Follow the linear path north and go right when you can. Continue along the path and walk east into the dark passage to find a dead end with a treasure chest. Open it up for a MEDICAL HERB then back track to the previous path. Continue north into a larger room with a pond in the center. You can talk to the soldier in here to find out that he simply got lost on his way to Izmit...

Walk clockwise around the water and take the path on the left. Follow it as it goes north to find another treasure chest at the top. Open it up for 40G, then take the path to the north to find a staircase leading to the exit. When you exit the cave, walk directly east until you spot a village to the north. Enter the village of Izmit.

```
| 1C. IZMIT VILLAGE  \
|_____/
```

Recommended LVL: 4

ITEMS:	MONSTERS

Medical Herb [_]	Slime
	Stag Beetle
INN:	Giant Worm
----	Diverat
6G (per person)	Babble
	Demon Stump
ITEM SHOP:	_____

Medical Herb 8G
Antidote Herb 10G
Fairy Water 20G

WEAPONS SHOP:

Copper Sword 100G
Thorn Whip 200G

Boomerang 350G
Chain Sickle 550G
Iron Spear 880G

ARMOR SHOP:

Chain Mail 350G
Bronze Armor 700G
Half Plate Armor 1200G
Scale Shield 180G
Iron Shield 650G
Wooden Hat 120G

A fairly small village; you'll find the Item Shop and the Inn near the entrance of town. The Weapons and Armor Shops are near the back of the village. Be sure to speak to everyone in town to learn more about the disappearance of the children. You probably won't be able to afford many equipment upgrades at this point, so hold off on purchasing anything right now (unless you don't have a Leather Shield already) because we'll soon acquire enough money to buy some new gear. Open the door inside the Inn on the far right (just below the staircase) to find a smaller room with 3 dressers. Search these dressers for another free MEDICAL HERB.

You may notice the staircase on the very north end of town near the shops. Head down and speak to the prisoner down here behind bars. When you're done, leave down and return at night. Speak to the little boy running around on the playground at the school and he'll tell you about the man, Alex, who is locked up underground. Once he mentions the prisoner's name, go back down into the cell and speak to him again. He'll confirm that he is indeed Alex. Now that we know where Alex is, it's time to return to Burland and speak with his wife, Flora.

When you return to Burland, speak with the woman (Flora) south of the entrance and she'll decided to tag along to go rescue her husband in Izmit. Once she's following you, leave Burland and make the trek back to Izmit Village. Take Flora underground where Alex is being held and they'll be reunited. They'll talk about a "secret playground" where the children have been going. They reveal that it's 4 paces south and 4 paces east of the sign outside of the village.

Now that we have this information, rest at the Inn and save your game. Now might be a good time to purchase a better weapon for Ragnar since we're about to tackle a new dungeon with some stronger monsters. A Chain Sickle isn't a bad idea, but don't waste 880G on the Iron Spear; later on we'll find an even better weapon for Ragnar. When you're ready, leave Izmit and follow the directions you were given. You'll discover a hidden area inside the forest just SE of Izmit.

| 1D. THE SECRET PLAYGROUND |
| _____ |

Recommended LVL: 6

ITEMS:	MONSTERS
-----	-----
Medical Herb (x2) [][]	Healer
600G []	Sizarmage
Flying Shoes []	Demon Stump
Agility Seed []	Lethal Gopher

Walk directly north and down the well you come to. When you land in the cavern below follow the path south. When you get to the first split in the path, a voice will give you directions. Take the southern passage until you reach a 'T' intersection where you'll be given directions again. Take the western path and then go south when it splits again (ignoring the staircase to the north).

Follow this linear path until the voice beckons you again. This time, ignore its instructions and continue east into a room. Follow the linear path around to a dead end to find a treasure chest containing a MEDICAL HERB.

Backtrack to the last intersection and go south this time to find a staircase leading down which you should take. on B2, walk directly east and ignore the voice's instructions again as you continue all the way east. At the end of this linear path you'll find a Healer monster at a dead end. Speak to him and say 'Yes' to allow Healie to accompany you. This monster ally will help you out tremendously since it can cast the Heal spell, and Healie often takes damage in place of Ragnar. You won't, however, be able to give Healie direct commands in battle. With that, just be careful not to let Healie die!

Now that we have a new injury-healing friend, retrace your steps back to where the voice calls you. This time, take the passage north and continue walking north through the intersection you come to. When you reach a 'T' split in the path, go east despite the voice's instructions and follow this linear path all the way down to that treasure chest we saw near Healie. Open this chest for a whopping 600G coins! Nice!

Retrace your steps back to the split in the path and go west this time as the voice suggests. At the end of the path you'll reach a platform that contains a treasure chest. This is the item we came for; open it up for the FLYING SHOES. You'll notice that the random monster encounters go down significantly in this dungeon after acquiring the shoes.

Now it's time for us to leave, so backtrack south to the staircase we came from in the very SW corner of this floor. When you're back on B1, follow the path north, then west, north again, then east once you spot that staircase we ignored before. Walk north through the zig-zag path leading back to where we started. When you get to that first split in the passage near the landing spot at the entrance, go west this time and you'll end up in a room with holes and cracks in the floor. Fall down this hole intentionally and then climb the stairs you see when you land.

You should be in a small room with 5 vases along the NW corner. Take the time to search each of the vases to find a MEDICAL HERB and an AGILITY SEED. It would be wise to hold onto any stat-boosting seeds this early in the game, so refrain from using it right now. Head up the staircase on the far right when you're done and you'll be back outside near the well. Exit the playground by simply walking SE around the trees and then west to walk out onto the world map.

Now that we have the Flying Shoes, we can rescue the children that are being taken to Loch Tower just west of Izmit Village. Return to Izmit to heal and save, and be sure to purchase some better armor for Ragnar. Personally, I chose to buy him an Iron Shield and a Wooden Hat to boost his defense. The Half Plate Armor might still be too expensive right now, to just do what you can. I advise NOT purchasing the Scale Shield or another weapon for Ragnar, as we'll soon find a powerful weapon in the tower. You'll also want to fight monsters until you reach LVL 8 or 9. The enemies in Loch Tower can be too much if you're lower than that. By this time, it might be a good

idea to buy a Chain Sickle for some extra attack bonus. You'll find Loch Tower's enemies are too much with just a Copper Sword. Even a Fairy Water or two can make your trip through the tower a little more tolerable.

When you're ready to go, leave Izmit and walk directly west. Stand against the water surrounding the tower and use your Flying Shoes from your inventory. When you do so, Ragnar and Healie will be taken up and dropped onto the top floor of the tower.

```
| 1E. LOCH TOWER | \
|                 | /
Recommended LVL: 8 or 9
```

ITEMS:	MONSTERS

Wing of Wyvern [_]	Healer
Strength Seed [_]	Ducksbill
640G [_]	Lethal Gopher
Scale Shield [_]	Lilypa
Luck Seed [_]	Ozwarg
Sword of Malice [_]	Pixie
	Giant Bantam

When you land in the tower, you'll witness a child being abducted and taken downstairs. Follow them downstairs, then take the northern passage into the next room. Follow the path on the left to find a treasure chest at the end for a WING OF WYVERN. Retrace your steps back to the staircase and take the southern path this time. Walk east in the next room passing the soldier to reach a staircase at the end of the path. Take them down to 2F.

Walk directly north from the stairs and pass the large door on your left. You'll soon come to another staircase in the NE corner of this floor. Take these stairs back up to 3F to find a chest nearby for a STRENGTH SEED. Go back down to 2F and walk south to that large door we saw. Open it up and walk into the room to find another treasure chest containing 640G! Head back out and move clockwise around this floor. When you reach the bottom and notice two large pillars, walk north between these pillars to find another covered room. Open the chest you see here for a SCALE SHIELD, then continue north through the path to find a staircase leading down.

You'll now be on the first floor of the tower. Walk directly south and down the staircase you see. On the basement floor you can walk directly north and stand on the white square at the end to replenish Ragnar and Healie's HP/MP for free! A very handy tool indeed. After refreshing, return to 1F and walk back north to open the large door north of the staircase. Head through and go east first of all. Walk into a separate room to find an isolated chest containing a LUCK SEED. Go back and take the western path this time to find an identical room with another chest. Open this one up for the great SWORD OF MALICE. Immediately equip this on Ragnar and you'll soon notice a huge difference in the difficulty of the random battles in the tower. Most enemies will go down in 1 hit now. You can also 'Use' the Sword of Malice in battle to attack enemies (however it won't deal as much damage as a normal attack).

If you need to return to the basement to heal up, don't hesitate to do so. From the stairs that lead to the basement, take the passage west and follow the linear path as it turns south and back east. Ignore the front entrance of the tower and continue east until you reach the wall. Walk

north and down the staircase at the end of the path.

Walk east along the path and north into the room. After some quick dialogue, walk north and speak with the monster on the platform (be sure to check your HP prior) to engage in the first boss battle of the game.

```
+-----+-----+
|   ! BOSS BATTLE !   |           Saro's Shadow & Giant Eyeball           |
+-----+-----+
| Saro's Shadow HP: 250 | |
| Giant Eyeball HP: 42 | Concentrate on the Giant Eyeball first since |
+-----+-----+ it has low HP. Try to take it out before its eye |
| changes complexion because it'll have the chance of dealing critical hits. |
| Once the Giant Eyeball is gone, just attack away on the Saro's Shadow. |
| Allow Healie to dictate the healing, while it may also be a good idea to |
| have 1 or 2 Medical Herbs in Ragnar's inventory just in case he needs to |
| help heal. Other than that, all you can do is attack so just be patient |
| and Saro's Shadow will eventually fall. |
|
| You'll receive 100 EXP and 100G for the win. |
|
+-----+-----+
```

After the battle, the children will follow you as you make your way out of the tower. The quickest way to get back to Izmit is to head back up to the 1F and walk south out of the entrance to the tower that we passed up earlier. When you're back outside, you can either use your Wing of Wyvern to quickly warp to Izmit, or you'll have to use the Flying Shoes again to return to the top of the tower. From here, you can walk directly south and off the tower. You should land outside of the moat surrounding the tower and you can walk east to Izmit.

```
_____ \
| 1F. CLAIMING YOUR REWARD |
| _____ /
```

Recommended LVL: 9 or 10

ITEMS:	MONSTERS
-----	_____
N/A	N/A

When you reach Izmit, the children will be reunited with their families and you can speak to the villagers for praise. Looks like our job here is done, but before we return to Burland Castle it would be wise to spend as much money as possible at the Weapons/Armor Shops. Seeing as how your gold pieces won't carry over to the final chapter when all the characters have united, it's best to spend all your money on equipment that you can later sell. Items left in your inventory will carry over to Chapter 5, but gold will not.

When you're ready to continue, leave Izmit and return to Burland through the cave. Return to the castle and walk north to find the welcoming committee. The King will thank you by giving you 3,000 EXP! This should be enough to raise Ragnar to LVL 12 or 13. The first chapter concludes.

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_____//
| 2. CHAPTER TWO: PRINCESS ALENA'S ADVENTURE _____//
| _____//
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```
| 2A. SANTEEM CASTLE |
|_____|\
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Recommended LVL: 1

ITEMS:	MONSTERS
-----	-----
Feather Hat [_]	Red Slime
Fairy Water [_]	Kaskos Hopper
	Elerat
INN:	Troglodyte
----	Giant Worm
N/A	Prank Gopher

ITEM SHOP:

N/A

WEAPONS SHOP:

N/A

ARMOR SHOP:

N/A

After the short intro to Chapter 2, you'll be speaking with the King (Alena's father) in the throne room. After he reiterates for you to not leave the castle, take your time and explore. Be sure to speak with everyone in the castle (especially Brey in the throne room and Cristo on the 1st floor). If you walk to the right of the King and take the staircase up to 3F you'll find the King's Chambers along with your own bedroom. Go inside the first room and speak with the man fixing the wall. Afterwards, search each of the dressers in the room to find a FEATHER HAT. Equip this on Alena right away.

You won't be able to get into the King's Chambers yet, so go back downstairs and speak with Brey and Cristo if you haven't already. Inside the House of Healing (where you find Cristo) head into the back room and search the dressers for a FAIRY WATER. Now talk to the two guards blocking the entrance to the castle. At this point, you should be able to go back upstairs to Alena's bedroom and the wall will be fixed. Stand in front of this wall and search it to receive the option to kick it down. Do so and take the leap.

You'll land on the roof of the castle where all you need to do is walk off the edge to the north. You'll land on the ground floor outside the northern wall of the castle. We'll need a special key to get into the room on the left, so for now just walk north and leave Santeem Castle.

As you start to walk west to the small town in sight you'll be stopped by Brey and Cristo. When they catch up to you, they'll join you on your adventure. You'll now be able to control 3 characters in battle! Enter the town just west of Santeem Castle.

```
| 2B. SURENE TOWN |
|_____|\
```

Recommended LVL: 1

ITEMS:	MONSTERS

N/A	Red Slime
	Kaskos Hopper
INN:	Elerat
----	Troglodyte
2G (per person)	Giant Worm
	Prank Gopher
ITEM SHOP:	

N/A

WEAPONS SHOP:

Club	30G
Copper Sword	100G
Thorn Whip	200G

ARMOR SHOP:

Basic Clothes	10G
Wayfarer's Clothes	70G
Leather Armor	180G
Leather Shield	90G
Leather Hat	65G
Medical Herb	8G

When I said a small town, I wasn't joking. Check out the shops and speak with the few citizens in town. Take note of Marone the musician on the 2nd floor balcony of the main building. He will be of importance later on. You probably won't have much money to buy anything right now, so take this time to fight the monsters in the area for EXP and Gold.

By the time you reach LVL 4 or so, purchase a Copper Sword for Cristo and give his old Club to Alena. You'll also want to buy a Leather Shield for Brey since his Defense and HP are really low.

When you're ready to continue, heal and save your game in Surene. Be warned that if you at any point return to Santeem Castle, you'll have to redo all the steps again to escape through the broken wall and continue with the quest. Travel north of Santeem Castle and follow the path east once you reach the sign. Soon you'll arrive at a town in the mountains.

| 2C. TEMPE \

| /

Recommended LVL: 5

ITEMS:	MONSTERS

Lifeforce Nuts [_]	Red Slime
	Kaskos Hopper
INN:	Elerat
----	Troglodyte
3G (per person)	Giant Worm
	Prank Gopher
ITEM SHOP:	Rabidhound
-----	Minon
Medical Herb	8G

Antidote Herb 10G
Wing of Wyvern 25G
Thorn Whip 200G
Boomerang 350G
Leather Armor 180G

Not a very big town. Be sure to speak with all the villagers to learn that young girls are being sacrificed in Tempe. More specifically, speak to the Mayor in the building east of the Inn. Tell him that you will save their village, then speak with the shaman in the House of Healing on the very north end of town. He'll ask if you're ready to offer yourself to the monsters in place of the young children.

Before saying yes, it might be a good idea to get everyone to LVL 6 and accumulate some cash to purchase some better armor for your team. You have a boss battle coming up soon and you'll also want to have a decent supply of spells as well. If you can afford it, make sure Cristo and Brey have the best Leather equipment they can use before moving on. You'll find everything you need in Surene Town. I would ignore the Thorn Whip since it only adds a few more Attack Points than the Copper Sword that Cristo already has. When you're ready to go, heal up and save in Surene Town and return to Tempe.

Walk into the House of Healing to the north and speak with the shaman inside. Tell him you're ready to go and you'll be asked to get into the offering chamber. Walk south and into the chamber and you'll be taken outside and onto a platform. Soon, the monsters sniff you out and attack!

```
+-----+-----+
| ! BOSS BATTLE ! | Chameleon Humanoid & Rabidhound (x2) |
+-----+-----+
| Cham. Humanoid HP: 40 | |
| Rabidhound HP: 23 | The difficulty of this battle can take you by |
|-----+ surprise. Have Alena focus on taking out the two |
| Rabidhounds first while Cristo and Brey use their Upper and Sap spells. |
| Cast Upper on Brey for sure (since his defense is the lowest) and have |
| Cristo cast Heal whenever necessary. Brey should focus on using Icebolt on |
| the Rabidhounds and then use Sap on the Chameleon Humanoid once the hounds |
| are gone. Alena & Cristo can simply attack the Chameleon Humanoid while |
| Brey uses Sap a couple of times. Don't allow anyone's HP to get too low, |
| though, because it's not difficult for the monsters to take out Brey in |
| a round or two. |
| |
| You and your comrades will gain 150 EXP and 100G for the victory. If you |
| get lucky enough, the Chameleon Humanoid will drop some Lifeforce Nuts for |
| you as well! |
+-----+-----+
```

The Item Shop will also open once you've defeated the boss; the shop can be located in the very NW corner of Tempe. If you have the cash, you'll definitely want that Boomerang for Alena. If you don't have enough money, be sure to come back and get one ASAP. Cristo and Brey can also equip one, so keep this in mind.

After speaking with everyone and receiving gratitude from the villagers, heal up and save as usual and exit the town through the House of Healing. When you reach the big red platform where we just fought, stand in the very center (on a cracked/damaged tile) and search the ground beneath you to find hidden LIFEFORCE NUTS! Now exit Tempe by walking north into the trees.

From Tempe, follow the path NE and then go directly east when you can. You'll eventually reach another town in the east near the water. Enter the town of Frenor.

```
| 2D.  FRENOR  |\n| _____ |
```

Recommended LVL: 6 or 7

ITEMS:	MONSTERS
-----	-----
N/A	Brahmird
	Blazeghost
INN:	Demon Toadstool
----	Carnivore Plant
4G (per person)	Healer
	Troglodyte
ITEM SHOP:	-----

Medical Herb	8G
Antidote Herb	10G
Wing of Wyvern	25G
Full Moon Herb	30G
Chain Mail	350G
Wooden Hat	120G

WEAPONS SHOP: (Opens after you obtain the Thief's Key)

Copper Sword	100G
Thorn Whip	200G
Boomerang	350G
Chain Sickle	550G
Iron Spear	880G

After exploring and speaking with the citizens of Frenor you'll hear that the Princess is supposedly in town. Well that can't be right... aren't YOU the Princess of Santeem? Go to the Inn just west of the center of town and speak with the people outside the entrance. You won't be able to stay at the Inn right now, so go up the stairs for a scene.

Speak with the people up here and the "Princess" will be taken away. Follow the kidnappers and you'll watch them escape Frenor via a hidden outside path. Head back in town and speak with all the villagers again to get different dialogue. In particular, speak to the boy near the Item Shop in the SE to learn about the kidnappers demands. I guess we'll have to find this Golden Bracelet (located in a cave south of Frenor) in exchange for the fake Princess.

You can now stay at the Inn and save your game via the House of Healing in the SW corner of town. Notice how the priest quickly runs to greet you from the garden in the back? Take note of where the priest stands before running up to you. We'll have to come back later to find something hidden in that spot when the priest isn't there.

Take this time to fight the monsters around Frenor to gain EXP and Gold. You'll probably want to be around LVL 9 or so before proceeding because you'll want Cristo's Antidote spell for those pesky Demon Toadstools. Also, the enemies in the cave south of here can be brutal if you're not properly leveled and equipped. By this time you should also have accumulated quite a

bit of Gold, so upgrade everyone's equipment and buy a Chain Mail for Alena and Cristo as well as a Boomerang for Cristo. A Wooden Hat would also be a good addition for him as well. When you're ready to continue, travel south of Frenor until you reach a cave.

```
| 2E. CAVE SOUTH OF FRENOR | \
|                             | /
```

Recommended LVL: 9

ITEMS:	MONSTERS
-----	-----
Wing of Wyvern [_]	Somnabeetle
360G [_]	Vampire Bat
Agility Seed [_]	Thevro
Magic Potion [_]	Blazeghost
Golden Bracelet [_]	Brahmird
	Demon Toadstool
	Crested Viper
	Ozwarg
	Orc

NOTE: Make sure you save all of Cristo's MP for healing. This cave has a few monsters that can make short work of you if you're not careful. The Thevros can hit your entire party with fire damage, and if you're trying to take on 4+ of them you'll want that Heal spell.

From the entrance, walk SW a few paces and then south into the dark passage. You'll find a treasure chest in this small room containing a WING OF WYVERN. Walk back to the main passage and continue west. You'll spot another chest on a platform to the SW, but ignore it for now and walk north into the dark path. Here you'll find another treasure chest containing 360G. Now walk back south into the larger room and up onto the platform in the middle. Open the chest here for an AGILITY SEED. Now walk counter-clockwise around the platform and turn west when you can. Simply follow this linear path north and then east to a staircase which you should take.

On the bottom floor, walk south and take the eastern path. When you reach a larger room walk west into a dark passage to find yourself in another room with a chest to the south. Open it up for a MAGIC POTION (restores a single character's MP a little) then return to the previous room. Continue going south into yet another room and maneuver yourself through the maze by walking clockwise through the rocks and bones. At the end you'll reach a lone chest containing the item we came for. Search it for the GOLDEN BRACELET then have Brey cast Outside to get out of here.

```
| 2F. THE KIDNAPPED IMPOSTER | \
|                             | /
```

Recommended LVL: 9

ITEMS:	MONSTERS
-----	-----
Thief's Key [_]	[Ch. 2 Misc.]

Return to Frenor at night and head to the NW side of town. Here you'll find the graveyard and notice that the kidnappers are waiting as promised. You'll have no choice but to hand over the Golden Bracelet if you

want to continue, so do just that and the fake Princess, May, will give you the THIEF'S KEY in return.

Before we leave Frenor, speak to everyone in town after the fake Princess has left. You'll get some new dialogue and learn about a Bazaar in the southern oasis. Looks like this is our next destination. A new Weapons Shop has opened up in Frenor as well. To the east of the pond in the center of town is where you'll find it. The only thing worth purchasing is a Chain Sickle for Alena; we'll find better weapons for Cristo and Brey soon.

Travel far south of Frenor (passing the cave) and turn SW a bit. You will soon spot a shrine to the east, but turn west instead and you'll walk into a desert. You can enter the Bazaar by walking onto the patch of green in the center.

| 2G. BAZAAR | \

| _____ | /

Recommended LVL: 9 or 10

ITEMS:	MONSTERS
-----	-----
Strength Seed [_]	Orc
Gum Pod [_]	Somnabeetle
	Thevro
INN:	Kordra
----	Sand Master
6G (per person)	Brahmird
	Armor Scorpion
ITEM SHOP:	Crested Viper
-----	-----
Medical Herb 8G	
Antidote Herb 10G	
Fairy Water 20G	
Wing of Wyvern 25G	
Full Moon Herb 30G	

WEAPONS SHOP:

Boomerang	350G
Chain Sickle	550G
Venomous Dagger	750G
Iron Spear	880G
Morning Star	1250G

ARMOR SHOP:

Leather Armor	180G
Chain Mail	350G
Bronze Armor	700G
Leather Shield	90G
Scale Shield	180G
Wooden Hat	120G

Do the usual routine when you enter the Bazaar. Check the shops and speak with the people around. You'll probably have some money to blow, so keep your eye on the Morning Star for Cristo and the Venomous Dagger for Brey. As far as armor is concerned, a Scale Shield is a good upgrade for Cristo as well as that Bronze Armor. You may not have enough to get all of this, but soon you'll have plenty.

If you walk over to the west side of the Bazaar you'll be stopped by a guard from Santeem Castle. He alerts you that something is wrong with the King and tells you to return immediately... well, let's check out the Bazaar a little more first. On the southern side of the Bazaar you'll find a small house with a bunch of vases. Search the two vases on both sides of the woman here to find a STRENGTH SEED and a useless GUM POD.

You'll learn about a tournament going on in Endor to the east after talking to everyone. That's ultimately where we want to be but we have to make a pit stop in Santeem Castle to check up on the King first.

```
| 2H. THE SPEECHLESS KING  \
|_____/
```

Recommended LVL: 9 or 10

ITEMS:		MONSTERS	
-----		_____	
Wing of Wyvern [_]		[Ch. 2 Misc.]	

Cast Return to Santeem and enter the castle. Make your way to 2F and talk to the King to find out that he can't speak! Well, seems like it's no use trying to get anything out of him, so head up to 3F and jump out of the hole in the wall in your bedroom. When you land on the roof, hop off the ledge above you and open the door to the room on the left. Since you have the Thief's Key it'll open right up.

Talk to the old man, Goz, then check the dresser/drawers in the room to find a WING OF WYVERN. Leave Santeem Castle and enter Surene Town. Head into the main building and up to the 2nd floor. Walk out onto the balcony and talk to Marone, the poet. He'll mention an item called the Birdsong Nectar that might be helpful to cure the King. Last place he saw it was the Bazaar.

Leave Surene and return to the Bazaar. Speak to the Item Shop owner by walking behind him and using the Talk option. He'll mention that the tower to the SW might have some Birdsong Nectar. Now that we have our next destination, make sure you heal up and save before venturing forth. You may also want to fight enough monsters to earn enough money for the best equipment upgrades at this point. It won't take long to earn enough money to purchase anything you want if you fight the monsters around the Bazaar. When you're all set and ready, travel far SW of the Bazaar. At the end of the peninsula you'll find Birdsong Tower.

```
| 2I. BIRDSONG TOWER  \
|_____/
```

Recommended LVL: 12

ITEMS:		MONSTERS	
-----		_____	
Strength Seed [_]		Flythrope	
1200G [_]		Poison Lizard	
Wing of Wyvern [_]		Butterfly Dragon	
Birdsong Nectar [_]		Razor Wind	
		Spectet	
INN:		Grislysaber	
----		Pteranodon	
6G (per person)		Crested Viper	

NOTE: Hopefully Brey has learned Snowstorm by now. If not, it would be wise to fight monsters until he does. This single spell can wipe out many groups of enemies inside the tower, making your life way easier.

Walk north and into the room in the center to find a staircase. If you go down here you'll find an underground Inn where you can rest (meaning Birdsong Tower is a great place to level up if you really need to). Head back up to the first floor and walk south out of the room. Move clockwise around the first floor until you notice a large door. Open it with your Thief's Key and walk north and up the staircase you see.

On 2F, walk left until you hit the wall then go south. Follow the path SE as it bends and up another staircase at the end. On 3F walk north a few paces and then go left. It may seem like a dead end, but you can walk north into a smaller room to find two treasure chests. Search them for a STRENGTH SEED and 1200G! Go back down to the previous floor and make your way back to the original staircase from 1F.

Go east through the passage and turn directly south. Follow the pathway as it turns left and go south again through the opening. Continue east along the passage until you reach a staircase in the SE corner. Take these stairs up 3F.

Head north from these stairs and through the opening. In the very NW corner of this room you'll find a treasure chest containing a common WING OF WYVERN. Walk back south towards the stairs you came from and take the path west this time. Take the path north and move clockwise around the floor avoiding the open pit. Continue along this narrow path, taking care not to fall down to the floor below. At the end you'll find the final staircase.

At the top you'll find a couple of elves dancing in the center of the room. Approach them and they'll flee, leaving behind the BIRDSONG NECTAR on the ground in the sand. Search the bottom-left square of sand to find it.

Now that we have everything, leave the tower and cast Return to Santeem Castle. Make your way to the throne room and stand in front of the King. Use the Birdsong Nectar from your inventory and the King will be healed. After telling you his awful nightmares, he'll allow you to leave the castle and go on a journey of your own.

Leave Santeem and make your way back to Frenor. Travel south of Frenor, passing the cave where we got the Golden Bracelet, and enter the shrine that you see. Inside, walk north and step on the portal. When you arrive in a new destination, exit the room and you'll find an Inn. Rest if necessary, then leave the Inn and travel SE. Pass through the mountain range and you'll spot Endor directly SE.

| 2J. THE ENDOR TOURNAMENT |
| _____ |

Recommended LVL: 12 or 13

ITEMS:	_____
-----	_____
Lifeforce Nuts [_]	Armor Scorpion
	Skeleton
INN:	Razor Wind
----	Rogue Knight

6G (per person)	Healer	
	Pteranodon	
INN (Tournament):	Metal Slime	

8G (per person)		

ITEM SHOP:

Medical Herb	8G
Antidote Herb	10G
Fairy Water	20G
Wing of Wyvern	25G
Full Moon Herb	30G
Wooden Hat	120G

ITEM SHOP (Tournament):

Medical Herb	8G
Iron Claw	1500G

WEAPONS SHOP:

Chain Sickle	550G
Venomous Dagger	750G
Iron Spear	880G
Morning Star	1250G
Abacus of Virtue	1600G

ARMOR SHOP:

Chain Mail	350G
Bronze Armor	700G
Half Plate Armor	1200G
Iron Apron	1500G
Scale Shield	180G
Iron Shield	650G

Endor is by far the largest Castle/Town you've encountered thus far. Take your time exploring and talking to the citizens though, you can get some information about the Tournament that's going on here. The only shop worth purchasing anything from right now is the Armor Shop. You can upgrade some of Cristo's equipment; the Half Plate Armor and the Iron Shield are nice.

If you go downstairs on the 1F of the Inn you'll find a Casino. You can only play with special casino coins and in order to get those you'll have to purchase them at the counter along the north wall. It's really not worth spending the cash on casino coins at this stage in the game as you'll have an opportunity to gamble later on. I'll also cover the Endor Casino in more detail in a separate section of this guide. You may have also noticed a red door or two that you can't open right now. There are other treasures in Endor that we'll need a different key to reach.

After exploring the town and talking to everyone, head into the main door of the castle on the north end of town. Walk north and up the stairs to reach the throne room. Speak with the Princess here and she'll request that you enter the Tournament so she doesn't have to marry. Now talk to the King and he'll tell you where you need to go to enter the Tournament.

Leave and enter the western (left) door of the Castle from the outside and you'll be in the hallway to the Colesium. Walk north a bit and you'll


```

+-----+-----+
| ! BOSS BATTLE ! |                               Linguar                               |
+-----+-----+
| HP: 55          |
+-----+-----+
|               This is the only tricky battle in the Tournament.           |
| At the beginning of battle the Linguar will split into 4 separate images. |
| The idea is to attack the one Linguar that is the "real" Linguar.  You have|
| a 25% chance of attacking the correct Linguar, as he doesn't follow a    |
| specific pattern from what I've seen.  The good thing is that he only takes|
| 2 or 3 hits to take down.  Just keep attacking different ones until he goes|
| down.                                                    |
|
+-----+-----+

```

After felling the Linguar the announcer will call for champion, Necrosaro, to step forward. Unfortunately, Necrosaro is no where to be found and Alena is crowned the new champion. After the scenes you'll be back in Endor Castle. On your way out, you will be told to return to Santeem Castle ASAP due to a mysterious crisis. Do as the soldier says and cast Return to Santeem Castle. Enter and scope the 1F out to find no body around. Now go up to 2F and Brey and Cristo will comment on the situation. Walk up to 3F where Alena's bedroom is to hear more comments from your companions. After checking out each floor of the Castle, return to the 1F and exit through the front entrance to end the 2nd Chapter.

```

|_____//
|  3.  CHAPTER THREE: TALOON THE ARMS MERCHANT  //
|_____//

```

```

|_____ \
| 3A.  LAKANABA  \
|_____ /

```

Recommended LVL: 1

ITEMS:	MONSTERS
-----	-----
Lunch [_]	Stag Beetle
Medical Herb [_]	Prank Gopher
10G [_]	Giant Worm
	Slime
INN:	_____

N/A

ITEM SHOP:

```

-----
Medical Herb       8G
Antidote Herb     10G
Fairy Water       20G
Wing of Wyvern    25G

```

WEAPONS SHOP:

```

-----
Club               30G
Copper Sword       100G
Thorn Whip         200G
Boomerang*         350G
Chain Sickle*      550G
Sword of Malice*   3500G

```

* = Only appears if purchased from customers

ARMOR SHOP:

Wayfarer's Clothes	70G
Leather Armor	180G
Chain Mail	350G
Bronze Armor	700G
Leather Shield	90G
Leather Hat	65G

As Chapter 3 begins, Taloon's wife will give him his LUNCH and wish him off to work. When you have control of Taloon, go downstairs and search the far left vase to find a MEDICAL HERB. Explore the town, although there isn't much to comment on.

North of Taloon's house you'll find a small Item Shop and above that is an old man who asks you to take him to the House of Healing. You can push him over to the House of Healing to the left and once you get him inside he will give you 10G for the assistance; this can be done an infinite amount of times when you exit and return to Lakanaba. North of the Inn you'll find the Armor Shop, but we don't have any money to work with right now. You can also talk to the Innkeeper to learn about an Iron Safe in a cave north of town. We'll be going after that item soon, but for now we need to make some money.

Your main objective right now is to run the Weapons Shop in the SW corner of town. Approach the man at the door and reply that you're here to work. The idea here is people will come in one by one and either ask to see your wares or ask to sell an item they already have. The shop will have an endless supply of Clubs, Copper Swords, and Thorn Whips, so be sure to sell anything to anyone if they ask (how much you sell determines your pay at the end of the day). If, by some rare chance, someone wants to sell you the Sword of Malice, BUY IT! This is a tremendous weapon for Taloon this early in the game so be sure not to sell it back to anyone if they ask for it. A little later (once Taloon opens his own shop) we can abuse a money trick with the Sword of Malice.

After a while your boss will appear again and pay you at the end of your shift. You'll generally get around 100G per day, so be sure to come back the next day after resting at home during the night. You'll want to earn enough gold to purchase better weapons/armor for Taloon. If the Sword of Malice hasn't showed up by now don't worry too much; it's not necessary to have, it's mainly a bonus. Once you're rested and ready to venture outside, be sure to fight the enemies around Lakanaba for EXP and Gold. You'll receive items after battle quite often, so be sure to sell any loot that you get. You can also run into a traveling merchant on the world map who will sell you common items on the go, or you can sell your loot to the merchant without having to go back to town.

Once Taloon has hit level 3 or so, rest up and purchase better equipment (don't bother with the Chain Sickle since we'll be getting one soon enough) then leave Lakanaba and go NE. At the northern cape you'll find an isolated cave.

| 3B. CAVE NORTH OF LAKANABA | \

| _____ | /

Recommended LVL: 3 or 4

ITEMS:

MONSTERS

-----	_____
Chain Sickle [_]	Stag Beetle
Iron Safe [_]	Giant Worm
	Prank Gopher
	Slime

From the entrance, walk west and down the staircase here. Now simply follow the linear path on B2 until you reach two sets of stairs (both of them lead to the same spot). You can examine the rocky wall to the north only to be washed south by the water and into the stairs regardless.

Continue the linear path, making your way down more stairs until you reach an area with another rocky wall blocking more water. Walk west and pass the wall and then north to a treasure chest containing a CHAIN SICKLE. Equip this right away and head back and examine the wall. The rushing water will take you down to another level.

Walk north and take path to the left, then go down the stairs at the end. On B4, follow the path and ignore the path to the south with the staircase and continue west. You notice a giant boulder behind a rocky wall on the northern edge. Stand below the wall and walk south until the boulder begins to roll after you.

With the boulder following you, walk east into the next passage and follow it as it turns south. When you see another passage on the left, turn west and follow it all the way to the western wall of the room. If done correctly, the boulder will follow you to the left and then turn south to bridge the gap on the southern end of this basement. Be sure to keep the boulder close by when you're leading the way, otherwise you can outrun the boulder and have to start over.

With the pit now covered by the boulder, you can cross to the south and go down the staircase to the bottom level. Down here you'll find two smaller boulders that you can push around. Be very careful, though, because pushing these boulders into a corner where you can't reach will force you to leave this floor and return. Push the boulder that's the furthest on the left all the way north into a small room with a gray treasure chest. As soon as you enter the room, a wall will shut behind you to trap you in. First, take the IRON SAFE in the room to reveal a switch on the floor. Push the boulder that you brought with you (VERY CAREFULLY!) onto the switch to free yourself.

If you forgot to push a boulder into the room along with you and you have already taken the Iron Safe, or if you accidentally cornered a boulder to where you can't reach it and you already have the safe, you'll have to reset... yes, reset. You wouldn't believe how frustrated I was the first time I played this game and made the horrendous mistake of locking myself in that tiny room with no way out.

Now that we have the Iron Safe, retrace your steps and exit the cave (most of the pathways are linear, so finding your way out isn't tough). Return to Lakanaba to rest at home, sell any equipment you've received from monsters, save the game, etc. You can purchase some better armor for Taloon if you haven't already, but there's no need to spend much. You'll at least want a Leather Shield, Leather Hat, and Leather Armor (or Chain Mail if you so desire). Build Taloon to about LVL 5 or 6, then travel east of Lakanaba and then turn south into the forest. You'll spot a small village, so let's scope it out.

| 3C. FOXVILLE \

| _____ /

Recommended LVL: 5

ITEMS:	MONSTERS
-----	-----
N/A	Demon Stump
	Giant Worm
ITEM SHOP:	Prank Gopher
-----	Stag Beetle
Medical Herb 8G	Healer
Broad Sword 10G	

Upon entering, follow the path and take the narrow passage north to the town itself. Not much going on here, just talk to everyone. You'll meet an architect named Da Gardi in the SE house who we'll need for later. Ignore the Item Shop; you might think it's weird to have a Broad Sword priced at 10G, and you'd be right. It turns out if you actually buy a Medical Herb, you get a useless Gum Pod. If you purchase the "Broad Sword" you'll get a Cypress Stick instead. Something fishy is definitely going on here.

Behind the Item Shop is a house where you'll find the mayor. Speak with him and agree to stay the night. In the morning, you'll find that the whole town seemed to just pack up and leave you... very strange. There's nothing else we can do here right now, so leave Foxville and travel SW until you spot a castle near some mountains. This is Bonmalmo, our next destination.

| 3D. BONMALMO \

| _____ /

Recommended LVL: 5

ITEMS:	MONSTERS
-----	-----
N/A	Stag Beetle
	Prank Gopher
INN:	Giant Worm
----	Slime
10G	

ITEM SHOP:

Medical Herb 8G
Antidote Herb 10G
Fairy Water 20G
Wing of Wyvern 25G

WEAPONS SHOP:

Copper Sword 100G
Boomerang 350G
Chain Sickle 550G
Iron Spear 880G
Broad Sword 2000G

The Inn will be on your left and the other shops are all on the right side when you enter. Be sure to purchase 1 Wing of Wyvern if you don't already have one on you (trust me, you'll need it in a minute). Don't bother buying any weapons if you took the time to get the Sword of Malice in the

Lakanaba shop. Otherwise, the Iron Spear is a step up from the Chain Sickle.

When you enter the castle itself, you'll find a man in the SW corner who will purchase any extra armor you may have. Be sure to sell to this guy since he'll pay you slightly more than the other shops will. Money seems to be the main theme of Chapter 3 ;)

You'll also find a man named Reed in the NW corner of the castle who will ask you to meet him behind the Weapons Shop at night. Remember this and head down to the basement of the castle (the staircase is behind the throne room). You'll find the jail cells down here along with roaming guards. The idea here is to wait until the guards are finished looking and sneak your way to the jail cell directly east of the stairs. It may take a few tries and some practice to avoid the guards, but if you get caught you can simply try again. There's a man in this cell that you can talk to through the bars who needs a Wing of Wyvern to return to Lakanaba. Hopefully you bought a Wing of Wyvern earlier if you didn't already have one! Give him the item and he'll warp back to town. Now we can leave Bonmalmo.

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| 3E. THE SECRET OF FOXVILLE | \
|                               | /
```

Recommended LVL: 5 or 6

ITEMS:	MONSTERS

Full Plate Armor [_]	Demon Stump
Prince's Letter [_]	Slime
	Giant Worm
ITEM SHOP:	Prank Gopher
-----	Stag Beetle
Medical Herb 8G	Healer
Broad Sword 10G	

Make your way back north to Lakanaba and speak to the man you just rescued from jail. You'll find him north of the old man's house (the guy you pushed to the House of Healing). The man will thank you by allowing you to use his dog... a strange reward indeed.

Leave Lakanaba and return to Foxville with your new pal. When you reach the town itself the dog will go nuts and take off. Follow the dog to the mayor's house behind the Item Shop and speak with the mayor. It turns out the mayor is actually a fox playing tricks. Forgive him and agree to let him go and you'll receive the FULL PLATE ARMOR in return (sell this to the old man in Bonmalmo Castle for good money). Afterwards, the architect Da Gardi will show up and mention that he has to get back to Bonmalmo to repair the bridge to the Endor region.

Leave the Foxville area and travel south back to Bonmalmo. Make your way to the King and he'll tell you that the bridge to the south has finally been repaired. Our work in Bonmalmo is almost finished, but before we move on you'll need to come back at night. If you walk behind the Weapon Shop on the east side of town at night you'll find the Prince. Talk to him and he'll hand over the PRINCE'S LETTER and ask you to talk it south to Endor's Princess.

Leave Bonmalmo and travel south across the bridge. You may want to spend a little time leveling up just south of Bonmalmo. The monsters around the Endor area are a bit tougher and may require some leveling to have an easier time with them. Once you reach LVL 9 or 10, cross the bridge and follow the river all the way south until you find the castle/town of Endor.

```
| 3F.  ENDOR  \
|_____/\
```

Recommended LVL: 9 or 10

```
ITEMS:          |_____|\
-----         |_____|\
Royal Scroll [_] | Lilypa      |
                | Lethal Gopher |
INN:            | Demon Stump  |
-----         | Blazeghost   |
6G              | Ducksbill    |
                | Healer       |
ITEM SHOP:      | Carnivore Plant |
-----         |_____|\
```

```
Medical Herb      8G
Antidote Herb    10G
Fairy Water      20G
Wing of Wyvern   25G
Full Moon Herb   30G
Wooden Hat       120G
```

WEAPONS SHOP:

```
-----
Chain Sickle      550G
Venomous Dagger  750G
Iron Spear        880G
Morning Star     1250G
Abacus of Virtue 1600G
```

ARMOR SHOP:

```
-----
Chain Mail        350G
Bronze Armor      700G
Half Plate Armor 1200G
Iron Apron        1500G
Scale Shield      180G
Iron Shield       650G
```

Welcome (back) to Endor! We've explored this town in the previous chapter but take the time to speak to everyone for new dialogue. If you've got some money to spend, be sure to update Taloon's armor. If you took the time to get the Sword of Malice at the beginning of the chapter make sure you pick one up for Taloon ASAP; it's the best weapon for Taloon in Chapter 3. Otherwise, the Abacus of Virtue is a decent weapon as well. The Iron Apron, Iron Shield, and Wooden Hat are the best pieces of armor Taloon can get right now.

Our main objective in Endor right now is to head into the castle and speak with the Princess. Stand in front of her and open your item inventory to select the Prince's Letter. After reading the letter to the Princess, the King of Endor will give you the ROYAL SCROLL to show the King of Bonmalmo.

Upon returning to Bonmalmo, talk to the King and show him the Royal Scroll from your inventory. The King will realize that by allowing his son to marry the Princess of Endor, he'll have access to Endor's wealth without any kind of invasion. Now go back to Endor (a lot of traveling back-and-forth, I know) and talk to the King again. He'll now give you permission to open up your own shop in town!

Now that we have permission, we need to find a venue to get started. In the SW corner of town you'll find a building that looks suitable for your needs, and if you speak to the owner upstairs he'll say that he's selling his shop... for a mere 35,000G. I'm willing to bet you're no where close to being that rich right now but don't worry, you're not supposed to be. What we need to do is find a way to make all that money and fast.

There's a building on the NE side of town that has a gentleman upstairs who will mention a rare item known as the Silver Statuette. Apparently, this relic is worth a small fortune and he just happens to be looking to purchase from any treasure hunter who can get their hands on it. The Silver Statuette can be found in a cave far to the NE of Endor, but we'll need to hire some extra help if we're going to be exploring any dungeons.

You may have already spoken to some people in Endor that will ask if you'd like to hire them as fighting companions. There's a soldier on the west side of town near your soon-to-be shop that will ask for 400G per day (don't worry about the money), and a magic-user on the 2nd floor of the Inn who will ask for 600G per day. Go ahead and hire them both, then rest up and save your game before leaving Endor.

Travel east over the bridge and then start moving NE. Ignore the first cave you come across (this is the tunnel that connects Endor to the neighboring region. However, it's still under construction) and continue all the way north. Soon you'll spot a cave entrance at the north end of the peninsula. This is the Cave of the Silver Statuette.

```
| 3G. CAVE OF THE SILVER STATUETTE | \
|_____ | /
```

Recommended LVL: 11

ITEMS:		MONSTERS	

Wing of Wyvern	[_]	Elefrover	
Morning Star	[_]	Sand Master	
Medical Herb	[_]	Vampire Bat	
760G	[_]	Flythrope	
Iron Spear	[_]	Ducksbill	
Broad Sword	[_]	Poison Lizard	
Half Plate Armor	[_]	Giant Bantam	
Silver Statuette	[_]	Metal Slime	

NOTE: This is the first area of the game where you can encounter the famous Metal Slime. They're rare to find and extremely difficult to defeat, but offer great EXP. Try to take them out quickly and good luck!

Follow the path from the entrance until you reach some stairs and a ship to your right. Ignore the stairs and hop on the ship, then follow the waterway to the end where you'll fall to the floor below. Get off your ship to the north and follow the path up. Open the first chest you see to the left for a WING OF WYVERN. Now walk all the way east until you hit the wall and then turn south. Take the narrow path around the risen platform to the staircase in the very SE corner of this floor.

On B2, follow the path north and go west when it splits. Continue along the pathway as it turns north. At the end you'll find a switch on the ground. Stand on top of this switch and reply with 'YES' to press the button. The water level in the cave will go down and you'll now have access to the

treasures on this floor. Retrace your steps and grab the treasure chest on your left for a MORNING STAR. Return to the pain path and follow it east. In a room to the north is 760G in a chest, and to the far south you'll find a MEDICAL HERB for the taking. You can also find a free IRON SPEAR in the NE corner of this area.

Make your way to the SE corner of B2 and you'll notice a new staircase has appeared. Take them down and get back on your ship. Sail north a ways and turn left, ignoring the opening to the north on your way. Sail south into the room below to find a lone chest containing a BROAD SWORD. Now make your way to the NW corner of B3 to find another lonely treasure chest. Take the HALF PLATE ARMOR here and get back on your ship. Retrace your steps and take the path leading north into another room. Land your ship on the platform here and go down the stairs. Now simply follow the path north to find the SILVER STATUETTE in the treasure chest.

Exit the cave by retracing your steps; shouldn't be too difficult, just make sure you keep an eye on your HP. Use the staircase near the treasure chest that housed the Morning Star as a quick escape. When you're back outside return to Endor to rest and save your game.

```
| 3H. PROFITS & TREASURE HUNTING | \
|_____| /
Recommended LVL: 12
```

ITEMS:	MONSTERS

25000G [_]	[Ch. 3 Misc.]
60000G [_]	

Upon your return to Endor, pay a visit to the collector who wanted the Silver Statuette in the house on the NE side. He'll gladly pay 25000G for it! This should help tremendously with your goal of purchasing a shop of your own. You'll need another 10000G to afford the shop, so if you don't have at least 35000G right now then go out and fight monsters for loot. You gotta love the item drop rate in Chapter 3! Loot and sell!

When you have all the money you need, return to the vacant shop in the SW corner of town and talk to the owner upstairs. After purchasing the shop your wife, Neta, and your child will move into the shop as well! You can now give merchandise to your wife over the counter for her to sell at the shop. We'll be utilizing this very soon, as it can be a quick way to make LOTS of money. Take note that you can also rest and replenish by speaking to Neta behind the counter. You'll also continue to get one Lunch each day like before.

While you're in Endor, pay another visit to the King. After hearing that you finally opened up shop, he'll place an order for you to fill. Looks like we'll need to hand over 7 Broad Swords and 7 Half Plate Armors. Whenever you get any, bring them back to Endor and give them to the guard in the small room in the NE corner of the Castle's first floor. He'll also keep track of how many of each you still need.

We can go about getting this equipment 1 of 2 ways. You could either walk around Endor and the Cave of the Silver Statuette fighting monsters for loot. A lot of monsters in the cave like to drop Broad Swords and Half Plate Armors, so this method will work just fine. However, if you took the time to get the Sword of Malice at the beginning of the chapter you can make crazy amounts of money in a relatively short amount of time.

Assuming the Sword of Malice is for sale back in Lakanaba, go back there and buy as many as you can afford; even buying one right now is profitable. Now walk back (or use Wing of Wyvern) to Endor and speak to your wife over the counter. Tell her you have merchandise to give, and hand over the Sword of Malice. Leave Endor and walk around until night, then go back to your shop. Go upstairs and speak to Neta to rest, then in the morning speak to her over the counter. She'll then give you any and all profits made the previous day (you'll first have to say 'YES' to give her merchandise, then she'll give you the profits). If the Sword of Malice was sold, you should make around 5,000G or more. See the idea?

With this money, you can repeat the process by going back to Lakanaba and buying as many Swords of Malice as you can hold, give them to Neta, leave and walk around outside until night, return and rest, reap the profits in the morning. You can give her multiple Swords of Malice in one trip, meaning you'll eventually see profits around 20000G - 30000G per day! You could abuse this trick til the cows come home, but you really only need to make enough to purchase 7 Broad Swords (Bonmalmo Weapon Shop) and 7 Half Plate Armors (Endor Armor Shop). You may also want to have plenty of money left over in case you want to bring several Swords of Malice with Taloon to have in a later chapter. Remember, money doesn't transfer from character to character between chapters, but items in their inventory will!

After you've made all the money you want and have filled the order for the equipment, you'll be given 60000G in cold-hard cash! What could we possibly do with all this money? The answer lies in a tunnel east of Endor.

| 3I. TUNNEL CONSTRUCTION & THE CASINO | \

| | /

Recommended LVL: 12 or 13

ITEMS:	MONSTERS

N/A	[Ch. 3 Misc.]

CASINO PRIZES:

Magic Potion	30
Wizard's Ring	500
Staff of Jubilation	1000
Mirror of Ra	2500
Meteorite Armband	4000
Metal Babble Shield	50000

Enter the tunnel we passed on the way to the Cave of the Silver Statuette. At the end you'll find an old man who has completely run out of funds to finish the tunnel. Looks like he'll need another 60,000G to get the job done. Well what do ya know! We just happen to have made just enough to pay the man. How convenient ;)

After handing over the money, speak with him one last time and leave the tunnel. Wait about 1 day in-game and return to the tunnel. You'll now find workers inside digging away. Speak to the old man again, then talk to the workers. One of them will mention that the Casino in Endor has re-opened! What a perfect way to kill some time while the tunnel gets finished.

Return to Endor and go downstairs in the 1F of the Inn. Cue the music; The first true Casino in the Dragon Warrior series! Be sure to speak with

everyone down here to learn your way around. It's up to you whether or not you want to buy some coins to gamble. It costs 200G for 1 Casino Coin, just FYI. Although, since the chapter is coming to a close and money won't carry over, you may as well blow everything you have. If you've been profiting off of Swords of Malice at your shop, you may have enough money to spend lots of time in the Casino. Later on you'll be able to come back here in Chapter 5, so don't think this is your one and only opportunity to get the prizes in the Casino. The Meteorite Armband and the Metal Babble Shield are the prizes we'll want for late in the game.

After talking to everyone in the Casino, leave and go back to your shop to speak to Neta. She'll mention that the tunnel connecting Endor and Branca has been finished and is now open to travelers! Say goodbye to your family, rest up, and leave Endor. Enter the tunnel and simply travel the linear path to the stairs on the other side.

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|_____//
| 4. CHAPTER FOUR: THE SISTERS OF MONBARABA _____//
|_____//
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| 4A. MONBARABA \
|_____/
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Recommended LVL: 1

ITEMS:	MONSTERS
-----	-----
100G [_]	Red Slime
Medical Herb [_]	Kaskos Hopper
Strength Seed [_]	Monjar
	Troglodyte
INN:	_____

3G (per person)

WEAPONS SHOP:

```
-----
Club                30G
Copper Sword       100G
Thorn Whip          200G
Boomerang           350G
```

ARMOR SHOP:

```
-----
Wayfarer's Clothes  70G
Silk Robe           110G
Leather Dress       250G
Leather Hat          65G
Medical Herb         8G
```

Watch the opening scene in the theater to be introduced to the two main protagonists of Chapter 4: Mara and Nara. You'll receive 100G from the owner of the theater after Mara's performance. When you have control, search the top vase in the house you start in for a free MEDICAL HERB. Now take the time to explore Monbaraba and speak to everyone in town to learn more about the story. You can find a STRENGTH SEED in the basement of the theater in the back room. Search the third drawer on the left to find it (I advise saving it for now).

You won't have much money to buy anything of worth right now, but eventually you'll want to get a Leather Dress & Hat for both sisters. The Boomerang is also great weapon right now for both of them, but out of our price range at the moment. When you're done exploring, leave Monbaraba and fight monsters in the area for EXP and money, as usual. By the time both sisters reach LVL 4 or so, you should have enough money to make some of those equipment upgrades. Armor is more important than weapons early on, so I would hold off on buying Boomerangs right now; we'll soon have enough for a couple of them.

When you're ready to continue, rest and travel north of Monbaraba until you see a sign in the road. Continue further north and you'll find the small village of Kievs.

```
| 4B.  KIEVS      \
|_____|\
```

Recommended LVL: 3 or 4

ITEMS:	MONSTERS
-----	-----
Lifeforce Nuts [_]	Red Slime
	Kaskos Hopper
INN:	Monjar
----	Troglodyte
Free!	Rabidhound
	Angel Head
ITEM SHOP:	Sizarmage
-----	Minon
Medical Herb 8G	_____ \
Antidote Herb 10G	
Wing of Wyvern 25G	
Leather Dress 250G	
Feather Hat 280G	
Chain Sickle 550G	

Take the tour and talk to all the villagers to learn about your father's pupil, Orin, and his whereabouts. The Innkeeper will allow you to stay for free since you're Edgar's daughters; how nice. The main point of interest in town is Edgar's house in the NE corner. Search the vases to find some LIFEFORCE NUTS. You can check out the basement but there's nothing really down here. If you return here at night you'll find a friendly Slime.

There's really nothing to get at the Item Shop. The Chain Sickle isn't really necessary if you bought the Boomerang. The Feather Hat is nice, but we can come back for that soon. You may want to buy a few Antidote Herbs for the cave ahead (seeing as how we can't use the Antidote spell yet). After hearing about the cave to the west and the possibility of Orin being there, rest, save your game, and leave Kievs. Cross the bridge to the north and travel west. When you spot another bridge, cross it to the south and enter the cave.

```
| 4C.  CAVE WEST OF KIEVS  \
|_____|\
```

Recommended LVL: 6 or 7

ITEMS:	MONSTERS
-----	-----
Wing of Wyvern [_]	Lava Doll
Lifeforce Nuts [_]	Sizarmage
240G [_]	Demon Toadstool

Lamp of Darkness [_]	Blazeghost	
Sphere of Silence [_]	Troglodyte	
	Magemonja	
	Xemime	

Follow the linear path to begin with. When you reach an opening to the north, just ignore it (unless you really have to talk to the guy in here). Continue west along the path and turn north when you can. Walk all the way north into a smaller room with a chest containing a WING OF WYVERN. Return to the main path and follow it east. Turn north at the end and you'll reach what seems like a dead end. Step onto the yellow switch here to take the elevator down.

Walk south and go west past the columns. When you reach a small pond, walk around it to the north and go west into another room. Step on the switch here to take another elevator down to the floor below.

On the bottom floor, walk all the way east until you hit the wall then go south. Cross the long bridge to the west and you'll find a treasure chest containing the LAMP OF DARKNESS. You'll also find Orin, Edgar's pupil who originally discovered the Secret of Evolution. Speak with him and he'll team up with Nara and Mara on their quest. His company is most welcome because he's a pseudo-Ragnar in battle.

Now that Orin is tagging along, return to the elevator and take it back up. Walk east to the pond and turn south. When you reach a fork in the path, take the left pathway all the way down to a chest with 240G. Retrace your steps and take the eastern path this time and follow it south. Walk east into the room on the right to find another treasure chest housing some LIFEFORCE NUTS. Return to the path and continue going south, following it to the end where you'll find a new elevator.

When you reach the floor below, follow the short linear path to yet another elevator that we'll take down. When you reach the bottom, walk north and follow the path west to find a lone treasure chest. Open it up to find the main thing we came down here for, the SPHERE OF SILENCE.

Unless Mara has learned Outside by now (which I'm sure she hasn't), you'll have to backtrack through the cave to the exit. Luckily this cave isn't too complex so you shouldn't have a hard time finding your way out. When you're back outside, cast Return (or use the Wing of Wyvern you got) to get back to Kiev for some R&R. When you're all set to continue, leave Kiev and travel further north. Just north and slightly east of Kiev you'll find the infamous Keeleon Castle.

| 4D. KEELEON CASTLE \
| _____/
Recommended LVL: 8

ITEMS:	_____	
-----	MONSTERS	
N/A	_____	
	Lava Doll	
	Magemonja	
	Liclick	
	Zappersaber	
	Xemime	
	Slime	
	King Slime	

| Infurnus Beetle |
| _____ |

Even though there aren't any items to pick up here right now, we can still gather some important information. Leave it to Orin to pick the locks on the doors in the castle; you can open any of them. Be sure to speak with everyone around to learn that Balzack, the man that supposedly killed the sisters' father, is now the ruler of Keeleon. You can also find the Council in a room in the SE corner of the first floor. This man will be important later on, so remember his location.

After speaking to everyone and getting the full story, you'll learn that the port town to the north, Haville, is our next destination. You might want to stick around the Keeleon area and fight the monsters for more EXP and money. If you haven't purchased a Chain Sickle for Nara yet then don't bother, we'll soon be able to get an even better weapon. Feather Hats are also good to have for both of them.

When you think you're ready, heal up and take the short walk north of Keeleon Castle to find Haville.

| 4E. HAVILLE |
| _____ |

Recommended LVL: 9 or 10

ITEMS:	MONSTERS
-----	-----
N/A	Lava Doll
	Magemonja
INN:	Infurnus Beetle
----	Liclick
6G (per person)	Zappersaber
	Xemime
ITEM SHOP:	Slime
-----	King Slime
Medical Herb 8G	-----
Antidote Herb 10G	
Fairy Water 20G	
Wing of Wyvern 25G	
Full Moon Herb 30G	

WEAPONS SHOP:

Chain Sickle	550G
Iron Fan	620G
Venomous Dagger	750G
Morning Star	1250G
Poison Needle	1300G

ARMOR SHOP:

Leather Dress	250G
Fur Coat	600G
Half Plate Armor	1200G
Leather Shield	90G
Scale Shield	180G
Feather Hat	280G

No items to find, but there's some shopping to do and information to

get here. You'll learn about the ships going to Endor, as well as a critical piece of information involving the Council of Keeleon. Apparently, loud noises really scare him. Gunpowder makes a loud sound; maybe we need some of that.

As far as equipment upgrades go, you should have plenty of money to play around with after the Cave West of Kiev. Purchase a Morning Star for Nara and a Poison Needle for Mara (slim chance of instant KO). A Half Plate Armor will suit Nara nicely and a Fur Coat works well for Mara. Buy a Scale Shield for Nara as well, because every defense bonus is worth it for mages.

The Gunpowder we need can be found in an underground mine in the village of Aktemto to the west. When you're ready to go, leave Haville and travel directly west. Enter the shrine you see on the small peninsula to find the House of Prophecy. Speak to the nun inside to get some foreshadowing, then leave as there's nothing else to do here. Aktemto can be found NW of the House of Prophecy. You may want to level up a little around Aktemto before attempting to navigate through the mines. The monsters in this next area can be tough.

```
| 4F. AKTEMTO MINE      \
|_____ /
Recommended LVL: 12 or 13
```

ITEMS:		MONSTERS (outside)		MONSTERS (mine)	

Mystic Acorns	[_]	Weretiger		Rogue Wisper	
Silver Tarot Cards	[_]	Mad Clown		Mad Clown	
Gunpowder Jar	[_]	Brahmird		Vampdog	
		Zappersaber		Weretiger	
INN:		Viceter		Garcoil Rooster	
----		Slime		Baby Salamand	
8G (per person)		King Slime		Metal Scorpion	
		Dark Doriard		Vileplant	

Quite a depressing town. Speak with everyone around to learn how sick people around here are getting. You can stay at the Inn and save your game in Aktemto (which I advise that you do before going further). The main point of interest is the mine towards the back of town. Work your way around the wall and head down the stairs.

Immediately walk to the right and take the MYSTIC ACORNS from the treasure chest. Follow the path north and walk east when the path splits. Continue all the way north until you hit the wall, walk east and north again. When the path splits again, go west and north to find a treasure chest in the upper corner. Open it up for the unique SILVER TAROT CARDS for Nara. If she already has a Morning Star then don't bother equipping the cards, but hold onto them anyway. Retrace your steps and go east to find a ladder leading down to the floor below.

Simply walk as far north as you can on this floor until you can't any longer, then walk east to find another ladder leading down. Down on B3 you'll find a treasure chest and some miners. Take the GUNPOWDER JAR from the chest, then cast Outside to get the hell outta here (although if you still have plenty of HP and MP, you could walk to the exit and fight battles for the EXP).

With the Gunpowder in hand, let's make our way back to Haville first to heal up and save. Let's pay Keeleon Castle another visit.


```
| 4G. THE EVIL OF KEELEON | \
|                             | /
```

Recommended LVL: 13

ITEMS:	MONSTERS
-----	-----
Boarding Pass [_]	Lava Doll
	Magemonja
	Liclick
	Zappersaber
	Xemime
	Slime
	King Slime
	Infurnus Beetle

Back in Keeleon, head inside and make your way to the SE corner of 1F. Outside of the Council's room, you'll notice a narrow pathway on the left side. Walk to the dead end and use the Gunpowder Jar from your inventory. The extremely loud 8-bit bang will prompt the Council to leave his room. Simply keep a little distance and follow him as he gradually makes his way to the north end of the castle. Take note of the section of the wall that he enters, then walk over and use the Search option to find a hidden switch! Press the switch and enter the secret room.

Here we find the evil Balzack, the imposter King of Keeleon, and the beast who killed Nara and Mara's father. I hope everyone's fully healed and ready for a boss fight, because talking to him will engage a tough one.

```
+-----+-----+
| ! BOSS BATTLE ! | Balzack |
+-----+-----+
| HP: 240 | |
+-----+-----+ Make sure you have Nara or Mara use the Sphere of
| Silence in the first round to block some of Balzack's lethal spells. I |
| actually completely forgot about this and nearly beat him without sealing |
| his spells but got my ass kicked in the end, so I think it's still |
| possible. Once you've used the Sphere, use Nara for healing and Mara |
| should cast Sap so that Orin's attacks will do major damage. Just keep |
| the sisters' HP from getting below 20 or so and let Orin do most of the |
| damage-dealing. Firebal and Bang can help some as well. |
| | |
| You'll receive 500 EXP when the fight is over. |
| | |
+-----+-----+
```

Watch the scene afterwards and you'll be forced into a battle with Keeleon himself. You can't win this fight, so simply sit back and allow your party to get slaughtered. When you awake, you'll be in jail. When you have control again, escape through the opening in the wall and take the BOARDING PASS from the treasure chest. We'll need this to continue our travels.

Follow the path to the exit and watch the scene outside the castle. Unfortunately, we'll have to leave Orin in order to escape, so say goodbye and leave Keeleon. Walk north to Haville and enter the ship port in the NW corner of town. Walk south and speak to the deckhand to show him your pass.

Once you're on the ship you'll have to speak with everyone at least once, then go up and speak to the captain. He'll warn you that we're about to

leave for good, and set sail after you give him the OK. That wraps up Chapter Four!

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|
| 5. CHAPTER FIVE: THE CHOSEN ONES
|
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```
| 5A. UNKNOWN VILLAGE \
|
```

Recommended LVL: 1

ITEMS:	MONSTERS
-----	-----
Medical Herb (x2) [_][_]	Kaskos Hopper
Feather Hat [_]	Elerat
50G [_]	Stag Beetle
Leather Armor [_]	Babble

We've reach the 5th and final chapter, but we still have a LONG way to go. When you have control of the Hero, talk to your mother and you'll have to take your father his lunch. Take the time to speak with everyone in the village. At the north end you'll find your father by the water. Talk to him and then head back home. Speak with your mother again and sit down for lunch.

After the scene, you'll be taken down into the basement to hide from the invading monsters. When you have control again, walk north and examine the vases in the basement to find a free MEDICAL HERB. Go upstairs to find that the entire village has been destroyed as well as all the villagers. Quite a depressing beginning to our Hero's quest...

Before leaving the village, you can find a hidden FEATHER HAT by searching the ground in the center of where the flower patch used to be. Clearly this belonged to Celia, your childhood friend. The flower patch is now a 2x2 square of sand, but search around here to find it. Although the Hero can't equip it, we can sell it for decent money to buy other things.

When you leave the unnamed village, walk a few paces south to find a hut owned by a woodsman. Inside you can search the 3 vases to find a MEDICAL HERB, 50G, and a LEATHER ARMOR. Equip the armor right away, then talk to the woodsman. When you're all done, take the time to gain some levels. The Hero is a very well-balanced character (as they generally are in RPG's) so make sure you get some EXP and Gold before moving on. Use the Inn in the following section to heal up when you need to. Just SE of the woodsman's house is the castle-town of Branca, and our next destination.

```
| 5B. BRANCA \
|
```

Recommended LVL: 2

ITEMS:	MONSTERS
-----	-----
N/A	Slime
	Giant Worm
INN:	Monjar
----	Babble
3G (per person)	Blazeghost

ITEM SHOP:

Medical Herb	8G
Antidote Herb	10G
Fairy Water	20G
Wing of Wyvern	25G

WEAPONS SHOP:

Club	30G
Copper Sword	100G
Thorn Whip	200G
Boomerang	350G

ARMOR SHOP:

Leather Armor	180G
Chain Mail	350G
Leather Shield	90G
Scale Shield	180G
Leather Hat	65G
Wooden Hat	120G

Nothing too interesting going on here. You can speak to the adventurers leaving the castle to be asked to join them. Gotta love their response, basically saying, "go find your own damn companions!"

Speak to everyone in Branca to learn that Mara and Nara seem to be SW of here in Endor. Good thing we fixed the tunnel as Taloon, because we'll be needing to use it to get there. Stick around the Branca area to earn enough money to purchase a Boomerang and a Scale Shield for the Hero. That Copper Sword just ain't going to cut it around Endor.

When you're about LVL 3 or 4 and you're ready to continue, leave Branca and travel SW until you reach the tunnel to Endor. Enter and pass through to the other side. This region should look awfully familiar, so travel west to find Endor Castle.

| 5C. ENDOR |
| _____ |

Recommended LVL: 3 or 4

ITEMS:

N/A	
INN:	

6G (per person)	
ITEM SHOP:	

Medical Herb	8G
Antidote Herb	10G
Fairy Water	20G
Wing of Wyvern	25G
Full Moon Herb	30G
Wooden Hat	120G

MONSTERS

Monjar
Diverat
Poison Arrop
Babble
Blazeghost
Ducksbill
Lethal Gopher
Sizarmage
Rabidhound
Demon Stump

WEAPONS SHOP:

```

-----
Chain Sickle      550G
Venomous Dagger  750G
Iron Spear        880G
Morning Star     1250G
Abacus of Virtue 1600G

```

ARMOR SHOP:

```

-----
Chain Mail        350G
Bronze Armor      700G
Half Plate Armor  1200G
Iron Apron        1500G
Scale Shield      180G
Iron Shield       650G

```

Welcome back to Endor. Speak with everyone around to get some updated dialogue since Chapter 3. Our main objective here is to find Mara and Nara. Nara can be found just south of the House of Healing on the west side of town. Speak to her and allow her to read your fortune, then she'll realize that you're the Hero that the sisters have been searching for. Nara joins the party!

Now head down to the Casino in the basement of the Inn. On the north end at the slot machines you'll run into Mara, gambling her money away. Talk to her and Mara will join you as well. Now we have some good spells in our arsenal. If you want, you can stick around the Casino and try to win some coins for a little while.

Don't bother updating any equipment right now. You probably won't have much money anyway, but you can go ahead and grab a Wooden Hat for the Hero and sell his Leather Hat. If you want to take the time to earn the money for the Half Plate Armor, by all means go ahead. I settled for the Bronze Armor simply because I wanted to save for a Broad Sword later on. The sisters' equipment should be fine as is, but Nara can also equip an Iron Shield.

You can go inside the Coliseum (side entrances of the Castle) to watch the wedding between the Prince of Bonmalmo and the Princess of Endor. Not much of a spectacle, so there's nothing to miss here other than some dialogue. When it's time to go heal up and save then make the trek north to Bonmalmo Castle.

```

-----
| 5D.  BONMALMO  \
|                /

```

Recommended LVL: 4

ITEMS:		MONSTERS	
-----		-----	
N/A		Carnivore Plant	
		Rabidhound	
INN:		Sizarmage	
----		Lethal Gopher	
10G (per person)		Ducksbill	
		Magemonja	
ITEM SHOP:		Ozwarg	
-----		Sand Master	
Medical Herb		8G	
Antidote Herb		10G	

Fairy Water 20G
Wing of Wyvern 25G

WEAPONS SHOP:

Copper Sword 100G
Boomerang 350G
Chain Sickle 550G
Iron Spear 880G
Broad Sword 2000G

ARMOR SHOP:

Fur Coat 600G
Bronze Armor 700G
Half Plate Armor 1200G
Iron Shield 650G
Wooden Hat 120G
Feather Hat 280G

You won't find much here either. The main reason we're here is to pick up a Broad Sword for the Hero when you can. If you don't have a better piece of armor than the Chain Mail, I would get one now. Since Prince Reed is at the wedding in Endor, that throne looks awfully empty. Why not take a seat and see the world through the eyes of a King for a second? ;)

Head north to visit Lakanaba when you're done.

| 5E. LAKANABA | \

| | /

Recommended LVL: 5 or 6

ITEMS:

N/A

INN:

10G (per person)

MONSTERS
Ozwarg
Rabidhound
Magemonja
Sand Master
Metal Slime

ITEM SHOP:

Medical Herb 8G
Antidote Herb 10G
Fairy Water 20G
Wing of Wyvern 25G

WEAPONS SHOP:

Club 30G
Copper Sword 100G
Thorn Whip 200G

ARMOR SHOP:

Wayfarer's Clothes 70G
Leather Armor 180G
Chain Mail 350G
Bronze Armor 700G

Leather Shield 90G
Leather Hat 65G

Talk to the villagers and get a look around. There are some treasure chests in the basement of the Weapons Shop that we can't get to yet, so we'll be coming back once we have a certain key. Oh, and don't think for a second if you got the Sword of Malice in Chapter 3 that it'll be for sale in the Weapons Shop... I know I did.

If you'd like you can stick around just east of Lakanaba where you can run into Metal Slimes every once in a while. If Mara has that Poison Needle, you can land instant kills on them if you're lucky. Each Metal Slime offers 1,350 EXP so why not try to defeat one or two?

Looks like there's nothing else in the Endor/Bonmalmo region we can do, so return to Endor and travel back through the tunnel towards Branca. Rest and save in Branca if necessary, then leave and continue traveling east of Branca. When you see a path through the mountains to the south, follow it down to find the Desert Inn.

_____ \
| 5F. THE DESERT INN |
| _____ |
/

Recommended LVL: 7

ITEMS:	MONSTERS
-----	_____
Lunch [_]	Lilypa
	Thevro
INN:	Pixie
----	Sand Master
6G (per person)	Armor Scorpion
	Mad Clown
	Mandrake

You'll notice the horse and wagon right away. Wouldn't that make a perfect traveling addition! Speak to the man (Hector) inside the house on the north end and answer 'No' when he asks you to leave him alone. He'll tell you about a cave to the east and the reason why he doesn't trust anyone now. I guess we'll have to earn his trust instead. Make sure you take the LUNCH from the treasure chest in the NE corner of his house (you can walk north along the grassy edge to reach it).

Rest at the Inn here, speak to everyone else, then leave the Desert Inn. The cave we're looking for is far east of here, but now would be a great time to level up your Hero. You'll soon be using only your Hero to fight in the next dungeon, so you'll want him ready to go. Make sure s/he's got a Broad Sword, Half Plate Armor, Iron Shield, and Wooden Hat and around LVL 10.

When you're ready to go, walk east of the Desert Inn until you reach some bridges. Cross each of them and continue east until you find the Cave of Betrayal.

_____ \
| 5G. CAVE OF BETRAYAL |
| _____ |
/

Recommended LVL: 10 or 11

ITEMS:	MONSTERS (cave)	MONSTERS (desert)
--------	-----------------	-------------------

Symbol of Faith [_]		Liclick	
		Vampire Bat	
		Tricksy Urchin	
		Armor Scorpion	
		Arrop	
		Rogue Knight	
		Healer	
		Thevro	
		Mad Clown	
		Metal Slime	
		Giant Eyeball	
		Barrenth	
		Dark Doriard	

A very simple cave to navigate; you probably won't even need my directions. Nevertheless, begin by walking north until you reach an odd-looking wall in front of you. Simply walk through and break it down then continue following the linear path (breaking through another wall).

Eventually, the floor will give way and Mara & Nara will fall down, leaving the Hero all alone. Looks like the show must go on, so continue forward and take the stairs down. Walk north and you'll spot the sisters. Follow them up the passage and you'll reach a dead end. Make sure you're fully healed and ready for battle, then speak with one of them. Looks like we've been fooled!

You'll have to fight two Liclick's, so nothing out of the ordinary. Attack away with the Hero until they're done. After the battle, you'll fall down to a floor below where you'll find Mara & Nara being chased by a couple of monsters. Catch up with them and talk to either Mara or Nara to find out that they're a couple of imposters as well!

I was going to consider this battle a Boss Battle, but considering there isn't a whole lot of strategy involved with one character right now, I figured why bother. Also, these will later be monsters that you can randomly encounter somewhere else in the game (so technically, not a boss). Attack the Tricksy Urchins first since they seem to deal the most damage, then take out the Vampire Bats. The only concern here is making sure your Hero can cast Healmore when your HP gets below 25 or 30. You get some excellent EXP after the battle, and this allows the Hero to catch up a bit to the other characters.

Afterwards, head up the stairs and follow the path to another staircase that you'll take down. Walk all the way south and you'll find the real Mara and Nara at a dead end. Talk to them and answer their security question (answer 'No' when she asks if Nara was in the Casino in Endor) and they will join you again! Now take the stairs on the east side of this floor up and break through the wall as you go south. Take the stairs on the south end up to the 1F again and this time, walk west and break through the wall to the southern room. Go down the stairs in the center and down another set to get to the very bottom.

Make your way to the center of this room and break through the cluster of walls in the middle to uncover the treasure chest containing the SYMBOL OF FAITH. Cast Outside to get out... aww, wait, it doesn't work? Oh well, walk your ass to the exit then make your way back to the Desert Inn.

When you return, talk to the man again and he'll notice the Symbol. In return he'll offer you his horse, Primrose, along with the wagon and the trusty help of Hector himself! Now that we have a team of 4, the larger groups of monsters in the desert ahead won't be so threatening. Rest up, save, and leave the Desert Inn via the southern exit.

The next village on our journey lies directly south of here, but you'll have to go SE around the mountains to get there. You could go there immediately, or you could walk around the desert and fight some of the new enemies. You can also find Metal Slimes out here as well. Anyway, Aneaux can be found to the south, just outside the desert.

| 5H. ANEAUX | \

| _____ | /

Recommended LVL: 11

ITEMS:	MONSTERS
-----	-----
Strength Seed [_]	Magemonja
	Arrop
INN1:	Armor Scorpion
-----	Pteranodon
5G (per person)	Metal Slime
	Flythrope
INN2:	-----

10G (per person)	

ITEM SHOP:

Medical Herb	8G
Antidote Herb	10G
Fairy Water	20G
Wing of Wyvern	25G
Full Moon Herb	30G

WEAPONS SHOP:

Boomerang	350G
Chain Sickle	550G
Iron Fan	620G
Venomous Dagger	750G
Iron Spear	880G
Morning Star	1250G

ARMOR SHOP:

Fur Coat	600G
Bronze Armor	700G
Half Plate Armor	1200G
Iron Shield	650G
Wooden Hat	120G
Feather Hat	280G

You can talk to the man outside the first Inn here to get the tour of Aneaux. The only item to obtain here is the hidden STRENGTH SEED on the ground in front of the center tombstone (NW corner of town). If you return to this spot at night, you'll find the ghost of Kuvaa, the warrior whose armor can be found at the temple in town.

You'll notice that there's two Inns: one that charges double than the other. You get nothing special for paying the 40G instead of the 20G, so why spend more if you don't have to?

You should have all of the equipment upgrades at this point, so there isn't anything worth buying at the shops unless you missed something before. After talking to everyone in town and exploring, you should have a good idea where to go next. Leave Aneaux and travel SW until you finally reach the port town of Konenber.

```
| 5I.  KONENBER  \
|_____ /
```

Recommended LVL: 11

ITEMS:	MONSTERS
-----	-----
Small Medal (x2) [_][_]	Pteranodon
	Arrop
INN:	Razor Wind
----	Weretiger
6G (per person)	Rogue Knight
	Healer
ITEM SHOP:	Thevro
-----	Sand Master
Medical Herb 8G	Flythrope
Antidote Herb 10G	_____
Fairy Water 20G	
Wing of Wyvern 25G	
Full Moon Herb 30G	

WEAPONS SHOP:

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-----
```

Chain Sickle	550G
Venomous Dagger	750G
Iron Spear	880G
Morning Star	1250G
Broad Sword	2000G

ARMOR SHOP:

```
-----
```

Bronze Armor	700G
Half Plate Armor	1200G
Iron Shield	650G
Feather Hat	280G
Golden Barrette	540G

When you get to Konenber, take your time and explore the port town. Talk to everyone around to learn about Taloon's new ship that's being built and the Great Lighthouse to the east. While exploring the ship at the port on the west side of town, you'll find your first SMALL MEDAL in the drawer downstairs in the first room. We'll be finding plenty of these in the future, so hold on to them so we can trade them for rare items later.

Head into the building in the NW corner of town to find Taloon's ship. You can get on and talk to everyone on board to hear more about Taloon (their boss). You can find the second SMALL MEDAL downstairs on Taloon's ship in another dresser/drawer.

The only equipment upgrade we need to purchase here are two Golden Barrettes for Mara and Nara. Grab that Half Plate Armor and Broad Sword for the Hero if you still don't have them. Fight around the Konenber area (or in the desert for the Metal Slimes) until the Hero reaches LVL 12 or 13. Now we should be ready to handle the enemies in the Great Lighthouse to the east.

Rest at the Inn and save that game of yours then head out.

From Konenber, simply travel east until you hit the shoreline, then go north into the forest. Cross the bridge to the east and then turn south to find the Great Lighthouse.

```
| 5J. GREAT LIGHTHOUSE | \
| _____ | /
```

Recommended LVL: 12

ITEMS:		MONSTERS	

Luck Seed	[_]	Grislysaber	
400G	[_]	Thevro	
Magic Potion	[_]	Metal Slime	
Strength Seed	[_]	Rogue Knight	
Full Moon Herb	[_]	Healer	
Boomerang	[_]	Crested Viper	
Fire of Serenity	[_]	Mad Clown	
Golden Barrette	[_]	Rogue Wisper	
		Pteranodon	
		Vileplant	
		Garcoil Rooster	
		Skeleton	
		Weretiger	
		Kordra	
		Man-Eater Chest	

NOTE: There are LOTS of different types of monsters in this place, and for some reason the random encounter rate seems like it's through the roof. I don't know if it's just me, but every 3-5 steps I would get attacked. Make sure you save your MP, though, because you'll need it for a boss battle at the top. Take note that you can also find Metal Slimes quite frequently in the Great Lighthouse, making it an excellent place to level up. Since the battles can use quite a bit of MP for healing, don't be afraid to grab the treasures, leave and heal in Konenber, then come back and go straight for the boss. Also, as you traverse the lighthouse take care not to fall off the edges on the upper floors.

Open the large door in your way and make your way to the north end of this room. You'll first notice Taloon and he'll stop to have a chat. He needs us to get the Fire of Serenity located near the top of the Lighthouse and vanquish the evil that has consumed it. He then takes off for Konenber and leaves you to fend for yourself... nice.

Before going up the stairs, walk into the north wall (from either side) of the center structure that looks similar to a plus sign. You'll find a hidden room where you can get a rare LUCK SEED and 400G from the chests in the center. Now go back and take the stairs to 2F.

Walk south a ways and towards the center of the room (below the tile arrangement). Now go directly west and down the corridor. Follow it as it turns south and into a smaller room where you'll find a staircase. Take it up to 3F and walk north to a dead end with a treasure chest containing a MAGIC POTION. Head back down to 2F and retrace your steps towards that central tile arrangement. Continue east, passing it and follow this passage to the end where you'll find a chest with a STRENGTH SEED inside.

Retrace your steps, yet again, towards the center of this floor. Now walk directly south of the center tiles to find a staircase leading up. On 3F again, follow the looping pathway and go east into the opening when you can. Speak to the monster here for a funny scene, then try talking to him again... oh well.

Return to the previous pathway and continue south. The path is linear until you reach a fork on the north end. Take the eastern path here up to a chest containing a FULL MOON HERB. Go back down and take the western pathway and you'll reach a set of statues and a staircase. Forget the stairs for a moment and continue all the way west. Now follow the corridor down to 2 treasures for the taking... well, actually just one. Take the BOOMERANG out of the right chest, then stop and check everyone's HP. Make sure you're fully healed, because upon opening the left chest you'll have to fight your first Man-Eater Chest. Just one attack from this thing can cripple (or even KO) anybody, so be careful. Regular attacks work just fine, but just be prepared. Once you've defeated the chest, return to the statues and take the stairs up to the next floor.

Walk directly south and open the chest for the FIRE OF SERENITY. Now walk back to the stairs you came from and go NE from there. Take the stairs in the corner up to the top floor. Walk out of the tiny room you start in and go south. Turn west and go into the narrow pathway. Follow this up and turn left at the north end. Now walk south into the narrow path on this side. Follow it around and enter the small room in the NW corner of this floor. Open the treasure chest here for a free GOLDEN BARRETTE (sells nicely if you already have a couple). Now exit and make your way to the south end of the floor. You'll notice the monsters dancing around the center beacon. Before you approach them, make sure everyone is healed up. Don't forget, you have that Magic Potion if you need to replenish someone's MP. When you're ready for a battle, approach.

```
+-----+-----+-----+
| ! BOSS BATTLE ! |           Lighthouse Bengal & Flamer (x2)           |
+-----+-----+-----+
| Bengal HP: 70   | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flamer HP: 75  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
+-----+-----+-----+
|           This battle's really not too difficult, but the           |
| Flamers' Firebal spell can get annoying. I suggest targeting them first, |
| then going for the Lighthouse Bengal. The Bengal can shriek and       |
| temporarily paralyze a party member for a round, but his attacks aren't |
| too threatening if you're properly equipped. I would put the Offensive or |
| Normal Tactics on for this battle. Let the Hero be the healer, although |
| you shouldn't need much of it.                                         |
|                                                                           |
| You'll receive 2220 EXP and 454G for the victory. Well done!          |
|                                                                           |
+-----+-----+-----+
```

After the battle, walk up to the center torch and use the Fire of Serenity you just got. The evil will be vanquished from the Great Lighthouse and our job here is done. Cast Outside and then Return to get back to Konenber!

```
| 5K. TAKE TO THE SEAS | \
|                       | /
Recommended LVL: 14 or 15
```

ITEMS:

MONSTERS

```

-----
N/A
| _____ |
| N/A       |
| _____ |

```

First order of business is to find Taloon. You'll locate him in front of the ship warehouse in the NW corner of town. Talk to him and allow him to join your party! Now that we have Taloon (and a ship of our very own) this game just got even better. Before we hop on the ship and sail around exploring, though, Taloon mentions that we should first go south and visit Mintos so we can get a map. Probably a good idea.

If you purchased several Swords of Malice back in Chapter 3, be sure the Hero gets one (best sword available for him right now). Ragnar will already have one (found it in Loch Tower back in Chapter 1), so it's up to you if you want to sell the extras for more cash. I had about 12500G after all of this. :) From Konenber, get on the ship and sail directly south until you reach land. When you land the ship, walk directly east until you find the small town of Mintos.

```

| 5L. MINTOS \
| _____ /

```

Recommended LVL: 14 or 15

ITEMS:	MONSTERS	MONSTERS (sea)
-----	-----	-----
Treasure Map [_]	Viceter	Bangler
Small Medal (x2) [_]	Vampdog	Man O' War
	Metal Scorpion	Plesiosaur
INN:	Skeleton	Guzzle Ray
----	Mage Toadstool	Sealthrope
9G (per person)	-----	Runamok Albacore
		Giant Octopod
ITEM SHOP:		Piranian
-----		Infsnip
Medical Herb 8G		Batoitdei
Antidote Herb 10G		-----
Fairy Water 20G		
Wing of Wyvern 25G		
Full Moon Herb 30G		

WEAPONS SHOP:

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-----

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Iron Spear	880G
Morning Star	1250G
Broad Sword	2000G
Sword of Malice	3500G
Abacus of Virtue	1600G

ARMOR SHOP:

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-----

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Half Plate Armor	1200G
Iron Apron	1500G
Full Plate Armor	2300G
Iron Shield	650G
Golden Barrette	540G
Iron Helmet	1100G

NOTE: The monsters that you can encounter in the sea are available anywhere in the ocean, therefore I've listed all the aquatic monsters you'll find

in the ocean in Chapter 5 altogether in this section. Certain areas may have certain monsters appear more often than others, but they can all be found anywhere in the sea. Some of the rarer ocean monsters won't be found until later on.

You know the drill; speak to everyone and explore the town. The main reason we're here is to pick up a map for our travels, but first you should grab the hidden SMALL MEDAL next to the well near the center of town. Search the ground on the left side of the well to find it. Now walk east of the well and speak to the old man speaking to the small audience in the center of town. Answer 'No' to his question and he'll then hand over the TREASURE MAP.

The only equipment upgrades to take note of are the Full Plate Armor and the Iron Helmet. Get a Full Plate Armor for the Hero and purchase 2 Iron Helmets for the Hero and Taloon. You can also buy Swords of Malice here if you didn't bring any over from Chapter 3.

Check out the 2F of the Inn to find Brey and Cristo. Speak with Brey and he'll join your party, but it looks like Cristo's in bad shape. We'll need to find a special Padequia Seed to cure his illness, so that's our next objective. When you leave Mintos, you can now put Brey in your party if you so desire. I chose the party of the Hero, Nara, Taloon, and Brey at this point (simply because I was trying to level up Taloon and Brey since they were way behind the other characters).

The next stop on our journey is the kingdom of Soretta far to the SE. Leave Mintos and travel east. Soon you'll come by a solitary shrine in the forest. Enter the shrine to find a traveler's gate with 2 portals (which we can't get to yet). This place isn't of any interest right now, besides the hidden item you can find on the ground by walking along the grassy edge of the shrine until you're behind the building. You'll notice a narrow, grassy pathway between the walls. Walk down this path to the dead end and search the ground here for a SMALL MEDAL.

Leave the traveler's shrine and walk east until you hit the mountains. Now turn south and follow the mountain range until they stop. Just south of the mountains here you'll find the kingdom of Soretta.

| 5M. SORETTA |
| |
Recommended LVL: 15

ITEMS:	MONSTERS
N/A	Mage Toadstool
	Garcoil Rooster
INN:	Baby Salamand
----	Conjurer
12G (per person)	Healer
	Bisonhawk
ITEM SHOP:	Demonite
-----	Infurnus Knight
Medical Herb 8G	
Antidote Herb 10G	
Full Moon Herb 30G	

WEAPONS SHOP:

N/A

ARMOR SHOP:

N/A

Not much to do here other than talk to the villagers and get more info on Alena and the Padequia Seed. You can find the King of Soretta working in one of the fields in town... that's when you know things are bad.

The cave where we can find the Padequia Seed for Cristo can be found just SW of Soretta at the end of the peninsula. You could take some time to level up Brey and Taloon since you just got them and I'm sure their levels are much lower than everyone else. When you're ready to go, enter the cave SW of Soretta.

| 5N. CAVE OF THE PADEQUIA |
| |

Recommended LVL: 15 or 16

ITEMS:		MONSTERS	

Agility Seed	[_]	Iceloth	
Mystic Acorns	[_]	Conjurer	
Robe of Serenity	[_]	Healer	
800G	[_]	Vampdog	
Padequia Seed	[_]	Infurnus Knight	
		Thevro	
		Mage Toadstool	
		Man-Eater Chest	

Follow the path when you enter the cave and you'll soon come across some blue tiles with directional arrows. If you haven't figured it out yet, stepping on these tiles will push your party in the designated direction. Pass up the first group of tiles on your left and take the bottom string of tiles up to a single treasure chest containing an AGILITY SEED. Step on the tiles to your right after getting the item and continue following the passage to the SW corner of the floor where you'll find some stairs.

This floor of the cave is rather large and there's a lot more of those arrow tiles. If you walk north a little bit, you'll spot the team of adventurers that you saw leaving Branca. This time, they've recruited Alena as a member, and they're also looking for the Padequia Seed.

Walk to the NW corner here and you'll find 2 columns of directional tiles leading north. Step on the left column of arrows and walk all the way north along the wall to find a treasure chest in the corner for some MYSTIC ACORNS. Now step on the tiles to the right, then when you have control again walk SE and you'll come across two more columns of arrows leading south. Step on the left set of arrows, then walk a few paces west and take the left set of arrows you see here. When you have control, walk north and pass the ice stalagmites and turn west before you reach the row of directional tiles along the north wall. You'll find a large door below you leading into a room with a treasure chest. Open it up for the ROBE OF SERENITY (great armor for Mara or Brey), then turn back and go east once you leave the room. If you walk directly east from the door, you can walk over the two tiles near the top that will allow you access to the single chest containing 800G coins in the NE corner.

Step on the tiles to the right then walk SE (this spot should look familiar). Again, step on the left column of directional tiles to be taken south and then west. When you get off walk south and start going east below the tiles. Be careful not to step on them as you walk down the narrow path to a staircase leading further down into the cave.

On the bottom floor, you'll find a jumbled mess of arrow tiles. As confusing as it looks, the two treasures we need down here are pretty easy to get. Walk north and step onto the tiles in the very NE corner (the first tile is leading up). This should shoot you over to the NW section. Take five steps to the left and then walk south onto these tiles. You should end up near a treasure chest on the south end. This chest happens to be another Man-Eater Chest like the one we saw before. Take caution and beat him up for the EXP and Gold. From the Man-Eater Chest, walk north 4 steps and then walk east onto the tiles. You'll be pushed onto the chest in the center of the room. Open it up for our main prize, the PADEQUIA SEED. With the seed in our possession, cast Outside and then Return to get back to Soretta.

```

| 50.  SAVING CRISTO  \
|_____ /

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Recommended LVL: 16

ITEMS:	MONSTERS

Padequia Root [_]	Mage Toadstool
	Conjurer
	Healer
	Infurnus Knight
	Baby Salamand
	Bisonhawk
	Demonite
	Viceter
	Metal Scorpion
	Skeleton
	Vampdog

Once you're back in Soretta, locate the King the field to the SE and speak with him. He'll notice the Padequia Seed you have and will tell you to plant it now. In a matter of seconds, the seed turns into the PADEQUIA ROOT that we need for Cristo!

Leave and return to Mintos. Enter the Inn and go upstairs to find Cristo with Alena at his bedside. Talk to Alena, then walk up to Cristo in bed and use the Padequia Root you just got. Cristo will be healed, and now Alena and Cristo will join you on your quest! Since Alena's with us, we now have the Thief's Key in our possession. Why not grab a few treasures from Burland before we continue with the main quest?

NOTE: Hector will leave the party once you've recruited Alena and Cristo.

```

| 5P.  BURLAND'S TREASURE  \
|_____ /

```

Recommended LVL: 16

ITEMS:	MONSTERS

Lifeforce Nuts [_]	See section '5U.'

160G	[_]	_____
Iron Helmet	[_]	
Agility Seed	[_]	
Strength Seed	[_]	
320G	[_]	

The easiest way to reach Burland is by first casting Return to Endor. Hop on your ship and follow the river south into the ocean. Sail west along the southern cape and turn north to follow the continent's western coastline. Pass east through the channel between the traveler's gates NW of Endor (the one we used back in Ch. 2) and simply sail all the way north between the two land masses on either side. Eventually you'll reach Tempe and Lakanaba as you sail north. Keep sailing north, passing Lakanaba and turn east once you reach the Cave North of Lakanaba. Just east of here is the Burland region; you'll want to take the narrow river between the Cave of Izmit until you reach Burland in the SE. Be VERY cautious as the monsters around Burland are a little out of our league right now. Just run if you have to!

The only reason we're here right now is to raid the treasure room. Enter the castle and make your way to the NW corner of the 1F. Using your Thief's Key, open up the door and you'll have access to 6 treasure chests to the south. Stepping onto the blue tiles here will damage your party serverly, so make sure you watch your HP and use Healmore on everyone every couple of steps. All it takes is 3 or 4 steps and just about everyone will faint. When you reach the treasure chests to the south, open them up for some LIFEFORCE NUTS, 160G, an IRON HELMET, an AGILITY SEED, STRENGTH SEED, and 320G.

We'll be coming back here later, but for now we need to start looking for the Magic Key in the Keeleon region. Return to Mintos and get on your ship. Sail directly west until you reach a new, yet familiar, continent. You'll be sailing FAR west of Mintos so there's a lot of open ocean the occasional monster battle to fight. When you reach the landmass, locate Keeleon Castle in the northern region of the continent near the east coast.

| 5Q. THE MAGIC KEY \

| _____ /

Recommended LVL: 17 or 18

ITEMS:		MONSTERS	
-----		_____	
Small Medal (x3)	[_][_][_]	Bisonbear	
Magic Key	[_]	Mystic Doll	
Strength Seed	[_]	Bisonhawk	
Multi-Edge Sword	[_]	Infurnus Knight	
Pink Leotard	[_]	Phantom Knight	
Feather Hat	[_]	Somnabeetle	
		Flamer	
WEAPONS/ARMOR SHOP: (Kievs Inn)		Phantom Messenger	
-----		Ouphnest	
Broad Sword	2000G	Dragonpup	
Sword of Malice	3500G	Butterfly Dragon	
Battle Axe	5500G	Demonite	
Full Plate Armor	2300G	Curer	
Cloak of Evasion	3000G	_____	
Iron Mask	3500G		

2ND ARMOR SHOP: (Endor)

Cloak of Evasion 3000G

Swordedge Armor 9800G
Metal Babble Armor 15000G

When you enter Keeleon, you'll notice that you won't be able to open any of the doors. When you speak to the person near left entrance, you'll find out that it's Healie from Ch. 1! He'll tell you to search the port town of Haville to learn the whereabouts of the Magic Key.

Leave Keeleon and walk north to Haville. Talk to the man who runs the Weapons Shop on the west side of town. He'll tell you what he knows about the Magic Key, and mention the town of Kiev to the south. When you get to Kiev, talk to the villagers. Most importantly the ones near Edgar's house in the NE corner, as they'll mention a secret laboratory in the Cave West of Kiev that Edgar had. If you visit the Inn you can talk to a man inside who owns a shop that sells some new weapons and armor. The Battle Axe is an upgrade for the Hero, as well as the Iron Mask. Be sure to purchase as many Cloak of Evasions as you need right now because it's a great piece of armor for your magic-users.

You can revisit Monbaraba far south of Kiev but there isn't anything to do here. The only thing that has changed since Ch. 4 is Panon, a traveling jester and performer, is putting on a show in Monbaraba. Remember this guy, because he'll be important for later.

We've narrowed our search down and it looks like the Magic Key is somewhere in the Cave West of Kiev. Return to the cave and make your way down to the bottom floor (refer to section '4C.' if you can't remember how to get down there). If you search the treasure chest that had the Lamp of Darkness (now just an empty chest) you'll find a button that can be pressed. Press the button and a staircase will appear nearby. Head down the stairs to find Edgar's secret lab.

Search the vases along the north side to find a SMALL MEDAL, then open the treasure chest down here for the MAGIC KEY. This key will allow us to get into Keeleon as well as many other areas we couldn't access up to this point. Before continuing with the story, take the time to level up your Hero to 18 or 19. We have a difficult boss battle coming up, and it's the toughest enemy you've faced so far. I would also suggest using a team of the Hero, Alena, Mara, and Cristo/Nara for the upcoming fight. This team seems to yield the best results when considering the A.I. shinigans.

When you're ready to do battle, return to Keeleon Castle and enter through the eastern-most door. Walk north through the hall (as if you're making your way to that hidden throne room we accessed in the previous chapter) and you'll spot Ragnar and some castle guards. Speak with Ragnar and you'll both enter the throne room where King Keeleon resides. Ragnar will take care of the puny guards, while he leaves you to deal with the mighty Keeleon! Don't worry, this time he's actually beatable. ;)

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| ! BOSS BATTLE ! |                               Keeleon                               |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| HP: 400          |                               |                               |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| This guy is no joke. His breath attacks aren't too |
| threatening, but his physical attack is incredible. If you're using the |
| team I recommended earlier, set their tactics on Normal and you should be |
| okay. The Hero should simply attack or cast Healmore (as an extra healer), |
| while Alena will only attack (gotta love her critical hit ratio), and Mara |
| will likely use Blazemore each turn. Blazemore is your key attack as it |
| can do around 80 damage each time. If you use Nara, she'll help with |
```

| healing but only when someone's HP is already in critical condition. For |
| this fight you don't want to wait that long to heal, so that's why the |
| Hero should aid her in healing. If you used Cristo instead of Nara he'll |
| want to cast StopSpell often, which CAN work but not too often. Every time |
| I used Cristo that's all he would do and I could never get that spell to |
| work on Keeleon for some reason. Healing is your first priority, |
| especially since characters like Mara, Nara, Brey, and Cristo don't have |
| a whole lot of HP to work with. |

| After a while, Keeleon will fall and you'll get 5100 EXP as the reward! |
| You'll also receive a free Full Plate Armor. |

-----+

Watch the scene after the battle and Ragnar will join your party. This means we finally have everyone together, so evil-doers beware! We also have a little freedom in the game right now, so let's go put our new Magic Key to use. Before you leave Keeleon Castle, however, take some time to talk to everyone. You'll learn that Balzack has taken over Santeem Castle, so it looks like our next main goal will be to take him out.

Now that Ragnar's part of the gang, let's upgrade his equipment. Get him a Battle Axe and an Iron Mask from the man at the Kievs Inn, then give Ragnar the Full Plate Armor you got from Keeleon. All he needs now is an Iron Shield from Endor, but we'll be going there in a minute anyway. We can go ahead and snag a very forgettable Small Medal on an island north of Haville. Get on your ship and sail directly north of Haville to find a tiny island with a peculiar green patch in the center. Land on the island and step into the center to find an old man's shack. Inside, search the vase on the right for the SMALL MEDAL we came for.

Now cast Return to Endor and make your way to the SE corner of town. Now we can open the door to the building here with our Magic Key. Inside, head upstairs to find another armor shop. You will probably be coming back here often to pick up as many Metal Babble Armors as your party can equip. If you can afford one now, purchase a Metal Babble Armor for the Hero. This is the best piece of armor in the entire game, but not everyone can equip it. Either way, remember this place for when you have some extra cash. By the end of the game you should have plenty to spend.

You may have noticed the two treasure chests locked away on the 1F of this armor shop. In order to get to these treasures, you'll have to enter the castle. On 1F, walk behind the center staircase and attempt to use your Magic Key on the black wall along the back (stand in the center). You'll hear the sound of a door opening, and you can walk into a secret room with a staircase. Take all the stairs up to the top and fall off the edge. You'll land on top of the 2nd Armor Shop in town. Walk down a few sets of stairs to reach the two previously inaccessible treasure chests on 1F. Open them up for a STRENGTH SEED and the unique MULTI-EDGE SWORD. If I were you, I would simply put this sword in the Vault because it's not an ideal weapon to use. The user will take a percentage of the damage dealt each attack...

Now come back at night (use the Lamp of Darkness or the Day-Night spell to speed the process up) and enter the castle. Be careful not to let the pacing guard on 1F catch you or he'll kick you out. Head up the main staircase and then head up to the King's room by taking the stairs in the NW corner of the throne room. Using your Magic Key, enter the King's bedroom and search the drawers in the NE corner for a SMALL MEDAL (this should make 7 Small Medals total). Now open up the two treasure chests in here for a PINK LEOTARD (good armor for Alena) and a worthless FEATHER HAT.

Before continuing on our main quest, now is a great opportunity to mess around in the Casino in Endor. If you want to skip it for now, no sweat, you can always come back later. However, if you want some down time read the next section.

```
| 5R.  ENDOR CASINO  |\n| _____ |
```

Recommended LVL: 18-20

```
ITEMS:                | _____ |  
-----              | MONSTERS |  
N/A                   | _____ |  
                       | N/A      |  
                       | _____ |
```

CASINO PRIZES

```
-----  
Magic Potion          30  
Wizard's Ring         500  
Staff of Jubilation   1000  
Mirror of Ra          2500  
Meteorite Armband     4000  
Metal Babble Shield   50000
```

The main items you want to go for right now are the Meteorite Armband (you may want a couple of them) and the Metal Babble Shield. You may be thinking you'll be here forever trying to make enough for the shield and a couple of armbands, but there's a simple yet effective method for getting the coins you need. In less than 2 hours I was able to gather about 65,000 coins which allowed me to get a Metal Babble Shield (gave it to Cristo since I use him quite a bit) and 2 Meteorite Armbands with some coins left over if I want to come back later. If you don't feel like going for the shield right now, then just try to get about 8,000 coins for a couple of Meteorite Armbands. Give one to Alena for sure (makes her critical hit ratio increase if her Agility is doubled) and one to Ragnar since he's the slowest character you have. You can also give it to the Hero instead.

The strategy I used was buy a few hundred coins from the counter (I spent about 7000G to get 350 casino coins) then go save at the House of Healing in town. Now return to the Casino and play the Poker table. Yes, I said Poker table. The Monster Arena has never been kind to me in this game, and I find the Poker table yields the most coins in the shortest amount of time. Play poker and any time you get the chance to go double-or-nothing, DO IT! This can be a cruel game, though, because if they show an Ace there's a good chance that no other card available is higher than an Ace. If a Joker appears as the first card, you automatically lose... bullsh*t.

As bad as this sounds, just keep trying to double-or-nothing until you win a couple thousand coins. After this, go save again and come back. In the beginning, it may be wise to take smaller winnings until you gather several thousand coins. Now you can play a little longer and really try to win the big money. The best thing to do is double-or-nothing until you reach 6000 or even 12000 coins, then call it quits. It's a shame to get the winnings up that high only to blow it all on the next double-or-nothing.

Like I mentioned, it should only take a few hours with this method to win a lot of coins. Then again, it's all based on luck with the double-or-nothing mini-game. If you get really lucky, you can win 25,000+ coins with the double-or-nothing in one hand.

Once you've had enough of the Casino for now, leave Endor and get on your ship. Sail south down the river and sail directly west once you reach the sea. After sailing west for a while, you'll come to a large island continent with a single village along the eastern coastline.

```
| 5S. SEASIDE VILLAGE | \
|_____| /
```

Recommended LVL: 20

ITEMS:	MONSTERS
-----	_____
Small Medal [_]	Bomb Crag
Stone of Drought [_]	Flamer
	Rhinotrope
INN:	Lethal Armor
----	Bengal
5G (per person)	Chillanodon

ITEM SHOP:

```
-----
Medical Herb      8G
Antidote Herb    10G
Full Moon Herb   30G
Scent Pouch      150G
```

WEAPONS SHOP:

```
-----
N/A
```

ARMOR SHOP:

```
-----
Full Plate Armor 2300G
Cloak of Evasion 3000G
Sacred Robe      4400G
Iron Shield      650G
Iron Helmet      1100G
```

A small village to explore, but necessary in our travels. For some reason, visiting Seaside Village will NOT add it to your Return list. Talk to the villagers and check out the shops. The only upgrades worth taking note of is the Sacred Robes. Purchase a couple for Cristo and Nara, then head towards the center of town. Directly behind the man in the center, you can search the ground to find a hidden SMALL MEDAL beneath the statue.

Before we say goodbye, come back at night and walk to the shore on the south end of town. You'll notice one square (near the Inn) isn't covered by water. If you come back during the day and search the ground in this spot you'll find the STONE OF DROUGHT; an item we'll be needing later.

When you're finished with Seaside Village, it's time for us to return to Santeem Castle and take care of Balzack once and for all. Before doing so, however, you'll want to level up the Hero to LVL 22 or 23 for this fight. I went into this upcoming fight slightly underleveled and got destroyed in 3 or 4 rounds, so heed my warning.

```
| 5T. RETURN TO SANTEEM | \
|_____| /
```

Recommended LVL: 23

ITEMS:		MONSTERS

Strength Seed	[_]	Minidemon
Flute of Uncovering	[_]	Mystic Doll
Magma Staff	[_]	Rhinthrope
Mystic Acorns	[_]	Ouphnest
		Phantom Messenger
WEAPONS SHOP 2: (Surene)		Savnuck
-----		Bengal
Poison Needle	1300G	Phantom Knight
Broad Sword	2000G	Curer
Staff of Force	2500G	Flamer
Battle Axe	5500G	
Cloak of Evasion	3000G	
Iron Mask	3500G	

From Seaside Village, get on your ship and sail a few paces east to get back into the ocean. Follow the eastern coastline north and then go slightly NE after passing the continent. You should spot the Birdsong Tower that we visited back in Ch. 2, so north of this tower you'll find Surene and Santeem Castle.

Rest and save your game in Surene first, then put together the team of the Hero, Alena, Mara, and Ragnar. You'll need Alena and Ragnar for pure physical damage, and Mara will help out with Blazemore. Now enter Santeem Castle to find that it has been overrun by monsters, so take caution. If you speak to some of the demons in the castle you'll be forced to fight a Minidemon (nothing special). The only thing to do right now is head upstairs to the throne room to find Balzack sitting large and in-charge. Speak with him to engage in battle.

```

+-----+-----+
| ! BOSS BATTLE ! |           Balzack           |
+-----+-----+
| HP: 500          |                               |
+-----+-----+   Set the Tactics on either Normal or Offensive for |
| this fight. The idea here is to simply deal as much damage as possible in |
| the quickest fashion. Have the Hero attack on the first round (Alena and |
| Ragnar should do the same) and Mara will use her Blazemore. After the |
| first round, you may want to deligate the Hero to using Healmore the rest |
| of the battle. If Alena, Ragnar, and Mara are doing their thing, you |
| should still be dealing over 100 damage per round with the Hero on healing |
| duties. Balzack's most devistating attack is 2 SnowStorms in the same |
| round. This can deal about 80 damage to everyone and can quickly spoil |
| your chances of winning. If you have Mara in there, though, her Blazemore |
| will be your saving grace. Also, if you took the time to get a Meteorite |
| Armband for Alena in Endor, her critical hits could come in handy as well. |
| It may take a few attempts, but Balzack will fall and Mara and Nara finally |
| get their revenge! |
| |
| Your party will receive 6500 EXP after the battle, meaning level-ups for |
| just about everyone! |
+-----+-----+

```

Although Balzack is no more, monsters still lurk around Santeem Castle. The only thing left to do here is grab the 3 treasures on the first floor. In the NE corner of 1F, use your Magic Key (and StepGuard) to reach the 3 treasure chests containing a STRENGTH SEED, the FLUTE OF UNCOVERING, and the MAGMA

STAFF. Those last two items will be important later, so keep them in your inventory for now.

Leave the castle and take the time to visit all of the towns you saw back in Chapter 2. The only thing new in Surene Town is you can now open the door in the NE corner of town. This door will lead to a secret Weapons/Armor Shop that sells some unique equipment. If you don't have a Poison Needle for both Mara and Brey, go ahead and get them now. The other pieces of equipment aren't of any interest to us; the Staff of Force isn't bad but it sucks up 3 MP from the user each time they attack. It's best to save your MP for spells rather than drain it with each physical attack. While in Surene, you can also find a signpost in the NW corner of town behind the main building. In order to get there, go to the secret weapons shop and exit south. When you're back outside, walk east and follow the narrow grassy edge north and behind the main building. Continue west and you'll reach the hidden signpost. Read it to get a little foreshadowing about Zenithia.

Now leave Surene and travel NE to Tempe in the mountains. There's nothing to find here (unless you forgot the hidden Lifeforce Nuts on the ground where you battled the Chameleon Humanoid in Ch. 2), so pass through Tempe via the exit on the north end.

Travel all the way east and return to Frenor. If you enter the town at night, you can search the ground where the shaman/priest stands during the day in the SW corner of town. Search the sands here for some MYSTIC ACORNS.

The next stop on our journey is far NW of Santeem on an island covered with rocky shoals. From Santeem Castle, get on the ship and start by sailing west. Turn north and follow the northern coastline of the continent. By the time you get near Tempe, turn north and sail all the way to Stancia (use the Treasure Map if you need to). To reach the castle, sail into a river on the eastern side of the island and land the ship just SE of Stancia. You'll have to travel by land north and around the castle in order to reach it.

| 5U. STANCIA |
| |

Recommended LVL: 24

ITEMS:	MONSTERS

Small Medal (x2) [][_]	Flamer
Zenithian Helm []	Lethal Armor
	Chillanodon
INN:	Bomb Crag
----	Rhinthrope
7G (per person)	

ITEM SHOP:

Antidote Herb 10G
Full Moon Herb 30G
Wing of Wyvern 25G
Scent Pouch 150G

WEAPONS SHOP 1:

Broad Sword 2000G
Sword of Malice 3500G
Battle Axe 5500G

Staff of Force 2500G

WEAPONS SHOP 2: (night)

Battle Axe 5500G
Sword of Lethargy 8000G

ARMOR SHOP:

Full Plate Armor 2300G
Cloak of Evasion 3000G
Sacred Robe 4400G
Dragon Mail 5200G
Iron Shield 650G
Iron Helmet 1100G

Alright, a waterway town! Speak to the man at the entrance to reach the ship that you'll have to take to travel around town. Take some time to explore and talk to everyone. There's a ship that you can speak to in the NW area of Stancia that will sell you weapons, although they're weapons we've already seen.

If you come back at night you can access the 2nd Weapons Shop in the SW corner of town. The Sword of Lethargy is a great weapon for the Hero and Ragnar, although it's pretty expensive. There's a house in the NE area of town where you can find a SMALL MEDAL in one of the vases upstairs.

Now explore the castle during the day. If you enter through one of the two side entrances you can explore areas of the first floor. There's another SMALL MEDAL in a drawer in a room on the far right of 1F. After grabbing the medal, get back on the ship and enter through the main entrance in the center. Head up the stairs and then walk south and up another set of stairs to the throne room. Here you'll find a few people standing in line to try and humor the King. Do as everyone else and stand in line. When it's your turn, speak to the King and the Hero will try to crack a few jokes to make him laugh. Unfortunately our Hero isn't the Chosen One because of his comedic talent...

Looks like we'll have to find another way to please the King. If you have visited Monbaraba earlier, you may remember that a jester was at the theater performing for the town. Return to Monbaraba and head into the theater. Go downstairs and all the way to the back room to find him. Speak to Panon and he'll join your party without any struggle.

Cast Return to Stancia and make sure you put Panon in your main party. You'll also want to put him in the first position before talking to the King. Make your way back to the throne room with Panon in the lead and talk to the King again. Although Panon doesn't even attempt to make the King laugh, he persuades him to give the treasured Zenithian Helm to our heroes. With that said, the King hands over the first of 4 very important items: the ZENITHIAN HELM. Give this to the Hero immediately and equip it. As soon as you leave Stancia (either by foot or via Return spell), Panon will leave the party as his services are no longer needed.

| 5V. DREAMS IN IZMIT | \

| _____ | /

ITEMS:

| _____ |
| MONSTERS |
| _____ |

N/A	Slime	
	Kaskos Hopper	
	Elerat	
	Beleth	
	Skullknight	
	Archbison	
	Tyranosaur	

The first step in continuing to look for the other Zenithian treasures is back in Burland. If you went back earlier to pick up the treasures from the castle you can simply cast Return to get back. Otherwise you'll have to travel by ship. Refer to section '5P.' for directions.

There's not much new in Burland other than some updated dialogue. Talk to the townspeople and visit the castle. If you talk to the King you'll learn about the Zenithian Shield in Gardenbur. Since we already have the Magma Staff we can go there now.

Before we do, though, revisit Izmit to the north and rest at the Inn. During the night you'll have a dream involving a woman named Rosa and a man by the name of Saro. Watch the scene (pay attention to where the staircase appears in the beginning) and leave Izmit the next day. There's one more stop we can make before going to Gardenbur. Let's turn in some of these Small Medals we have for prizes!

5W. SMALL MEDAL KING	\
_____	/

Recommended LVL: 24 or 25

ITEMS:	MONSTERS	
-----	_____	
N/A	Skullknight	
	Dragonit	
INN:	Beleth	
----	Tyranosaur	
10G (per person)	_____	

MEDAL KING'S PRIZES

Staff of Punishment 1M
Hat of Happiness 4M
Sword of Miracles 6M
Metal Babble Helm 20M

Finding the Small Medal King isn't too difficult, it's just a lot of sailing we have to do. From Burland/Izmit, get on your ship and sail NW through the river back to the ocean. When you reach the sea, go east and follow the northern coastline of the continent. Sail ALL the way east until the coast starts to curve south. Follow it down (you'll notice a cave on the left) and you'll find a shrine in the center of a tiny island south of that cave. Enter the shrine to find the Medal King's place.

There's an Inn available here, but no House of Healing unfortunately. The Medal King sits on his throne on the north end. If you've been following the guide you should have 10 Small Medals at this point. I would suggest getting 1 Sword of Miracles (great weapon for Cristo that heals after each attack) and a Hat of Happiness for either Mara or Brey (best helmet in the game for them). The Staff of Punishment is a mediocre weapon that will soon

be out-classed by others, so I wouldn't bother. The Metal Babble Helm is something we're going to want, but it's far too expensive right now. We'll have to come back later once we've collected more medals. Remember, if you're running out of room in your inventory you can always store things at the Vault back in Endor.

Once you've traded your medals in, cast Return to Burland and get back on your ship. Now sail east through the river until you reach land. Get off the ship and turn south to go around the lake and continue going SE. You'll spot a tiny path leading north towards a castle with mountains in the way. Stand in front of the mountain and use the Magma Staff from your inventory to clear the way. Enter Gardenbur to the east.

```
| 5X.  GARDENBUR  | \
|                 | /
```

Recommended LVL: 24 or 25

ITEMS:	MONSTERS
-----	-----
Small Medal [_]	Chillanodon
Agility Seed [_]	Beleth
Fire Claw [_]	Skullknight
	Mantam
INN:	Tyranosaur
----	Great Ohrus
8G (per person)	

ITEM SHOP:

N/A

WEAPONS SHOP:

N/A

ARMOR SHOP:

Leather Dress	250G
Dancer's Costume	400G
Cloak of Evasion	3000G
Pink Leotard	6300G
Golden Barrette	540G

You'll find that Gardenbur is a castle fully run by women. Enter the castle and begin talking to everyone you pass. The only shop is located in the SE corner of the 1F, although you shouldn't really need to purchase any upgrades since you've already seen this equipment. You can get another Pink Leotard for either Alena, Mara, or Nara if you feel like it.

Now for the item hunt. If you make your way over to the kitchen on the first floor (west side of the castle) you can inspect the vases here for a SMALL MEDAL. Now make your way to the staircase in the center of 1F and go up. Before exploring 2F, immediately go back down the stairs you came from and walk directly north once you're back on 1F. Directly behind the stairs you'll discover a hidden passage with a treasure chest. Open it up for the FIRE CLAW, an excellent weapon for Alena! Although soon enough we'll find an even better weapon for her, but I would hold onto the claw since it's a one-of-a-kind item.

In a small room just north of the Armor Shop on 1F, speak to the woman in here and she'll tell you there's something special in the dresser/drawer that you should take. She'll bolt from the room as you search both drawers only to find nothing at all. At this moment a nun will run in and accuse you all of being thieves and stealing her Bronze Amulet. Naturally, you'll be thrown in jail. Inside the cell, simply wait for the guard to come back down and let you out. Apparently, the Queen wants a word with you.

When you speak with the Queen, she'll agree to let you go and call you innocent if you stop the true culprit of the robbery and return the Bronze Amulet to Gardenbur. The Queen will keep one of your party members as hostage (I guess we can consider this collateral) while you search for the real thief. It doesn't really matter who you leave behind (I chose Taloon since I rarely use him in battle), just make sure it's someone that isn't in your main party.

There's a cave SE of Gardenbur where the real thief fled to hide. Before leaving Gardenbur, search the dresser in the small room to the right of the Queen for an AGILITY SEED. Now rest up, save your game, and travel SE of Gardenbur until you find a cave.

```
| 5Y. CAVE SOUTHEAST OF GARDENBUR  \
|_____/
```

Recommended LVL: 25

ITEMS:		MONSTERS	

Small Medal	[_]	Dragonit	
Agility Seed	[_]	Tyranosaur	
1200G	[_]	Hambalba	
Strength Seed	[_]	Chillanodon	
Dragon Shield	[_]	Skullknight	
Iron Mask	[_]	Archbison	
Final Key	[_]	Mantam	
Zenithian Shield	[_]	Beleth	

From the entrance, walk all the way south and then go west to follow the outer path north. Walk down the ladder (yes, I'm calling them ladders because stairs/steps would be too confusing) and continue south. When you reach an intersection, take the narrow path east and follow it all the way to the end for a SMALL MEDAL in the treasure chest.

Retrace your steps and walk all the way west until you hit the wall. Walk north along the west wall and follow this path as it turns east. When you spot a narrow pathway leading south, take it all the way down and around (ignore the two ladders you see for now) and back north to find another chest in the center of a platform. Head up and take the AGILITY SEED from the chest, now head back. When you reach the ladders I told you to ignore before, walk north and up the ladder onto a risen platform. Follow the linear path until you reach another narrow path leading south. Ignore this path for the time being and continue walking east. Walk south down the ladder and keep going south to find another ladder that will allow you to take the 1200G from the treasure chest at the top.

Make your way back and this time take the narrow pathway leading south near the chest we just opened. Follow it all the way south and continue along the linear path to reach a staircase in the sand at the end. On B2, walk south and take the ladder on the left. Turn west and then take the tiny path south. Climb the two ladders you see here and walk north to a treasure chest

containing a STRENGTH SEED. From the chest, go south and then turn east when you can. Walk east until you see two more ladders to the south. Walk down them and keep going south. You'll come to a path on the left and another ladder. Walk up the ladder onto the risen platform and follow the path north, west, and then north up another ladder. Turn west and walk down a ladder here, then go north to find a treasure chest on a platform along the west wall of B2. Open it up for an IRON MASK, then make your way to the very SW corner of B2 to find a chest with a DRAGON SHIELD inside (good for the Hero or Ragnar).

Now retrace your steps and return to the east side of B2. If you walk all the way to the SE corner, you'll find a ladder that you should climb and continue west. Follow the linear path to another staircase leading down to B3.

Don't bother searching the vases and drawers for anything because they're all empty. Just make sure everyone's HP is in good shape then talk to the thief. He'll get up and start running around the room (really, he thinks we can't catch him?) and as soon as you stop him, you'll be forced to battle.

```

+-----+-----+
| ! BOSS BATTLE ! |                               Bakor                               |
+-----+-----+
| HP: 1000          |                               |
+-----+-----+      Normal Tactics work just fine here. I used a party |
| of the Hero, Alena, Cristo, and Ragnar. If you bring Cristo along, there's|
| a good chance he'll cast StopSpell which will really weaken Bakor. Also, |
| if the Hero and/or Ragnar has the Sword of Lethargy equipped, you could put|
| Bakor to sleep quite often and he'll rarely even attack you. Simply lay |
| on the high-hitting physical attacks again and again and eventually Bakor |
| will go down. If you're unable to seal his spells (sometimes Cristo just |
| wants to cast Beat over and over again), make sure you have Healmore ready |
| to go.                                                    |
|                                                           |
| Your party will receive 7400 EXP and an Agility Seed on top of that!      |
|                                                           |
+-----+-----+

```

After the battle a Gardenbur soldier will come and take Bakor away. Cast Outside and go back to Gardenbur Castle. When you return, speak to the Queen and she'll give you the FINAL KEY for your work. You can use this key to free whoever you left behind in jail, so go ahead and do that now! With this Final Key, walk directly east of the stairs leading to the jail to find another staircase leading down to the basement. Head down to find a single chest (surrounded by a damaging floor, mind you) that contains the famous ZENITHIAN SHIELD. Equip this on the Hero right away! That's 2 down, 2 more to go on the Zenithian equipment.

Now we can open all of the previously locked doors that we've come across on our travels with our new key. For some reason, this is always one of my favorite parts of the DW games... treasure hunting!

```

| 5Z. THE TREASURE RAID \
| _____ /

```

Recommended LVL: 25

ITEMS:		MONSTERS

Mystic Acorns	[_]	Ch. 5 misc.
120G	[_]	

Small Medal (x3) [_][_][_]
Strength Seed [_]
Ice Blade [_]
Chain Sickle [_]
Sword of Decimation [_]

The first stop is Branca. Head into the castle and in the NW corner you'll find three treasures that require the Final Key to access. Open up the chests for some MYSTIC ACORNS, 120G, and a SMALL MEDAL.

Now return to Lakanaba (cast Return to Bonmalmo and travel north) and head down into the basement of the Weapons Shop where Taloon worked. You can now open the 3 treasure chests down here for a STRENGTH SEED, the ICE BLADE, and a puny CHAIN SICKLE. The Ice Blade is a decent weapon for the Hero.

Next stop is Haville. Go down to the jail and you can open the cell doors to reach the vases inside. The first room contains a SMALL MEDAL in the vase, and the third room (with the Yeti) also has a SMALL MEDAL you can grab.

Leave and return to Konenber. Make your way to the Inn and go upstairs. You'll find a treasure chest in the NE room up here that requires the Final Key to get to. Open it up for the SWORD OF DECIMATION (cursed).

We've obtained all the treasures available right now, so the next stop on our quest is the town of Rosaville. From the Small Medal King, sail SW until you spot a river. Sail south into the continent and follow the linear path of the river. Eventually you'll reach a dead-end (just keep taking paths on the river that don't get intersected by bridges) where you'll get off the ship and walk SE. This area will be directly east of the large desert we traversed towards the beginning of Chapter 5. Soon you'll spot a village near the water.

```

| 5AA. ROSAVILLE \
|_____ /

```

Recommended LVL: 25

ITEMS:		MONSTERS	
-----		-----	
Sphere of Silence [_]		Chillanodon	
		Beleth	
INN:		Tyranosaur	
----		Hemasword	
9G (per person)		Hambalba	
		Dragonit	
ITEM SHOP:		Skullknight	
-----		-----	

Wing of Wyvern 25G
Scent Pouch 150G

WEAPONS SHOP:

Battle Axe 5500G
Stillete Earrings 7500G
Sword of Lethargy 8000G
Dragon Killer 15000G

ARMOR SHOP:

Full Plate Armor 2300G
 Sacred Robe 4400G
 Dragon Mail 5200G
 Iron Helmet 1100G
 Iron Mask 3500G

A very small village, but a necessary stop on our travels. You may recognize the tower on the north end of town from the dream you had in Izmit. All the shops, as well as the House of Healing, can be found near the entrance. The old man runs 3 shops and a HoH; quite possibly the busiest shopkeeper in the game! You'll want to buy some Stiletto Earrings for Alena ASAP; they're the best weapon in the game for her because they attack twice per round, thus increasing your chances of a critical hit. Although the Fire Claw has more attack bonus than the Stiletto Earrings, the earrings will benefit you far more than the claw will. You can also buy a Dragon Killer for the Hero/Ragnar if you have the money. The armor selection in Rosaville is nothing special, so don't worry about upgrading armor right now.

The main reason we're here is to inspect the tower. Remember how Saro played a flute to allow the hidden staircase to appear in the dream? Well, stand in the spot where Saro was in the dream and use the Flute of Uncovering. The stairs will appear and you'll find a hidden entrance to the tower. Follow the linear path to the top of the tower and unlock the door. You'll see a monster standing in the way, so it looks like we'll have to take care of it.

```

+-----+-----+
| ! BOSS BATTLE ! |                               Saroknight                               |
+-----+-----+
| HP: 800          |                               |
+-----+-----+      Not a difficult fight compared to some of the ones |
| you've been in before. The only thing Saroknight can do is use the Sphere |
| of Silence (which may block your spells), call for help, or attack. If |
| he blocks your spells with the Sphere, just lay on the attacks quickly so |
| you won't even have to bother to heal. If you're at LVL 25 you should have|
| no problems at all. |
| |
| Your party will receive ~6800 EXP (depending on how much extra help he |
| called for) and the SPHERE OF SILENCE as a reward! |
| |
+-----+-----+

```

After the battle speak to Rosa. She'll tell you all about Saro (AKA Necrosaro) and how you must stop him at all costs. The Slime will tell you about the Staff of Transform, which we'll need soon. However, before we go after the staff we can still grab one more piece of the Zenithian equipment in a cave directly north of the Small Medal King's place. Make sure you level up to about 27 or so, then head into the cave!

```

| 5BB. SHRINE OF BREAKING WAVES \
| _____/

```

Recommended LVL: 27

ITEMS:		MONSTERS	
-----		-----	
Small Medal (x2) [][]		Necrodain	
Zenithian Armor []		Maskan	
		Karon	
		Plesiodon	
		Snowjive	

Fury Face	
Dragon Rider	

Open the door upon entering and follow the waterway east. Staying on your ship, continue north up the long stretch of water. Count 4 rows of rock pillars from the bottom and get off your ship to the left after you've passed the 4th row. Walk directly west into the dark wall and you'll find a hidden path that leads to a SMALL MEDAL in a treasure chest to the south.

Go back and get on your ship and continue north through the water. Follow the waterway all the way to a large room in the center with gray rock pillars. Sail all the way south and then take the NW path through the maze of rocks. Turn left and sail west outside the center room. Now go south until you find a small island with a staircase. Go down the stairs to the basement and you'll find a SMALL MEDAL and the ZENITHIAN ARMOR in the NW corner.

Cast Outside and go back to Burland to rest and save. There's one more dungeon to explore before going after the Staff of Transform that we need. Cast Return to Santeem and get on your ship. Sail directly west from Santeem Castle and you'll eventually reach the eastern coastline of the continent south of the Small Medal King. Follow the coastline south and get off where the forest meets the shoreline. Walk west until you spot a cave in the middle of a lake.

5CC. CASCADE CAVE	\
_____	/

Recommended LVL: 28

ITEMS:	MONSTERS

Sandglass of Regression [_]	Minidemon
Small Medal [_]	Balakooda
Mask of Corruption [_]	Doolsnake
1040G [_]	Maelstrom
Metal Babble Sword [_]	Hemasword
	Raygarth

Walk north and up the stone steps to reach a waterfall. Stand front and center against the waterfall and use your Stone of Drought to open the way. After entering the waterfall walk north and open the door. Grab the SANDGLASS OF REGRESSION from the chest then walk up and open another door. Head down the stairs in the back.

Go north and then turn west near the water. Follow the path south and then west again. Now go north all the way up to a treasure chest containing a SMALL MEDAL. Go all the way south until you hit the wall and turn west. Follow the linear path all the way to a staircase.

Walk all the way south from the stairs on B3 to find a treasure chest in the SW corner of the room containing the MASK OF COURRPTION (cursed). Head back to the staircase and go east this time. After walking down the stone steps walk east and south to go down more steps to reach 1040G in a chest. Retrace your steps going all the way north this time. Follow the path east and down more stone steps. Walk east into the narrow pathway and go south down a long set of steps. Follow this path to the end and go down the stairs.

On the bottom floor simply follow the linear path to the METAL BABBLE

SWORD! I chose to give it to Ragnar instead of the Hero, but it's your choice. We've gotten everything in Cascade Cave, so cast Outside and then Return to get back to Endor. Now it's time to go for that Staff of Transform that we need. After resting and saving in Endor, get on your ship and go south down the river. Just as the river opens up to the ocean, you'll spot a shrine on the southern cape. Enter to find the Royal Crypt.

```
_____
| 5DD. ROYAL CRYPT   \
|_____ /
Recommended LVL: 29 or 30
```

ITEMS:	MONSTERS
-----	-----
Staff of Antimagic [_]	Hemasword
Small Medal [_]	Dragonit
Staff of Transform [_]	Tyranobat
	Hambalba
	Bebanbar
	Metal Babble

Walk north and open the door. Inside, continue north and open one of many doors blocking the way. Go down the stairs at the north end of the room. Walk north and step on either column of directional tiles. This will shoot you up to the north end of the room. Go down the stairs in the corner.

Walk east and step onto either row of tiles and then go down the staircase next to you. Walk to the left and get on the tiles that will shoot you up to the north end of B3. You'll be right near a chest containing the STAFF OF ANTIMAGIC, so go ahead and take it now. From the chest, walk west and follow the passage as it turns south. When you see another hallway on the right, walk east into it and follow the narrow path north (be very careful not to step on the directional tiles on the right). Enter the room on the left to find a treasure chest containing a SMALL MEDAL.

Retrace your steps to the initial passage you came from and continue south. Follow the path along the southern wall until the path splits. Take the eastern passage up to a staircase on the right. Walk west and then go north when the path splits. You'll find a healing spring where you can replenish everyone's HP and MP by standing next to the water. Very handy!

Go south from the spring and you'll reach those directional tiles we used earlier. Go around them this time and make your way to the SW corner of the room. Here you'll find a staircase leading up. We'll be back on B1 again, but now we're on the other side of the tiles. Walk all the way west from the staircase and follow the path south and back east. Continue south (ignore the directional tiles nearby) and follow the path to a room at the end with a treasure chest in the corner. Pry open the chest for the item we came for: the STAFF OF TRANSFORM.

Either cast Outside, or walk north onto those tiles to put you back at the beginning. Either way, it's quick and easy to get out. Although you may want to hang around and fight the Metal Babbles for great EXP!

Our next stop is that small island continent covered with mountains on all sides. If you check your Treasure Map, you'll see it in the bottom-center of the map. The only entrance into the island itself is via a river on the north side of the island. Sail east and slightly north of Monbaraba to get there quicker and sail along the northern coast. You'll soon spot the river

that leads south into the island, so sail down. When the river splits, sail down the east side and you'll automatically enter the town of Riverton.

```
| 5EE. RIVERTON \
|_____ /
```

Recommended LVL: 31

ITEMS:	MONSTERS
-----	-----
Small Medal [_]	Jumbat
	Rhinoband
INN:	Minidemon
----	Leonar
10G (per person)	Mighty Healer

ITEM SHOP:

N/A

WEAPONS SHOP:

Battle Axe	5500G
Sword of Lethargy	8000G
Dragon Killer	15000G
Wing of Wyvern	25G

ARMOR SHOP:

Sacred Robe	4400G
Dragon Mail	5200G
Iron Shield	650G
Dragon Shield	7100G
Iron Helmet	1100G
Iron Mask	3500G

Not much going on here at all. Talk to the villagers for information, then sail towards the small island in the center of town. If you search the ground 2 steps south of the person here you'll find a hidden SMALL MEDAL for your collection. There's a shop on the west side that will sell you a hot air balloon, but they don't have all the parts they need yet. We'll be coming back later.

The Weapons & Armor Shops don't have anything important; we've seen this equipment in other places before. Stay at the Inn if you need to then exit Riverton by sailing all the way south. Enter the shrine just south of Riverton.

```
| 5FF. SHRINE OF COLOSSUS \
|_____ /
```

Recommended LVL: 31

ITEMS:	MONSTERS
-----	-----
Small Medal [_]	Rhinoband
640G [_]	Bebanbar
Agility Seed [_]	Leonar
Demon Hammer [_]	Blizag
	Jumbat

Karon	
Fury Face	
Necrodain	
Snowjive	
Dragon Rider	
Minidemon	
Mimic	

Walk to the left side and open the door with your Final Key. Now approach the colossal statue. Enter the statue itself and walk north. You'll see a staircase, but instead of going straight for it take the outer path around the wall that surrounds the stairs. In the back you'll find a treasure chest containing a SMALL MEDAL. Now go back and head down the staircase.

Walk down and go west until you reach a room with statues. In the SE corner you'll find a chest with 640G inside. Make your way back to the stairs and continue east this time. On the north end of the eastern room is a staircase leading up. Take these stairs and walk NW on the next floor to find another staircase along the north edge. Head on up!

Walk west and then south through the opening. Now turn east and walk all the way to the eastern side where you'll find 2 statues. Walk south into the room below to find a free AGILITY SEED in the treasure chest. Walk back north and then east from the statues. Now turn south and go through the opening all the way to the south end of this floor. Follow the linear path to some stairs leading up.

Walk SE and then directly east. Ignore the two rooms along the way and continue along the path until you reach another staircase. Take these stairs up and then walk south to exit the room. You'll end up on one of the hands of the statue where a treasure chest waits for you. Open it up for the DEMON HAMMER (cursed).

Go back to the staircase and down to the previous floor. Walk north from the stairs on 3F and continue following the path. You'll walk south into the center room and a staircase can be found along the northern wall. Climb these stairs and follow the path south on 4F. Walk east and then north into the small room with a staircase. If you're feeling brave, you can walk past the stairs into the next room to find a treasure chest. Just kidding, it's a Mimic, and they can be nasty with their Defeat spell. Be careful and get ready to use Vivify after the battle. Anyway, head up those stairs!

You'll now be near the top with two openings on either side along the south edge. Walk west and jump out the opening on the left to land on the other hand of the statue. From here, all you have to do is follow the linear path to the top (up several stairs). When you get there, walk south and approach the controls. You'll activate the colossal statue and you're on the move!

When you reach the other side of the river, our next destination lies to the east. Travel SE at first and you'll soon spot Dire Palace, home of the monsters. Enter and let's get on with it.

| 5GG. DIRE PALACE \

| _____/

Recommended LVL: 31 or 32

ITEMS:

MONSTERS	

Small Medal (x2) [_][_]		Ryvern
Lifeforce Nuts [_]		Bebanbar
Aeolus' Shield [_]		Mighty Healer
		Impostor
		Leaonar
		Rhinoband
		Necrodain
		Minidemon
		Bengal

This is where we'll need that Staff of Transform, although you can speak to the monsters as humans and just simply be forced to battle them. First thing's first, walk north and then down the stairs on the left. In the basement of the Palace you can find a SMALL MEDAL in one of the vases in the kitchen. Return to 1F and follow the hallway east. There's some monsters in this room you can either fight, or using the Staff of Transform, you can get information from them. Sometimes you'll have to use the staff several times until you turn into something not human.

Head up the stairs along the southern wall to find the empty throne room. Go down the stairs in the NW corner and follow the hallway south and outside the palace walls. Walk west and onto the grass and follow the narrow path through the trees. Walk along the outer edge of town going north and you'll find a staircase tucked in the NW corner. Head down these stairs to find a treasure room. Two of the chests are Mimics (the bottom two), but the two top chests contain a SMALL MEDAL and the AEOLUS' SHIELD (good for Ragnar).

Exit and re-enter Dire Palace to get back to the entrance. Head up to the throne room again, but this time follow the Minidemon towards the conference room. Before going in, you can get another item by jumping out the opening next to the conference room. When you land outside, cast StepGuard and walk to the east side of the damaging floor. Go down the staircase here and search the ground in front of the tombstone to find some hidden LIFEFORCE NUTS.

Re-enter again and this time go upstairs and into the conference room (don't forget to use the Staff of Transform to turn into monsters beforehand). Talk to all the monsters and one of them will tell you to take a seat behind them after speaking to everyone. Do as he says and wait a few seconds after sitting down and Saro will appear! He talks about the return of the Ruler of Evil in the Aktemto Mine and all the monsters high-tail it out of there. Looks like we'll be following Saro to Aktemto. Leave Dire Palace and cast Return to Haville. Rest here and save your game, then leave and depart for Aktemto to the NW. I suggest bringing the Hero, Alena, Ragnar, and Mara/Cristo for the upcoming dungeon. You may want Mara for Blazemore, but you may also want Cristo for Healall and Healus.

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| 5HH. THE RULER OF EVIL \
|_____ /
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Recommended LVL: 32

ITEMS:		MONSTERS	
-----		-----	
Small Medal (x3) [_][_][_]		Necrodain	
2480G [_]		Maskan	
Agility Seed [_]		Dragon Rider	
Strength Seed [_]		Chaos Hopper	

Gas Canister	[_]	Ryvern	
		Eigerhorn	
		King Healer	
		Mimic	
		Podokesaur	
		Rhinoking	
		Bengal	

Back in Aktemto, walk north and head down into the mines. The first few floors haven't changed since Chapter 4; even the enemies are the same. The extended part of the mines begins where you found the Gunpowder Jar in Chapter 4.

Starting from the ladder on B3 (you'll know because there's a corpse nearby), walk north until you reach the water. Walk west and then north and follow the passage. Take the first right and then take the passage that leads north in the next section. When you see a path on the right, walk east and down the ladder here.

On B4, walk NE from the ladder and take the passage north. When the path splits, go east to find a dead end near some water. Stand along the southern edge of the path and up against the water's edge. Search the ground here for a hidden SMALL MEDAL.

Now walk back west and take the path leading north to arrive at an opening in the wall next to a wounded miner. Head through the opening and then walk north to find a small building. Head inside and stand on the white square in the center to completely replenish your party's HP and MP. It won't, however, cure status ailments like poison.

Go back outside and follow the path east to find the entrance of Esturk's Palace. Once inside, walk directly north and through the doorway. You'll spot 2 treasure chests right away. The chest in the first room has a SMALL MEDAL and the chest in the room on the left is a Mimic. Take caution with these Mimics; one Defeat spell can mean Game Over if it hits everyone...

Continue west down the hall and you'll find another treasure chest in a separate room in the NW corner. Head inside and take the 2480G it has, then continue south. There's another room on the right that has 2 more treasures inside. Take the STRENGTH SEED and the AGILITY SEED from them, then go up the stairs to the south.

Follow the linear path north and then east. Ignore the staircase you see and continue south down the path. You'll find another staircase leading down at the bottom. Go down and follow the path to the entrance to a room containing 2 more treasures. One is another Mimic while the other is a SMALL MEDAL.

Walk north and ignore the skeleton guarding the treasure chest for now; we'll be able to reach it soon. To the NW of the skeleton is an opening in the wall that you can go through. Walk west into the narrow passage and follow it to a staircase. The rest of the way is linear, so just climb the stairs to reach Esturk's chambers.

Approach the monsters and tell them you won't leave. You'll have to battle a Rhinoking and a Bengal, so nothing serious. Simple attacks should do them in pretty quickly. Afterwards, make sure everyone is healed up and ready to go, because as soon as you approach Esturk you jump right into battle.

```

+-----+
| ! BOSS BATTLE ! |                               Esturk                               |
+-----+
| HP: 900          |
+-----+
| The strategy for defeating Esturk is very similar to |
| the 2nd Balzack fight: do as much damage as possible in the fewest |
| amount of rounds. Sometimes (if you're lucky) Esturk will start the |
| battle asleep! Although he doesn't stay asleep for long, you can get some |
| free hits on him this way. You'll want Alena with her Stiletto Earrings + |
| Meteorite Armband as well as Ragnar with the Metal Babble Sword and a |
| Meteorite Armband too. Alena's critical hit ratio should be super high so |
| you'll likely land one or two critical hits on Esturk. Keep the Hero |
| either attacking or on healing duty with Healall. Mara will likely cast |
| Blazemore as an added bonus, although if she has learned Firevolt she'll |
| use that even though it never works. Normal, Try Out, and Defensive |
| Tactics all work okay here. If you see Esturk "take a deep breath", be |
| prepared to either use Healall or Vivify on the next round because |
| someone's going to either get KO'd or put in very critical condition. The |
| idea is to defeat Esturk before you really need to do any healing. |
|
| Your party will receive a whole 15000 EXP for this one! Nice! |
|
+-----+

```

Watch the scene involving Saro after the fight, then start back-tracking your way out. When you get back to the room where the monster was guarding the treasure chest, you'll find that he's gone and you can simply walk up and take the GAS CANISTER. We'll need this item for our hot air balloon. Unfortunately, Outside doesn't work in Esturk's Palace but as soon as you get back to the Aktemto Mines, you can cast Outside. Remember the healing shrine on your way out if you need it.

Now that we're out of that Hell-hole, cast Return to Riverton.

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_____ \
| 5II. HOT AIR TRAVELS |
|_____ /
Recommended LVL: 32 or 33

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ITEMS:	MONSTERS
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N/A	N/A

Upon your return to Riverton, revisit the merchant on the NW side who mentioned the Gas Canister earlier. Hand it over and he'll give you the ultimate means of travel: the hot air balloon! With this mode of transportation we'll be able to access a new area of the map.

Leave Riverton and get on your balloon (walk on top and press 'A'). If you check your Treasure Map, you'll notice a desert area on the east side of the map with a large 'X' in the center. Well, as they always say, X marks the spot. Make your way towards the 'X' and you'll find a small cluster of trees in the center of the desert. Enter to find Elfville.

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_____ \
| 5JJ. ELFVILLE & THE WORLD TREE |
|_____ /
Recommended LVL: 33

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ITEMS:	MONSTERS (Elfville)	MONSTERS (World Tree)
-----	_____	_____
Leaf of the World Tree [_]	Viceter	Red Cyclone
Staff of Healing [_]	Metal Scorpion	Snowjive
Dew of the World Tree [_]	Mage Toadstool	Eigerhorn
Zenithian Sword [_]	Vampdog	Green Dragon
	Skeleton	Chaos Hopper
INN:	_____	Infurnus Sentinel
----		_____
20G		

ITEM SHOP:

N/A

WEAPONS SHOP:

N/A

ARMOR SHOP:

Shield of Strength 13000G
Water Flying Clothes 15000G

Speak to the elves and explore their tiny village outside the World Tree. There's an Armor Shop in the NE corner of town that sells a few expensive items. The Shield of Strength is great for the Hero and Ragnar, unless one of them is using the Metal Babble Shield this is a great shield to have. The Water Flying Clothes is a nice piece of armor for Brey, Mara, and Nara. Depending on your current funds, purchase what you can. You can always come back later if you don't have the money now.

Before we venture through the World Tree, you'll have to construct a party of only 3 members. The reason for this is because the elves say they hear voices from the World Tree saying to send help in groups of 3. I'll leave it up to you who you want to take; you may want to have 1 healer in the party (Nara/Cristo) and an excellent physical attacker (Ragnar/Alena). Either way, use your best 3 characters. You'll have to leave Elfville to access the wagon and then go back in after you've formed your trio.

When you're ready to go, enter the World Tree and begin by walking north. Enter the smaller room above and go up the ladder you see here. This will take you to a small area where you can find a STAFF OF HEALING in a chest. While walking across the leaves on the higher levels, you can search the ground to take a LEAF OF THE WORLD TREE. This item will fully revive one character, but can only be used once. You should also know that you can only carry 1 leaf at a time, but you can always come back here to get another.

Go back down the ladder to 1F and walk south. Go east into the narrow passage on your right and follow the linear path to another ladder which you should take. On 2F, walk east from the ladder and then go south. Walk out onto the tree branch and across the leaves moving west along the bottom. Enter the small room to the north to get back into the trunk and take the ladder up that you see.

Walk south from the ladder on 3F and out onto the leaves to find yet another ladder. Take this one up to a treasure chest containing a DEW OF THE WORLD TREE (heals HP in battle). Go back down the ladder and walk north to the one you originally came from. Keep going north and walk out onto a branch in the NE corner. Once you're on the leaves, go all the way south and go

clockwise around the center trunk. After walking on the leaves all the way around you'll come to a small room in the NW corner with a ladder.

Head up the ladder and walk north out onto the leaves again. This time walk counter-clockwise along the leaves until you're SE from the ladder you came from. Directly east of the trunk here is another ladder amongst the leaves. Go up to reach the top of the World Tree.

On the top level, take a few paces west and go SW along the branch (be careful not to fall off) towards the center. Near the center you'll find a Zenithian named Lucia who is in need of rescuing. I guess this is where the voices were coming from. Talk to her and she'll join your party for now. She'll also tell you that the Zenithian Sword is somewhere in this tree. As luck would have it, just walk SE and out onto the leaves to find the treasure chest. Open it up for the famous ZENITHIAN SWORD. You know what that means: we now have all of the Zenithian equipment we need!

You can simply fall off any edge of the tree to land just outside Elfville. You can now access your wagon and construct your best team of 4.

```
| 5KK. GOTTSIDE & BARON'S HORN | \
|                               | /
```

Recommended LVL: 34 or 35

ITEMS:		MONSTERS	

Small Medal	[_]	Infurnus Sentinel	
Dress of Radiance	[_]	Wilymage	
Baron's Horn	[_]	Ryvern	
		King Metal	
INN:		Noctabat	
----		Ferocial	
12G (per person)		Ogre	

ITEM SHOP:

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-----
Medical Herb      8G
Antidote Herb    10G
Fairy Water      20G
Wing of Wyvern   25G
Full Moon Herb   30G
Scent Pouch     150G
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WEAPONS SHOP:

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N/A
```

ARMOR SHOP:

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-----
Iron Mask        3500G
Dragon Shield    7100G
Sacred Robe     4400G
Dragon Mail     5200G
Swordedge Armor 9800G
```

There's still one place we haven't visited yet. Cast Return to Konenber and get on your balloon. Travel directly west to find a small island surrounded by rocks. Land here with your balloon to find that this tiny island is actually much larger than it appeared.

From where you land, travel NE and around the mountain range. Continue east (passing the cave to the north surrounded by mountains) and then go south to find the village of Gottside.

Explore the town and speak to its citizens. A lot of the information you get involves the Zenithian Tower to the SW and how a new Ruler of Evil is about to emerge. In the very NE corner of town you'll find a staircase leading underground. Head down here to find a tiny room with 2 dressers that you can search for a SMALL MEDAL. There's nothing we need to purchase here, so save your money for now.

Obviously, our next destination is the Zenithian Tower. But before we go travel far east of Gottside to find a shrine on the eastern side of the island. Head inside and walk north to the large hole in the ground. Fall down this hole and you'll land on a covered area below. Head down the stairs in the SE corner here to reach a treasure chest containing the BARON'S HORN. We'll need this item for the end of the game. Head back up the stairs and walk north and fall down the smaller hole on the covered area.

You'll land on an elevator at the bottom. Step onto the switch to ride it back up to the top. Get off the elevator and take the stairs in the NW corner. Follow the linear path on the next floor to another staircase. You'll be back on the floor where the elevator originally was. A staircase that was previously hidden can now be found. Head down the stairs to reach the basement where you'll find the DRESS OF RADIANCE in a treasure chest on the north end. This is a great piece of armor for Alena if you use her a lot.

Leave the shrine and return to Gottside to rest and save your game. Since we have all the Zenithian equipment, we can now go to the Zenithian Castle to find the Master Dragon. First, we have to trek up the Zenithian Tower to the SW of Gottside.

```
| 5LL.  ZENITHIAN TOWER  |\n| _____ |
```

Recommended LVL: 35

ITEMS:		MONSTERS	

Magic Potion	[_]	Ferocial	
Mystic Acorns	[_]	Beastan	
Small Medal	[_]	Leaping Maskan	
Mysterious Bolero	[_]	Pit Viper	
Dragon Shield	[_]	Demighoul	
		Bharack	
		Rhinoking	
		Curer	

Make sure the Hero has all 4 pieces of Zenithian equipment on before trying to get in the tower. Once you're inside, you can change the Hero's equipment around if you wish.

Once you're inside, walk north through the first intersection and turn west once you get towards the top. Follow this path west until you spot a staircase in the NW corner of this floor. Head up these stairs and then walk NE and up another set of stairs to reach an outside area where you can grab a MAGIC POTION from the chest above you.

Retrace your steps to the first floor and go all the way east this time to find a staircase in the NE corner. Head up these stairs and follow the path south. Walk north and into the doorway you see to find a room with a treasure chest in the center. Walk around and open it up for some MYSTIC ACORNS, then head back outside. Continue west along the path and up 2 sets of ladders. Go inside the doorway at the very top.

Take the stairs to your left (SW corner) and then make your way to the SW corner of the next room to go up another staircase. This will take you to a SMALL MEDAL at a dead end room. Go back to the first room you entered from outside again and take the stairs going up in the SE corner this time. From here, simply follow the linear path until you're outside again.

Walk west and up the ladder, then continue moving west until you see a doorway and a staircase below it. Go down the stairs and follow the linear path as it snakes its way around. At the end you'll find a doorway leading outside and a staircase to the left. Go outside first and simply follow the linear path all the way to a dead end with the MYSTERIOUS BOLERO in a treasure chest.

Return to the room where you initially chose to go outside (instead of taking the stairs) and this time use the stairs on the left. Back outside, walk north into the doorway and then up the stairs in the SE corner of this tiny room. Walk up the ladder and into the tower; we're almost there!

You'll be in a rather large room now. From the doorway you came from, walk east and follow the path to a DRAGON SHIELD in a chest. Walk back and go NW of the doorway you came from. Walk south into the carpeted area and follow it all the way east until you can go south and out. Now just follow the linear path until you reach a staircase going up at the end. Walk north and up another set of stairs to reach the top of the tower. Walk north, up the ladder, and stand on the platform at the top. An orange cloud will descend and take you to Zenithia!

```
| 5MM. ZENITHIAN CASTLE | \
| _____ | /
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Recommended LVL: 35 or 36

ITEMS:	MONSTERS
-----	-----
Dew of the World Tree [_]	N/A
Small Medal [_]	

NOTE: If you enter Zenithian Castle with Lucia in your main party, she'll leave now and you can pick up another NPC to join you. On the bottom floor of the castle near the House of Healing you can pick up Doran, a Kordra monster. Doran can be pretty helpful in the difficult dungeons to come, although I never used him much.

We've reach our long-awaited destination, and the Hero's long-lost home! Speak with the Zenithians to learn everything there is to know about the Secret of Evolution, the Ruler of Evil, and the new threat that has the world in peril. From the entrance (instead of walking straight up the huge stairs) walk NW and open the door here. Head inside and into the room directly above you. Here you'll find a monster that will give you a free DEW OF THE WORLD TREE. In the room to the right of this one are 3 dressers; search them for a SMALL MEDAL.

Our main objective here is to talk to the Master Dragon at the top of

the castle. After speaking with him, not only will he power up your Zenithian Sword (now gives +110) but he'll gladly give the Hero 5,000 free EXP! Sorry, not everyone gets this... only the Hero. This means the Zenithian Sword is now the Hero's best weapon (unless you decide to give him the only Metal Babble Sword you have), so equip it right away!

You'll find out that the only way to reach Necrosaro's domain is to pass through a dangerous dungeon that can only be accessed via the Zenithian Castle. Near the bottom of the castle you'll find a room that has a doorway in the SW corner that leads out onto the clouds. If you walk out here you'll find a hole in the clouds that will drop you right outside the Final Dungeon.

Before taking the plunge, take this time to make sure everyone has their optimized equipment at this point in the game. You may also want to level up around Gottside (chance to find King Metals) if you think you need it. You'll be able to return to this world after leaving, so nothing is permanently missable to my knowledge. If you want to trade in some Small Medals (just to get them out of your inventory) then be my guest. I was saving up for a Metal Babble Helm so I decided to hold off. There are 38 total Small Medals in the game, so purchasing 1 Metal Babble Helm would leave you with 18 left to spend on Hats of Happiness (or a Sword of Miracles if you never got one before).

When you're all saved up and ready to go, return to Zenithia and jump down the hole in the clouds. Enter the Final Dungeon surrounded by mountains.

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| 5NN. THE FINAL DUNGEON |
| _____ |
Recommended LVL: 36-38
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ITEMS:		MONSTERS	

Dress of Radiance	[_]	Ogrebasher	
Small Medal	[_]	Bull Basher	
Staff of Jubilation	[_]	Master Malice	
3280G	[_]	Bharack	
Lifeforce Nuts (x3)	[_][_][_]	Curer	
Agility Seed	[_]	Spite Spirit	
Strength Seed	[_]	Bellzabble	
Water Flying Clothes	[_]	Red Dragon	
Mirror Shield	[_]	Demighoul	
Demon Armor	[_]	Fairy Dragon	
		Impostor	
		Mimic	
		Big Sloth	
		King Metal	

NOTE: Don't be ashamed to run away from most of the random battles here. Some of the enemies take a long time to beat and it's probably not worth fighting everything. Don't forget; you have your wagon in this dungeon so utilize everyone's spells (especially HealAll) when you need them!

Walk north into the next room and open the door at the top of the screen. Inside here you'll find a chest containing another DRESS OF RADIANCE. I'd advise you to not equip this; despite its good defence bonus it will occasionally reflect spells (including healing spells), preventing you from healing that particular character. Walk south and out of the room, then go west through the opening. Follow the long, linear hallway north and around

until you reach a pathway to your left. Over here you'll find some arrow tiles on the ground. Step on the right-most column of tiles to the south to get shot all the way around and into an enclosed area. Walk directly south until you spot another treasure chest. Open this one up for a SMALL MEDAL.

Walk north from the chest and step on the left column of tiles at the top to return to the previous spot. Walk east and back into the long hallway and continue following it south and around. After circling around, you'll find another passage way on the left. Ignore this for now and continue following the hallway. Eventually you'll come to the end near the center where you'll find yet another passage on the left. Walk through here to reach a large room with poisonous ground everywhere. First, make your way to the very NW corner of this room (don't forget StepGuard!) to find a lonely chest containing some LIFEFORCE NUTS.

Now make your way to the SW corner of this room and follow the safe path east along the southern wall. Soon you'll reach a short row of arrows that will put you right on top of another chest. Open this guy up for some WATER FLYING CLOTHES. There's nothing else we can get in this room right now so just return to that spiraling hallway in the previous room.

Backtrack through the hallway to that first passage that we ignored before. Enter this path to reach a different room. Walk west along the path and go left into a separate smaller room with a treasure chest containing a STAFF OF JUBILATION. Go back and follow the path south and then through the SE passage. In the SE corner across the poisonous floor is another isolated chest, but it's a Mimic this time. Fight the Mimic or simply ignore it; your choice. Continue following the linear path west and then north to reach a staircase in the NW corner of this room.

Avoid the pit by going west and then south around it. Step on the left column of arrow tiles leading south and you'll be dropped off near a treasure chest by some water. Open it up for a cursed DEMON ARMOR, then walk east of the chest. Step north onto the row of arrows that leads east just south of a small pond of water. You should end up just south of a staircase leading down to the floor below. Take these stairs to reach a small room with some stone pillars and 4 treasure chests grouped together. Open them all up for some LIFEFORCE NUTS, 3280G, an AGILITY SEED, and a STRENGTH SEED. Now take the staircase in the SW corner.

Walk north and onto the boat and sail directly east until you reach a tiny island with another staircase. Follow the linear hallway to yet another staircase leading further down. Walk north, open the large door and enter. Follow the long, linear hallway north until you reach a pit. Purposely jump down to land near a treasure chest on the floor below. Open the chest for a MIRROR SHIELD, then jump down one more floor. Take the stairs back up one floor near the bottom and open the chest along the eastern wall for some more LIFEFORCE NUTS.

Go back down the stairs (or simply jump down the pit) and go down one more staircase on the north end. Now simply walk south and exit the tower to reach the World of Darkness. Enter the shrine right next to you to find the Last Refuge.

| 500. THE WORLD OF DARKNESS |

| _____ /
Recommended LVL: 38-40

ITEMS:

| _____ |
MONSTERS

Zombie Mail [_]		Lethal Armor
Small Medal [_]		Leaping Maskan
		Swinger
		Duke Malisto
		Guardian
		Ryvernlord
		Great Ridon
		Impostor

Inside the Last Refuge, walk north and a Zenithian will appear from the flames. If you speak to her, she'll fully restore everyone's HP and MP as well as offer to save your game... I advise that you do so. She'll also talk about breaking the barrier that surrounds Necrosaro's Palace by defeating 4 fiends in the World of Darkness. We won't be able to reach Necrosaro unless we do just that, and each enemy is located in their respective shrine in the four corners of the Dark World.

From here on out, I suggest using a team consisting of the Hero (duh), Alena, Ragnar, and Cristo/Brey. Most of the time you'll want Cristo there for HealAll and Revive, but there are circumstances where Brey can be helpful as well. The order in which you defeat the fiends doesn't matter, but I'm going to address them in a clock-wise manner starting from the NE corner, the Den of Radimvice. Enter the shrine and take the stairs you see immediately. Now take the NE stairs first to reach an area where you'll find a ZOMBIE MAIL (cursed) in a chest directly south. Return to the previous floor and take the SW stairs to eventually reach Radmivice himself.

```

+-----+-----+-----+-----+
| ! BOSS BATTLE ! |           Radimvice & Demighoul (x3)           |
+-----+-----+-----+-----+
| Radimvice HP: 820|                                           |
| Demighoul HP: 134|   Take out the Demighouls first; I hate these bastards. |
+-----+-----+ I suggest using Cristo and setting the Tactics on Normal. |
| Believe it or not, Defeat will actually help you against those Demighouls. |
| Once the Demighouls are gone, focus all your attacks on Radimvice. If you |
| must, let Alena and Ragnar do most of the damage while the Hero helps with |
| healing. You shouldn't have too much trouble if you're around level 40. |
|                                           |
| You'll receive ~7974 EXP and ~189G depending on how many times those |
| Demighouls split. |                                           |
+-----+-----+-----+-----+

```

The next stop is directly south of the Den of Radimvice. Enter the shrine on the SE corner of the World of Darkness to find the Den of Anderoug. The path to Anderoug inside is very simple.

```

+-----+-----+-----+-----+
| ! BOSS BATTLE ! |           Anderoug (x3)           |
+-----+-----+-----+-----+
| HP: 300 |                                           |
+-----+-----+ Again, the Defeat spell can make quick work of all 3 |
| Anderougs if you're lucky. They like to call for help often, but hopefully |
| Alena can land a couple of critical hits with those trusty Stiletto |
| Earrings of hers. If you need to heal, the Hero should swap duties between |
| attacking and healing (since Cristo will only heal if someone's HP is VERY |
| low, and by that point you're pretty much dead). |
|                                           |

```

| You'll receive 1030 EXP and 300G for each Anderoug. |

|

-----+
That's 2 down, 2 to go! Return to the Last Refuge to heal and save, then travel to the SW corner to find the Den of Gigademon. Upon entering, take the path along the outside with the tombstones and follow it clock-wise around the shrine itself (using StepGuard to protect you). At the very end, in the NW corner, search the ground below to find a hidden SMALL MEDAL. Now exit the shrine and re-enter. As soon as you enter, walk directly west and then south to the staircase. Immediately climb back up the stairs and take the staircase to the south.

You'll have to get by 5 moving statues that move according to how you move. The best way to get around them is as soon as you walk into the room, immediately walk all the way west until you hit the wall, then go up a few steps, then as far east as you can go. You should be able to get by them without much problem. If you get caught, they'll simply kick you out and you'll have to try again. So really, there's no consequence for screwing up.

After getting by the statues, cast StepGuard and walk into the opening. Here you'll find the Gigademon, so talk to him and he'll tell you to check the ground behind you. Try to turn around and you'll be forced into battle.

-----+
| ! BOSS BATTLE ! | Gigademon |

-----+
| HP: 1200 |

-----+ Probably the easiest of the 4 fiends if you ask me. |
| Just go all out and attack him until he's finished. He has a lot of HP so |
| it may take several turns, but the Alena + Ragnar combo is something to be |
| feared. Gigademon will attack twice per round but shouldn't pose any kind |
| of threat if you're properly leveled. |

| The party will receive 4100 EXP and 250G for the victory. |

-----+
Return to the Last Refuge to heal, then walk to the NW corner to reach the final fiend in the Den of Infurnus Shadow. Make sure you're ready to go and just walk right in.

-----+
| ! BOSS BATTLE ! | Infurnus Shadow |

-----+
| HP: 950 |

-----+ The Staff of Antimagic works well here to seal up his |
| Explodet spell. Infurnus Shadow will strike twice per round with a strong |
| blizzard or blaze attack, so you may end up having to use HealUsAll if |
| things get too rough. Brey will want to cast Chaos quite a bit but he will |
| also use Blizzard as well. Normal or Offensive tactics should work fine, |
| but if you need help with healing you might want to switch to Defensive. |

| You'll receive 5500 EXP for beating him and possibly a Sword of Miracles if |
| you're lucky. |

-----+
Well, that takes care of that barrier around the palace. Return to

the Refuge to heal up and save before venturing in. I like to go into Necrosaro's Palace to get all the treasure, then leave to heal and save again before taking on the final boss. This isn't necessary at all, I just like to have a save immediately before finishing off the boss and enjoying the ending. Make sure your characters are around level 40, then head on in.

```
| 5PP. NECROSARO'S PALACE | \
| _____ | /
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Recommended LVL: 40+

ITEMS:	MONSTERS
-----	-----
Small Medal [_]	Bharack
Sage's Stone [_]	Bull Basher
Lifeforce Nuts [_]	Clay Doll
Staff of Thunder [_]	Demighoul
	Impostor
	Leaping Maskan
	Great Ridon
	Duke Malisto
	Swinger
	Master Malice
	Guardian
	Flamadog
	Ryvernlord

Head north into the palace and you'll immediately be met by 3 Clay Dolls wandering around the room. Running into them initiates a battle and they're quite difficult to avoid since they move faster than you can walk, but just walk to the NE corner of this room to find a corridor (use StepGuard along the way) to the next room. Walk all the way south to find a staircase at the end. Head up to the second floor.

Walk outside and continue NE and back into the castle (just ignore the corpse :P). Follow the hallway to reach a room with 2 staircases and a spirit. Head down the stairs to a room below with a poisonous floor. Cast StepGuard and walk all the way south to find a SMALL MEDAL in a treasure chest. Head back up to the previous floor and walk to the right and up another staircase. Follow the linear path until you get to an elevator. Ignore it for now and walk north and up the staircase here.

Walk directly north of the stairs on this floor and between the statues to find a hidden room. Walk east and down the stairs, then follow the path to another staircase. Go south and outside the castle to find a treasure chest at the end containing the famous SAGE'S STONE. This thing will become your favorite item in the game.

Return to the room where you found that hidden path between the statues. There's an exit in the SE corner of this room that eventually leads to a room with two treasure chests containing LIFEFORCE NUTS and the STAFF OF THUNDER.

Now backtrack to the elevator we initially passed and take that down to the floor below. Walk south and then follow the path east into the next room. Walk north and up the staircase here, then follow the path to another elevator. Take this elevator down to the previous floor, then go back up the stairs again. Now you can walk along the top of the elevator to reach the staircase in the NE corner. Head up these stairs and then up another one.

Walk left into a room with water in the center and walk SW to find an exit.
Now go left and through the doorway to find the exit.

You'll now be back on the World Map with free access to the mountain where Necrosaro resides. Before entering, use the Baron's Horn to call your wagon and other party members. Just for the hell of it, here's a look at the equipment set-ups I had for each of my characters. Some of the weapons/armor can be used by other members, but for the main party I used against Necrosaro (Hero, Alena, Ragnar, Cristo) I tried to optimize the equipment for them first. I didn't equip the Dress of Radiance on anyone since I always end up reflecting my healing spells onto the enemy.

HERO	ALENA	RAGNAR
----	-----	-----
Zenithian Sword	Stillete Earrings	Metal Babble Sword
Zenithian Armor	Pink Leotard	Metal Babble Armor
Zenithian Shield	Golden Barrette	Aeolus' Shield
Zenithian Helm	Meteorite Armband	Iron Mask
Meteorite Armband		

CRISTO	NARA	MARA
-----	----	----
Sword of Miracles	Staff of Jubilation	Poison Needle
Metal Babble Armor	Metal Babble Armor	Water Flying Clothes
Metal Babble Shield	Iron Shield	Metal Babble Shield
Metal Babble Helm	Golden Barrette	Golden Barrette
Meteorite Armband		

TALOON	BREY
-----	----
Sword of Miracles	Poison Needle
Metal Babble Armor	Water Flying Clothes
Shield of Strength	Scale Shield
Iron Helmet	Hat of Happiness

Also, make sure the Hero has the Sage's Stone for healing. It'll be very important in this fight. When you think you're ready, head north into the mountain and follow the winding path up to the Ruler of Evil himself.

```
+-----+-----+
| ! BOSS BATTLE ! |           Necrosaro (1st form)           |
+-----+-----+
| HP: 800          |           |
+-----+-----+   Get ready for a marathon. Start with your tactics on |
| Normal and just start attacking. Necrosaro will attack twice per round, so |
| as long as you rotate between attacking and using the Sage's Stone you    |
| should be alright. If you're using Cristo, he'll want to cast Beat and    |
| Defeat a lot, so you may want to change the tactics accordingly. After    |
| enough damage is dealt, he'll lose an arm.                                |
|                                                                           |
+-----+-----+
```

```
+-----+-----+
| ! BOSS BATTLE ! |           Necrosaro (2nd form)           |
+-----+-----+
| HP: 650          |           |
+-----+-----+   Now he can only attack once per round. Continue to |
| deal physical blows and keep an eye on your HP. Hopefully Alena can speed |
| things up with her critical hits while you use the Sage's Stone. Eventually|
```

| he'll lose both arms.

|

+-----+
| ! BOSS BATTLE ! | Necrosaro (3rd form) |

+-----+
| HP: 1023 |

+-----+ He'll start using spells like Firebane and Increase
| now. Don't worry too much about his defenses after Increase, just keep
| attacking and soon he'll lose his head and transform. |

+-----+
| ! BOSS BATTLE ! | Necrosaro (4th form) |

+-----+
| HP: 700 |

+-----+ Necrosaro will use a blinding light that will negate
| any support spells you may have. Brey loves using Blizzard here so you
| might want to use him since it does some decent damage. Dealing more damage
| causes him to transform again and grow arms. |

+-----+
| ! BOSS BATTLE ! | Necrosaro (5th form) |

+-----+
| HP: 800 |

+-----+ He attacks twice per round and can hit your entire
| party with a gas attack. Keep that Sage's Stone handy and continue hitting
| him with everything you've got. Soon he'll grow a new pair of legs. |

+-----+
| ! BOSS BATTLE ! | Necrosaro (6th form) |

+-----+
| HP: 700 |

+-----+ Brey's Blizzard works great here. I would try to take
| the time to max everyone's HP with the Sage's Stone to prepare for his
| final form. Continue attacking until he fully transforms. |

+-----+
| ! BOSS BATTLE ! | Necrosaro (7th form) |

+-----+
| HP: 1023 |

+-----+ This is it; he's almost done. Necrosaro will cast
| Bounce right away, so it's a good idea to get your spell casters out of the
| battle or just change the tactics so they won't cast offensive spells on
| him. Necrosaro will attack twice per round, usually with a flame or ice
| attack that deals big damage to everyone. He can also negate any support
| spells with that wave attack. I used the Sage's Stone just about every
| round with this guy. Don't forget about the HealUsAll spell if you need it.
| Sometimes you can get lucky when Necrosaro uses that freezing wave attack
| twice in a row. Consider it a free round to deliver hits! Eventually the
| Ruler of Evil will go down and melt away. |

Watch the scenes after the battle, then when you have control leave Zenithia Castle to complete the game. Congratulations and enjoy the ending!

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| X. I T E M / E Q U I P M E N T   L I S T
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| X-1. Item List
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The chart below includes all of the common and key items in the game; by "key" items, I mean items that are either important to the storyline some how or you can only obtain ONE of that particular item in the game. I have them listed in alphabetical order.

* = Key Item

NAME	BUY	SELL	FOUND	PURPOSE
Agility Seed	N/A	67G	Treasure chests, Monster drop	Increases AGL stat by 1, 2, or 3 points.
Antidote Herb	10G	7G	Item Shops	Heals poison status
Baron's Horn*	N/A	N/A	Baron's Horn Shrine	Calls wagon in Ch. 5 at Necrosaro's Palace
Birdsong Nectar*	N/A	7G	Birdsong Tower	Cures the King of Santeem's speech-ailment
Boarding Pass*	N/A	N/A	Keeleon Castle	Needed to travel by boat to Endor
Dew of World Tree	N/A		World Tree	Restores HP to all party members
Fairy Water	20G	15G	Item Shops	Repels weaker enemies on the overworld
Final Key*	N/A	N/A	Gardenbur	Unlocks any door
Fire of Serenity*	N/A	N/A	Lighthouse	Lights the beacon on the Lighthouse
Flute of Uncovering*	N/A	N/A	Santeem Castle	Reveals hidden stairs in Rosaville
Flying Shoes*	N/A	N/A	Secret	Needed to reach Loch

			Playground	Tower
Full Moon Herb	30G	22G	Item Shops	Heals Paralysis
Gas Canister*	N/A	N/A	Esturk's Palace	Needed to use the Balloon
Golden Bracelet*	N/A	N/A	Cave South of Frenor	Trade for Princess Ransom (Ch. 2)
Gum Pod	N/A	1G	Various pots & dressers	Borderline useless item
Gunpowder Jar*	N/A	N/A	Akemto Mine	Use to make a loud noise
Iron Safe*	N/A	N/A	Cave North of Lakanaba	Protects your money when party is KO'd
Lamp of Darkness*	N/A	N/A	Cave West of Kiev's	Changes day to night
Leaf of the World Tree	N/A		World Tree	Fully revives one character
Lifeforce Nuts	N/A	187G	Treasure chests, Monster drop	Increases character's Max HP by 1-5 points
Luck Seed	N/A	52G	Treasure chests, Monster drop	Increases character's Luck stat by 1-3 points
Lunch	N/A		Lakanaba	Restores a little HP to user
Magic Key*	N/A	N/A	Cave West of Kiev's (Ch.5)	Unlocks red doors
Magic Potion	30G	22G	Casino, Treasure chests	Restores ~20 MP to a single character
Medical Herb	8G	6G	Item Shops	Restores ~30 HP to character
Meteorite Armband	N/A		Casino	Doubles wearer's AGL
Mirror of Ra	N/A		Casino	Reveals enemy's true form
Mystic Acorns	N/A	412G	Treasure chests, Monster drop	Increases character's Max MP by 1-5 points
Padequia Root*	N/A	N/A	Soretta	Needed to cure Cristo
Padequia Seed*	N/A	N/A	Cave South of Soretta	Needed to obtain the Padequia Root

Prince's Letter*	N/A	N/A	Endor	Give to King of Bonmalmo
Royal Scroll*	N/A	N/A	Bonmalmo	Give to King of Endor
Sage's Stone	N/A	N/A	Necrosaro's Castle	Casts Healus when used in battle
Sandglass of Regression*	N/A	N/A	Cascade Cave	Allows you to rewind the current battle to the beginning
Scent Pouch	150G	120G	Item Shops	Attracts monsters on the overworld
Silver Statuette*	N/A	N/A	Cave of the Silver Statuette	Trade to man in Endor for a LOT of money (Ch. 3)
Small Medal	N/A	N/A	Various locations	Collect and trade for prizes with the Medal King
Sphere of Silence*	N/A	N/A	Cave West of Kiev	Use in battle to cast StopSpell
Staff of Transform*	N/A	N/A	Royal Crypt	Use in Dire Palace to speak with monsters
Stone of Drought*	N/A	N/A	Seaside Village	Needed to access Cascade Cave
Strength Seed	N/A	90G	Treasure chests, Monster drop	Increases character's Strength stat by 1-3 points
Symbol of Faith*	N/A	N/A	Cave of Betrayal	Give to Hector to receive the wagon
Thief's Key*	N/A	N/A	Frenor	Unlocks yellow doors
Treasure Map*	N/A	N/A	Mintos	Use to view the World Map
Wing of Wyvern	25G	18G	Item Shops	Same function as the Return spell
Wizard's Ring	N/A		Casino	Restores ~20 MP when used (multiple uses)

X-2. Weapon List //
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The following chart includes all of the weapons in the game in alphabetical order. I have also listed their price (if purchasable), how much

they sell for, where to find them, their attack power, and which characters can equip them. I have abbreviated the names of each character under the EQUIP column. This applies to all the charts that follow. Here's what they mean:

H - Hero B - Brey
R - Ragnar T - Taloon
A - Alena M - Mara
C - Cristo N - Nara

* = Cursed

NAME	BUY	SELL	FOUND	POWER	EQUIP
Abacus of Virtue	1500G	1200G	Endor	+35	T
Battle Axe	5500G	4125G	Surene (Ch. 5)	+50	H,R
Boomerang	350G	262G	Tempe	+18	All char.
Broad Sword	2000G	1500G	Bonmalmo	+40	H,R
Chain Sickle	550G	412G	Burland, Kievs	+20	H,R,A,C,T, N
Club	30G	22G	Burland, Surene	+7	H,R,A,C,T, N
Copper Sword	100G	75G	Branca, Burland	+12	H,R,C,T,N
Cypress Stick	N/A	7G		+2	H,R,C,B,T, M,N
Demon Hammer*	N/A	450G	Shrine of Colossus	+70	H,R
Dragon Killer	15000G	11250G	Rosaville	+90	H,R
Fire Claw	N/A	7500G	Gardenbur	+60	A
Ice Blade	N/A	600G	Lakanaba	+75	H,R
Iron Claw	1500G	1125G	Endor Castle (Ch. 2)	+38	A
Iron Fan	620G	465G	Haville, Aneaux	+22	M
Iron Spear	880G	660G	Endor	+28	H,R,C,T
Magma Staff	N/A	N/A	Santeem Castle Ch.5	+63	C,B,M,N
Metal Babble Sword	N/A	N/A	Cascade Cave	+130	H,R,C,T,N
Morning Star	1250G	937G	Endor	+33	R,C,N
MultiEdge Sword	N/A	2475G	Endor	+99	H,R

Poison Needle	1300G	975G	Haville	+1	B,M
Silver Tarot Cards	N/A	375G	Aktemto Mine (Ch. 4)	+21	N
Staff of Antimagic	N/A	3000G	Royal Crypt	+50	C,B,M,N
Staff of Force	2500G	1875G	Stancia	+55	C,B,M,N
Staff of Healing	N/A	4500G	World Tree	+5	C,B,N
Staff of Jubilation	1000G	67G	Casino	+33	C,B,M,N
Staff of Punishment	N/A	3225G	Small Medal King	+35	C,N
Staff of Thunder	N/A	15000G	Necrosaro's Palace	+29	B,M
Stillete Earrings	7500G	5625G	Rosaville	+5	A,M,N
Sword of Decimation*	N/A	150G	Konenber	+120	R,T
Sword of Lethargy	8000G	6000G	Stancia, Rosaville	+60	PoM
Sword of Malice	3500G	2625G	Mintos, Stancia	+45	H,R,T
Sword of Miracles	N/A	7125G	Small Medal King	+100	H,R,C,T
Thorn Whip	200G	150G	Burland, Branca	+14	H,R,A,C,T, M,N
Venomous Dagger	750G	562G	Endor, Haville	+24	B,T,M,N
Zenithian Sword	N/A	N/A	World Tree	+65	H

X-3. Armor List _____

* = Cursed

NAME	BUY	SELL	FOUND	POWER	EQUIP
Basic Clothes	10G	7G	Surene	+4	All char.
Bronze Armor	700G	525G	Endor, Konenber	+25	H,R,A,C,T
Chain Mail	350G	262G	Burland, Endor	+18	H,R,A,C,T

Cloak of Evasion	3000G	2250G	Stancia	+28	A,B,M
Dancer's Costume	400G	300G	Gardenbur	+8	A,M
Demon Armor*	N/A	750G	Final Dungeon	+60	H,R
Dragon Mail	5200G	3900G	Rosaville, Stancia	+45	H,R
Dress of Radiance	N/A	6600G	Shrine of Baron's Horn	+45	H,A,M,N
Full Plate Armor	2300G	1725G	Mintos, Rosaville	+35	H,R
Fur Coat	600G	450G	Bonmalmo	+22	H,R,A,C,T, M,N
Half Plate Armor	1200G	900G	Endor	+30	H,R,C,N
Iron Apron	1500G	1125G	Endor, Mintos	+32	T
Leather Armor	180G	135G	Burland,	+12	H,R,A,C,T, B
Leather Dress	250G	187G	Monbaraba	+14	H,A,M,N
Metal Babble Armor	15000G	11250G	Endor	+95	H,R,C,T,N
Mysterious Bolero	N/A	5625G	Zenithian Tower	+37	C,B,M,N
Pink Leotard	6300G	4725G	Gardenbur	+40	H,A,M,N
Robe of Serenity	N/A	4500G	Cave of Padequia	+33	A,C,T,B,M, N
Sacred Robe	4400G	3300G	Seaside Village	+38	C,N
Silk Robe	110G	82G	Monbaraba	+10	H,A,M,N
Swordedge Armor	9800G	7350G	Endor, Gottside	+50	H,R
Water Flying Clothes	15000G	11250G	Elfville	+41	B,M,N
Wayfarer's Clothes	70G	52G	Surene, Lakanaba	+7	All char.
Zenithian Armor	N/A	N/A	Shrine of Breaking Waves	+70	H
Zombie Mail*	N/A	625G	Den of Radimvice	+49	H,R

X-4. Shield List

NAME	BUY	SELL	FOUND	POWER	EQUIP
Aeolus' Shield	N/A	3525G	Dire Palace	+50	H,R
Dragon Shield	7100G	5325G	Riverton	+30	H,R
Iron Shield	650G	487G	Konenber	+12	H,R,C,T,N
Leather Shield	90G	67G	Burland, Surene	+4	H,R,C,T,B, N
Metal Babble Shield	N/A	32767G	Casino	+60	C,B,M,N
Mirror Shield	N/A	6750G	Final Dungeon	+45	H,R,C
Scale Shield	180G	135G	Burland, Endor	+7	H,R,C,T,B, N
Shield of Strength	13000G	9750G	Elfville	+40	H,R,C,T
Zenithian Shield	N/A	N/A	Gardenbur	+55	H

X-5. Helmet List

* = Cursed

NAME	BUY	SELL	FOUND	POWER	EQUIP
Feather Hat	280G	210G	Bonmalmo	+8	A,M,N
Golden Barrette	540G	405G	Konenber	+12	H,A,M,N
Hat of Happiness	N/A	11G	Small Medal King	+15	C,B,M,N
Iron Helmet	1100G	825G	Mintos, Stancia	+16	H,R,C,T
Iron Mask	3500G	2625G	Rosaville	+25	H,R
Leather Hat	65G	48G	Burland	+2	All char.
Mask of Corruption*	N/A	6G	Shrine of Breaking Waves	+200	All char.

Metal Babble Helmet	N/A		Small Medal	+50	H,R,C,T,N
			King		
Wooden Hat	120G	90G	Endor	+6	H,R,A,C,T, N
Zenithian Helm	N/A	N/A	Stancia	+30	H

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| XI. M O N S T E R L I S T |
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The following chart lists all of the monsters in the game (including bosses). I have listed their name, maximum HP, experience, gold pieces, the item they drop, and in what region that monster can be found. There may be several other locations you can find a particular monster besides the place I've listed, but for the sake of keeping this list from getting too long I'll only list 1 location for each monster. The list is alphabetized.

NOTE: There are 9 monsters hidden within the code of Dragon Warrior IV that never appear in the game (unless there's a Game Genie code floating around that unlocks them; I'm honestly not sure). Most of these "hidden" enemies were meant to be found in the ocean while sailing around. They include: Batoidei, Giant Octopod, Infsnip, Necrodon, Rabid Roover, Sealion, Seaworm, Troubadour, and Zapangler. These enemies are NOT included in the following list. If someone has more information as to how to unlock them or where to find them, please let me know!

NAME	MAX HP	EXPR	GOLD	ITEM	LOCATION
Anderoug	300	1030	300	Dragon Shield	Den of Anderoug
Angel Head	14	7	11	Antidote Herb	Monbaraba, Kiev (Ch. 4)
Archbison	90	121	72	Strength Seed	Burland (Ch. 5)
Armor Scorpion	40	38	44	Leather Armor	Desert, Aneaux
Arrop	27	47	16	Wayfarer's Clothes	Desert, Aneaux
Babble	12	6	8	Antidote Herb	Endor (Ch. 5)
Baby Salamand	40	59	58	Medical Herb	Cave of the Padequia
Bakor	1000	7400	0	Agility Seed	Cave SE of Gardenbur

Balakooda	120	165	69	Iron Fan	Cascade Cave
Balzack (Ch.4)	240	500	0	N/A	Keeleon Castle
Balzack (Ch.5)	500	6500	0	N/A	Santeem Castle
Bangler	35	48	30	Magic Potion	Ocean
Barrenth	55	70	68	Fur Coat	Desert, Aneaux
Beastan	178	540	81	Agility Seed	Zenithian Tower
Bebanbar	100	211	88	Staff of Healing	Royal Crypt
Beleth	125	132	70	Staff of Force	Burland (Ch. 5)
Bellzabble	250	605	123	Multi-Edge Sword	Zenithian Tower, Final Dungeon
Bengal	100	115	62	Fur Coat	Seaside Village
Bharack	140	473	172	Wizard's Ring	Final Dungeon
Big Sloth	250	589	99	Staff of Jubilation	Final Dungeon
Bisonbear	80	89	49	Iron Apron	Keeleon area
Bisonhawk	52	49	39	Iron Spear	Keeleon area
Blazeghost	12	6	16	Fairy Water	Frenor (Ch. 2)
Blizag	85	286	100	Mystic Acorns	Colossus
Bomb Crag	300	150	40	Lifeforce Nuts	Stancia
Brahmird	20	7	17	Strength Seed	Frenor (Ch. 2)
Bull Basher	250	870	205	Dragon Mail	Zenithian Tower
Butterfly Dragon	47	38	60	Wing of Wyvern	Birdsong Tower (Ch. 2)
Carnivore Plant	17	7	18	Medical Herb	Frenor
Chameleon Humanoid	40	136	60	Lifeforce Nuts	Tempe (Ch. 2)
Chaos Hopper	90	261	99	Scent Pouch	Aktemto Mine (Ch. 5)
Chillanodon	85	104	33	Strength Seed	Gardenbur
Clay Doll	400	693	15	Lifeforce Nuts	Necrosaro's Palace

Conjurer	38	70	31	Luck Seed	Soretta
Crested Viper	31	18	25	Feather Hat	Desert, Aneaux
Curer	60	68	43	Mystic Acorns	Santeem area (Ch. 5)
Dark Doriard	28	25	30	Wooden Hat	Aktemto area (Ch. 4)
Demighoul	134	558	63	Zombie Mail	Zenithian Tower
Demon Stump	21	7	13	Medical Herb	Izmit area (Ch. 1)
Demon Toadstool	19	6	15	Medical Herb	Frenor area (Ch. 2)
Demonite	40	80	75	Luck Seed	Monbaraba (Ch.5)
Diverat	14	3	7	Medical Herb	Burland area (Ch. 1)
Doolsnake	130	170	124	Golden Barrette	Cascade Cave
Dragon Rider	141	351	108	Strength Seed	Aktemto Mine (Ch. 5)
Dragonit	105	180	100	Cloak of Evasion	Cave SE of Gardenbur
Dragonpup	67	96	50	Chain Sickle	Kievs area (Ch. 5)
Ducksbill	22	14	10	Leather Shield	Bonmalmo area (Ch. 3 & 5)
Duke Malisto	200	921	226	Staff of Antimagic	Necrosaro's Palace
Eigerhorn	250	387	122	Lifeforce Nuts	Esturk's Palace
Elefrover	28	14	18	Dancer's Costume	Cave of the Silver Statuette
Elerat	11	3	5	Leather Hat	Branca
Esturk	900	15000	0	N/A	Esturk's Palace/Aktemto Mine (Ch. 5)
Fairy Dragon	123	655	390	Mystic Acorns	Zenithian Tower
Ferocial	200	447	92	Silver Tarot Cards	Zenithian Tower
Flamadog	165	585	205	Lifeforce	Zenithian Tower

				Nuts	
Flamer	75	110	52	Morning Star	Monbaraba area (Ch. 5)
Flythrope	34	35	47	Magic Potion	Aneaux area
Fury Face	130	225	186	Full Moon Herb	Colossus
Garcoil Rooster	52	50	51	Feather Hat	Mintos area
Giant Bantam	31	20	9	Medical Herb	Loch Tower
Giant Eyeball	42	27	40	Medical Herb	Loch Tower, Desert
Giant Worm	11	3	6	Medical Herb	Burland area
Gigademon	1200	4100	250	Club	Den of Gigademon
Great Ohrus	120	128	54	Abacus of Virtue	Gardenbur area
Great Ridon	300	1678	20	Multi-Edge Sword	Necrosaro's Palace
Green Dragon	143	405	132	Dragon Shield	World Tree
Grislysaber	29	30	46	Copper Sword	Birdsong Tower
Guardian	300	1040	169	Dragon Killer	Necrosaro's Palace
Guzzle Ray	40	70	24	Lifeforce Nuts	Ocean
Hambalba	90	144	76	Full Moon Herb	Rosaville area
Healer	16	7	11	Medical Herb	Cave to Izmit
Hemasword	114	180	80	Broad Sword	Rosaville area
Hun	70	0	0	N/A	Endor (Ch. 2)
Iceloth	75	85	38	Fur Coat	Cave of the Padequia
Impostor	153	582	316	Mirror of Ra	Zenithian Tower
Infurnus Beetle	20	16	21	Club	Keeleon area (Ch. 4)
Infurnus Knight	58	77	76	Half Plate Armor	Cave of the Padequia
Infurnus Sentinel	250	585	73	Chain Sickle	World Tree

Infurnus Shadow	950	5500	0	Sword of Miracles	Den of Infurnus Shadow
Jumbat	113	172	84	Robe of Serenity	Riverton area
Karon	110	234	91	Wizard's Ring	Shrine of Colossus
Kaskos Hopper	8	1	2	Medical Herb	Santeem area (Ch. 2)
Keeleon (Ch.4)	999	0	0	N/A	Keeleon Castle
Keeleon (Ch.5)	400	5100	0	Full Plate Armor	Keeleon Castle
King Healer	150	384	300	Copper Sword	World Tree
King Metal	7	30010	20	Metal Babble Helm	Gottside area, Final Dungeon
King Slime	150	100	150	Mystic Acorns	Keeleon area (Ch. 4)
Kordra	32	25	39	Morning Star	Bazaar area (Ch. 2)
Lava Doll	15	12	17	Magic Potion	Cave West of Kiev (Ch. 4)
Leonar	150	224	119	Leather Dress	Colossus
Leaping Maskan	150	485	52	Iron Mask	Zenithian Tower
Lethal Armor	64	120	58	Full Plate Armor	Seaside Village
Lethal Gopher	16	9	10	Strength Seed	Bonmalmo area
Liclick	43	28	61	Cypress Stick	Kiev area (Ch. 4)
Lighthouse Bengal	70	2000	350	Fur Coat	Great Lighthouse
Lilypa	21	13	15	Basic Clothes	Endor area (Ch. 3)
Linguar	55	0	0	N/A	Endor (Ch. 2)
Mad Clown	36	27	52	Lifeforce Nuts	Aktemto Mine (Ch. 4)
Maelstrom	100	180	84	Cloak of Evasion	Cascade Cave
Mage Toadstool	43	45	30	Magic Potion	Soretta area
Magemonja	25	18	30	Leather Hat	Konenber area

Man O' War	40	35	12	Full Moon Herb	Ocean
Man-Eater Chest	100	150	25	Cypress Stick	Various dungeons
Mandrake	30	26	17	Mystic Acorns	Cave of the Padequia
Mantam	85	108	40	Wing of Wyvern	Gardenbur
Maskan	91	290	102	Stillette Earrings	Shrine of Breaking Waves
Master Malice	1023	1232	112	Dress of Radiance	Final Dungeon
Master Necrodain	146	702	139	Lifeforce Nuts	Zenithian Tower
Metal Babble	5	10050	10	Hat of Happiness	Royal Crypt
Metal Scorpion	42	39	38	Scale Shield	Mintos area
Metal Slime	4	1350	5	Golden Barrette	Desert, Great Lighthouse
Mighty Healer	140	162	55	Lifeforce Nuts	Shrine of Colossus
Mimic	190	350	48	Dancer's Costume	Various dungeons
Minidemon	95	193	43	Mask of Corruption	Santeem Castle (Ch. 5)
Minon	16	5	18	Wing of Wyvern	Kievs area (Ch. 4)
Monjar	10	3	8	Medical Herb	Monbaraba area (Ch. 4)
Mystic Doll	40	37	300	Golden Barrette	Keeleon area (Ch. 5)
Necrodain	130	315	50	Zombie Mail	Riverton area
Necrosaro (1)	800	0	0	N/A	Necrosaro's Palace
Necrosaro (2)	650	0	0	N/A	Necrosaro's Palace
Necrosaro (3)	1023	0	0	N/A	Necrosaro's Palace
Necrosaro (4)	700	0	0	N/A	Necrosaro's Palace

Necrosaro (5)	800	0	0	N/A	Necrosaro's Palace
Necrosaro (6)	700	0	0	N/A	Necrosaro's Palace
Necrosaro (7)	1023	0	0	N/A	Necrosaro's Palace
Noctabat	220	495	144	Pink Leotard	Zenithian Tower
Ogre	210	391	65	Fire Claw	Gottside area
Ogrebasher	930	1023	137	Club	Final Dungeon
Orc	33	18	36	Fairy Water	Birdsong Tower
Ouphnest	25	80	10	Chain Mail	Monbaraba area (Ch. 5)
Ozwarg	33	18	20	Medical Herb	Cave South of Frenor
Phantom Knight	80	106	47	Broad Sword	Keeleon area
Phantom Messenger	100	200	54	Iron Claw	Aktemto area
Piranian	55	80	43	Chain Sickle	Ocean
Pit Viper	200	563	95	Full Moon Herb	Zenithian Tower
Pixie	29	16	20	Agility Seed	Loch Tower
Plesiodon	380	135	57	Silk Robe	Shrine of Breaking Waves
Plesiosaur	48	65	38	Stillette Earrings	Ocean
Podokesaur	114	270	81	Agility Seed	Shrine of Breaking Waves
Poison Arrop	17	18	16	Antidote Herb	Endor area
Poison Lizard	34	18	21	Antidote Herb	Birdsong Tower
Prank Gopher	10	2	4	Medical Herb	Burland area
Pteranodon	41	36	50	Agility Seed	Birdsong Tower
Rabidhound	23	7	20	Wing of Wyvern	Endor (Ch. 5)
Radimvice	820	6300	0	Robe of Serenity	Den of Radimvice

Raygarth	98	221	100	Iron Shield	Cascade Cave
Razor Wind	41	32	34	Boomerang	Birdsong Tower
Red Cyclone	80	403	128	Boomerang	World Tree
Red Dragon	167	703	215	Luck Seed	Final Dungeon
Red Slime	10	2	5	Medical Herb	Santeem area (Ch. 2)
Rhinoband	142	245	68	Demon Hammer	Colossus
Rhinoking	220	855	150	Full Plate Armor	Zenithian Tower
Rhinothrope	70	126	39	Battle Axe	Seaside Village
Rogue Knight	54	55	49	Chain Mail	Desert, Aneaux
Rogue Wisper	40	20	28	Fairy Water	Aktemto Mine
Roric	90	0	0	Medical Herb	Endor (Ch. 2)
Runamok Albacore	47	75	33	Iron Helmet	Ocean
Ryvern	120	393	116	Poison Needle	Riverton area
Ryvernlord	400	786	254	Agility Seed	Necrosaro's Palace
Sampson	90	0	0	Medical Herb	Endor (Ch. 2)
Sand Master	30	22	27	Basic Clothes	Konenber area
Saro's Shadow	250	73	60	Sphere of Silence	Loch Tower (Ch. 1)
Saroknight	800	6800	0	Sphere of Silence	Rosaville
Savnuck	80	125	81	Antidote Herb	Santeem Castle (Ch. 5)
Sealthrope	150	98	55	Wing of Wyvern	Ocean
Sizarmage	17	11	13	Cypress Stick	Endor area
Skeleton	52	53	54	Iron Claw	Mintos area
Skullknight	180	216	82	Iron Spear	Burland area (Ch. 5)
Slime	8	1	2	Medical Herb	Cave to Izmit
Slime (+)	40	3	1	Medical Herb	Keeleon area (Ch. 4)
Snowjive	90	261	151	Gum Pod	Shrine of

					Breaking Waves
Somnabeetle	23	12	15	Magic Potion	Cave South of Frenor
Spectet	35	31	62	Leather Hat	Birdsong Tower
Spite Spirit	250	965	247	Cloak of Evasion	Final Dungeon
Stag Beetle	9	1	4	Medical Herb	Cave to Izmit
Swinger	380	1094	53	Demon Armor	Necrosaro's Palace
Tentagor	300	208	98	Lifeforce Nuts	Cascade Cave
Thevros	25	15	25	Leather Shield	Cave South of Frenor
Tricksy Urchin	35	450	20	N/A	Cave of Betrayal
Troglodyte	13	4	10	Medical Herb	Endor area
Tyranobat	98	187	74	Wing of Wyvern	Royal Crypt
Tyranosaur	90	116	45	Bronze Armor	Burland area (Ch. 5)
Vampdog	38	36	24	Thorn Whip	Aktento Mine
Vampire Bat	25	11	23	Agility Seed	Cave South of Frenor
Viceter	35	43	18	Medical Herb	Elfville area
Vileplant	37	40	34	Luck Seed	Aktento Mine
Vivian	90	0	0	Medical Herb	Endor (Ch. 2)
Weretiger	50	30	50	Wayfarer's Clothes	Aktento Mine
Wilymage	130	477	146	Mysterious Bolero	Gottside area
Xemime	20	15	28	Wooden Hat	Keeleon area (Ch. 4)
Zappersaber	30	25	18	Full Moon Herb	Keeleon area (Ch. 4)

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XII. S M A L L M E D A L L I S T

MEDAL KING'S PRIZES

 Staff of Punishment 1M
 Hat of Happiness 4M
 Sword of Miracles 6M
 Metal Babble Helm 20M

MEDAL #	LOCATION
01	Konenber ship port. Check the dresser/drawer downstairs in the first room.
02	Taloon's Ship in Konenber. Downstairs in a dresser/drawer.
03	Mintos. Check the ground next to the well in the center of town.
04	Shrine east of Mintos. You'll notice a narrow, grassy pathway between the walls. Walk down this path to the dead end and search the ground here.
05	Cave West of Kiev. In the hidden lab, search the left vase.
06	Get on your ship and sail directly north of Haville to find a tiny island with a peculiar green patch in the center. Land on the island and step into the center to find an old man's shack. Inside, search the vase on the right.
07	Endor Castle. At night, enter the castle and sneak past the guard and go upstairs to reach a small room near the King's Chambers. Search the dresser on the far right.
08	Seaside Village. Check the ground right below the statue in the center of town.
09	Stancia. In the NE part of town there's a staircase leading up to a house with a vase containing your shiny prize.
10	Stancia Castle. In the NE section of the castle search the dressers.
11	Gardenbur. In the kitchen of the castle on the west end check the vases.
12	Cave Southeast of Gardenbur (B1). The treasure chest in the middle near the south side of the floor.
13	Branca. After obtaining the Final Key, open the jail door in the NE part of the castle and open a treasure chest to find it.
14	Haville. After obtaining the Final Key, head to the east side of town and down the stairs to a jail. Open the east cell and check the vase.
15	Haville. After obtaining the Final Key, head to the east side of

	town and down the stairs to the jail. Open the west cell and check the vase.
16	Shrine of Breaking Waves (1F). Walk through the 4th and 5th pillars from the east side of the river to find the treasure chest containing the Small Medal.
17	Shrine of Breaking Waves (2F). In a treasure chest.
18	Cascade Cave (B2). Inside a chest in the center of the floor.
19	Royal Crypt (B3). Inside a chest SW of the travel door.
20	Riverton. Search the south-most grassy patch on the island in the middle of the river.
21	Colossus Statue (1F). Search the treasure chest just north from the entrance.
22	Dire Palace (B1). Search the east vase in the kitchen.
23	Dire Palace (B1). Check the NW chest in the treasure room (use the steps outside the castle on the NW side).
24	Aktemto Mine (B4). When you go back to battle Esturk, there's a dead end with a puddle of water just before you reach his palace. Search the ground in the nitch near the water to find it.
25	Inside Esturk's Palace itself. The first chest inside its own little room will have the Small Medal.
26	Esturk's Palace (1F). When you come back into the castle there are two chests near the stairs going up. Search the left chest.
27	Gottside. On the north side there are some stairs down to a small room. Search the dresser on the right.
28	Zenithian Tower. After going outside the tower and climbing up, you'll head into a room with a staircase just west of where you came in. Take these stairs and they will lead to a chest with a Small Medal.
29	Zenithian Tower. On the top floor there's a room with 3 dresser/drawers. Search the far right dresser to find it.
30	In the Final Dungeon on your way to the World of Darkness. The first path leading west after going around the spiral path, walk south and step on the arrow tile that points south. It will take you near a treasure chest containing the Small Medal.
31	Shrine of Gigademon. Upon entering, take the path along the outside with the tombstones and follow it clock-wise around the shrine itself (using StepGuard to protect you). At the very end in the NW corner search the ground below to find a hidden Small Medal.
32	Necrosaro's Palace. On the basement floor, use StepGuard to cross the poisonous ground and walk all the way south to find a lone chest in the corner for the last Small Medal of the game.

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| XIII. C R E D I T S & A C K N O W L E D G M E N T S |
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First and foremost I'd like to credit Enix for making such an amazing game! Dragon Warrior IV is definitely a must-have for all you 8-bit RPG fanatics out there.

I owe a HUGE amount of credit to Woodus' Dragon's Den for supplying a lot of the list information. Be sure to check out the site at <http://www.woodus.com/den>

And last, but certainly not least, I want to thank GameFAQs for hosting this document on the web.

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