

# Alundra FAQ/Walkthrough

by PhantonPain

Updated to v1.1 on Feb 9, 2008

Alundra Guide  
by  
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| This work is dedicated to all and every single |  
| video game ever created. For they are, truly and uniquely, |  
| magical. |  
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Legal Notice \_\_\_\_\_ [LGNT]

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Author's Little Reserved Space \_\_\_\_\_ [ALRS]

I can't believe it, I finally have version 1.0 of the guide. This one has a bunch of stuff I meant to have since the very beginnig but I was waiting for the main walkthrough to be completed before adding it. For example, now I have a table of contents, a prologue, and epilogue, item list, monster list, Gilded

Falcon list, and Life Vessel list. Still some stuff remains to be added in like a section on the casino, however, I think those are small sections compared to the complete walkthrough which is now completely done to the very last boss fight.

I'm so damn happy :)

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February 7, 2008

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\_Revision\_History\_ [RVHY]

Guide Started	-> August	14, 2005
Original Submission	-> August	20, 2005
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Second Update	-> September	10, 2005
Third Update	-> January	12, 2006
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Seventh Update	-> August	14, 2007
Eighth Update	-> February	7, 2008

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\_Prologe\_ [PRLG]

Sometimes I wonder why I bothered to write this guide and if it was worth it. I mean, it really takes a gargantuan effort and a big investment in time to do things like this. My respect for walkthrough writers everywhere has surely risen a couple of notches after doing this one. However, despite all the pain, suffering, and guilt that I might have experienced while working on this thing (I exaggerated a little), every time I get an email from somebody thanking me for helping them I feel so fulfilled that I forget all the bad things that resulted from writing the guide and I focus strongly on the very good things that came out of it.

Now that version 1.0 is done (by the way, for me, version 1.0 is the one that contains a complete beginning to end walkthrough, which is why all the previous iterations of this guide had no version number. I guess I could have gone for a 0.x number but I never bothered... more laziness on my part no doubt) I feel so happy, like I've accomplished something very important, which puts me in a strange situation since I'm well aware that for most people video games are nothing more than trifles with which to pass the time. I guess it's true then, that life is just a collection of big losses with scattered small victories. However small this victory is, right now, to me, it feels like a World Championship.

Why did I write this guide? After thinking long and hard it has to be for the following four reasons: I love videogames, they have been a big part of my life so far I and hope they remain to be for the rest of it. I love Alundra, since the first time I played it, and still to this day, Alundra (the game) still captivates me with its aesthetic sensibility, its charming music, its funny lines, its enduring playability, and its overwhelming amount of personality. English is not my first language, so I thought it would be a good exercise to write something like this; and, in my humble opinion, there was no readily available Alundra walkthrough good enough.

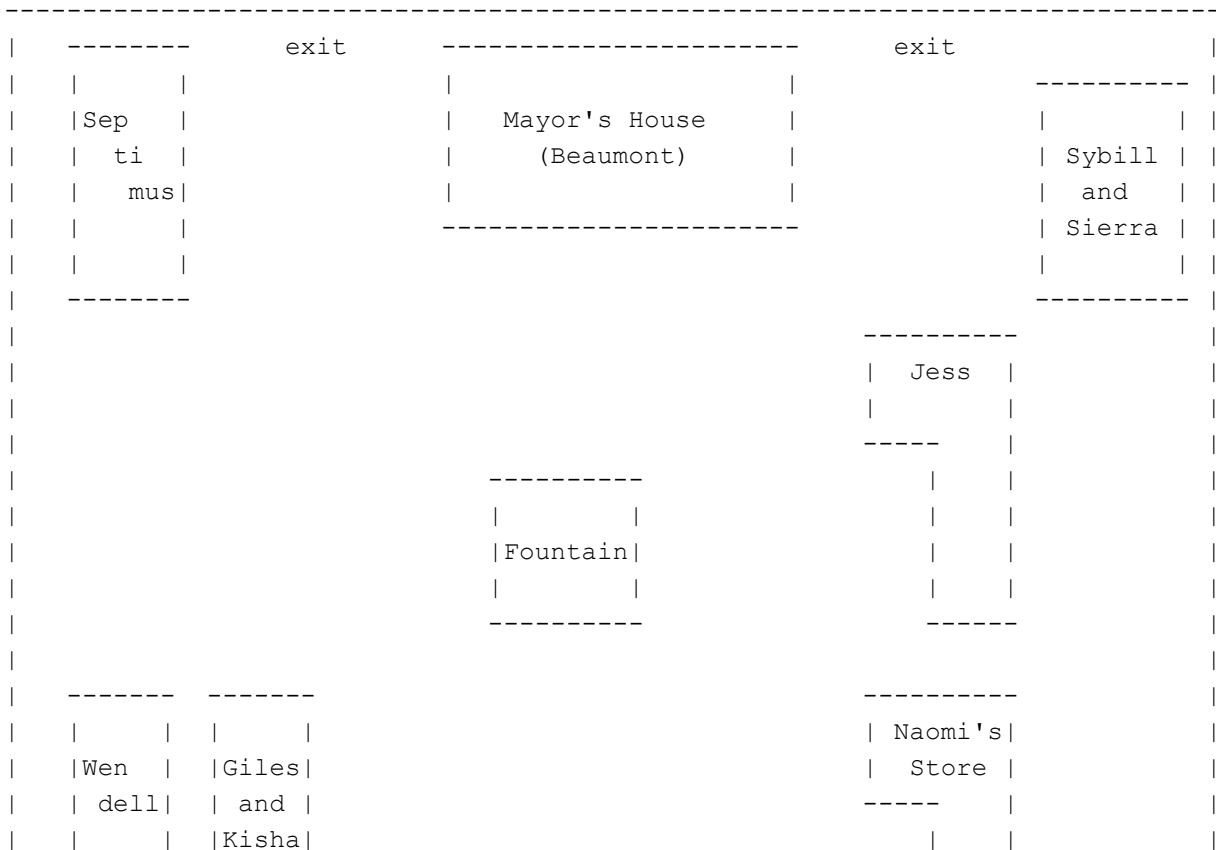
I think I've said enough.

-The Outset-----[OTST]
As the game opens, you find Alundra quietly standing on a sailing ship. At this point you gain control and are free to roam the ship to your heart's content. Do not be afraid to talk to the other passengers and get a little information. Once you're tired of talking to the passengers and the crew, head to your cabin, and make sure to stop by the room next door and talk to the two friendly sailors. When you're done here go looking for the Captain. Talk to Merrick. He will say he needs to take care of the ship and leave the room; follow him. Talk to him again, this time he suggests you go to your cabin and rest for a while, head his advice and go to your room to get some rest.

After falling asleep you'll have a dream with Lars and Melzas. They talk for a while and suddenly you are awakened by a roaring noise. You discover that there is a storm rocking the ship. You can't get out through the regular door so go through the cracked wall. Grab and throw the boxes so you can pass through. (You are going to want to do this quickly since this part is very dizzying... at least it is for me). After leaving the room there will be a short event in which the ship is destroyed and everything goes dark. Next thing you know you are unconscious in a beach, and a unknown man rescues you. Darkness again. When you finally awake you'll be greeted by Jess who explain what happened. At this point you can save your game for the first time. Go downstairs and talk with Jess some more. After that you are free to explore the village of Inoa. I recommend you go into each house and talk to everybody (getting to know the neighborhood you know. You'll be hanging around for a while after all).

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The Village of Inoa

This is a small drawing I made. I've never attempted to do something like this before so forgive me if it's not up to your standards.



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Places of Particular Interest:

- Septimus' House: Septimus is an important character in this story. You will eventually have to stop by his place a several times during the game.
- Jess' House: a headquarters of sorts. You come here to save your game in your diary. Also, Jess will make several weapons during the game, you will have to come here to get them. This also happens to be the place where Alundra does his sleeping so keep it in mind.
- Naomi's Store: very important place. She sells basic and medium level healing items. She also sells one of the 40 Life Vessels. Interestingly enough she has in her posetion a special armor. However, it is not for sale(...).  
Let's run an inventory:

Herb	- 5 Gilder	Strength Tonic	- 15 Gilder
Magic Elixyr	- 30 Gilder	Life Vessel	- 500 Gilder
Armor	- Not for Sale.		
- Yustel's House: another very important place. She basically tells you where you need to go next. She will also heal all your HP and MP for free. And finally, for modest price (15 Gilder) she will pin point your next target in a big Torla map (very useful).
- Lutas and Fein's House: this house may not look like much, but there is an item of extreme importance that can be missed permanently if you're not careful. Don't worry, I'll give a heads up in the guide when the time to get this item comes around.
- Bonaire's House: o.k. this is actually not a critically important place, but Bonaire lives here, and he's far and above the coolest person in the town.... dude. I mean, he's attitude is totally righteous and cool dude. Not too mention the killer surfing he does. Enough? O.k. I get it :(

And that ends this short section on Inoa. Hopefully this section will be helpful because it took me a while to draw that map (I'm not good at drawing). Oh well, moving on...





you want as you do this, they are not dangerous at all and they may drop gilders or life. (\*Note: if you for whatever reason destroyed all the barrels in the room then run all the way back to the manor and return, the barrels will be magically back.\*)

Now you are in a very similar room as the one you were in a second ago, but this time there are 4 panels on the floor and 4 barrels to keep them pressed so be sure not to destroy any of those barrels. Basically do the same thing you did in the last room and put one barrel on top of each panel and the gate will raise granting you access to the next section. In this next section you will find two chests. The left chest contains an herb and the other one a Gilded Falcon. Be mindful that each chest has a steel ball over it and you can see its shadow because the chests hide it. Invincible as they are, these steel balls can be dealt with the same way as the others. After you've collected your treasures continue your journey by going up the stairs to the right.

This following room contains a solitary slime (don't be lazy and kill it) and a lever. Hit the lever and the gate will open, now run down this corridor, killing the slimes as you go along, until you get to a room with 3 gates, 2 slimes and a single circular lever. It should be obvious that this lever opens a single door at a time. Open the gate in the middle and go through it, you will find yourself in a long corridor with little holes on the wall, use these holes to dodge the rolling ball that is hanging around this corridor. After the ball has passed by you run all the way to the back and grab the herb in the chest. Do the same and return to the room with the 3 gates; this time, however, go through the door to the right.

Now you are in a relatively big room with an out of reach chest in the middle of it. You will notice that there are 4 panels on the floor spread around this room. This time stepping on the panels will be enough, and they will remain active even though you're not standing on top of them (provided you stepped on them at some point). Anyways, dodge the small spiked balls and step on the 4 panels, this will cause a small platform to fall in front of the section where the chest is. Now you are able to get to the chest; open the chest to find a key. After you've obtained the key, go up the ladder located in the north west corner of this room.

Feel relieved that you are in a small room again. The single chest in this room contains a life vessel, grab it to increase your max life by one. Go out through the door to the south. You are once again in the main hall where a while ago Melzas was making his threatening speech. This time take either of the staircases and head to the top section of the manor. You now have the choice to go either left or right. Let's go right for now. You'll find yourself in a corridor with suits of armor all around, go all the way to the end before and get the herb inside the chest. Trace your steps back to the hall with the two staircases but this time take the left stairs. You are again in a corridor with suits of armor, notice the Murggs behind the armors, they were not there in the other corridor. They will jump over you when you try to walk by the armors. They can't hit you with their initial jump (unless you jump, but why would you do that? They might also hit you if you're not walking through the middle of the carpet), so feel completely safe to walk under them and smack them to your hearts content after they've landed. Get to the locked door and open it with the key you found a while ago.

In this small room there are two chests in the back, and a small book on the table. Go for the chests first, you will receive an herb (another one) and 30 gilders. Then get the book and a message will pop up telling you that you've obtained the Book of Elna. Melzas will show up again trying to intimidate you or something and after he's gone you're free to leave this place. Your next stop should be Wendell's house in Inoa.







damage when they touch you (not a lot) so feel free to let your killing creativity flow unrestrained.

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Once you're done with all the slimes you will get a message (and some funky music) letting you know that you've defeated Gelatinoid (that's where I got the name from). Then Wendell leaves, and you leave his dream soon after.

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Well, that was rather easy. After leaving Wendell's House, Giles will take you to the Sanctuary to see Ronan. You have no choice but to go with him. After you do in the Sanctuary what you went there to do, you are free to explore it. You won't find anything of importance yet, but you are still able to walk around it a little. Once you've had enough of the Sanctuary, head to Septimus' House.

Talk to Septimus and when you attempt to leave his place there will be a loud noise and a quake. As things turns out the Coal Mine has collapsed and that is not a good thing. Head to the Mayor's House. Once inside talk to everybody and eventually you will go into Olen's Nightmare. Yes, this is dungeon #3 (to me anyways). Since it is a dungeon, it has it's own section.

-----[DG03]

Dungeon #3: Olen's Nightmare

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Olen's Nightmare Overview

O.k. this is not a dungeon, but since there are enemies and a Gilded Falcon in here I decided to include in as if it were a dungeon. This place is very short and simple so my directions are also very short and simple. Enjoy the simplicity though, as the Coal Mine is coming up next (not that the Coal Mine is complicated, but it is way more complex than what we've been through thus far.) The following is going to be short and sweet:

Items: Gilded Falcon x 1

Monsters: Murgg - (3 HP)  
No Boss

////////////////////////////////////

After you've entered Olen's Nightmare you'll find yourself in a room with two doors in the back and some people hanging around. There's Jaylen closes to the start of the dungeon, Olen is in front of the boulder bocking the way through the west door and Lyman is standing in fron of the east door. Talk to them in any orden and then go through the east door. Inside you'll find Zane, talk to him and he'll start the engine, all the while he'll show you the correct order in which you need to press the levers in order to start the engine. Memorize this sequence (or not, I did it for you anyways), and after he's started the engine go back to where the three guys are.

Once you're back in the main room, talk to Olen and he'll use a bomb to destroy the stone wall that was blocking the way. Unexpectedly, 4 Murggs will appear and attack you. From this point on you have a rather short time to kill the 4 Murggs and retrieve the Gilded Falcon that is inside the chest that will fall down after you've dealt with the Murgg. This is important now, if you do not kill the Murgg in time to get the Gilded Falcon you will lose it permanently since you can't go back into anybody's dream after you've left. Don't worry too much though, the Murgg will fall to 2 slashes with the dagger of to a singel tackle each. Shortly after the defeat of the Murgg, you will be pulled out of the dream. There is no boss battle in here. You should now go to Jess' house.



really not that bad. In fact for me (somebody who has played through the game at least 4 times) the Coal Mine is a blissfully simple dungeon. I mean, later in the game things really get messy. But let us not get ahead of ourselves. Here is the brief summary:

Items: 30 Guilders x 2 Herbs x 4 Life Vessel x 1  
Gilded Falcon x 1

Monsters: Murgg - (3 HP) Slime - (9 HP)  
Pukus - (9 HP) Turtles - (15 HP)  
No Boss

////////////////////////////////////

When you get to the entrance of the Coal Mine, use a bomb to clear the boulder that's blocking your way. Inside you'll find yourself in the same room with the two doors as in Olen's Nightmare. The difference this time, however, is that the room is deserted. At any rate, as you get near the doors there will be a cave in and a stone wall will block the west door (the east door will remain cleared). Forget about the east door for now and use a bomb to clear the west door, then go through it. On this corridor, follow the tracks on the floor until you get to a lever that you can't activate because it's stuck. Walk west from here and then turn north. There are some turtles here so feel free to kill them (a single bomb is enough to kill a turtle). Throw a bomb of top of the suspicious looking stone boulder on the floor to destroy it and then go down the stairs.

You are now in a room with several Pukus, dispatch them swiftly and then walk east. Follow this path until you get to a pond. Jump in the pond and walk north, as I'm sure you've noticed by now, walking in this water is difficult and as such your walking speed is decreased (as well as your running speed, and your jumping distance). At any rate, you will encounter Lyman getting attacked by 4 Murggs. When you get close Lyman will ask for help and then fall, the Murggs will come after you next, but of course they are no match for you sorry dagger (2 hits each Murgss, remember?). After you've dished out their punishment, feel free to get the treasures in the chest to the north. These chests contain, from left to right 30 Guilders, an Herb, and 30 Guilders again. After that talk to Lyman, he'll give you a key and then he'll die. With key in hand, is time to head back to the first room of the dungeon. Once there take the east path and you'll get to the engine room. Open the gate with the key you got from Lyman. Inside you'll find that the engine is not working, now, you need to press the levers in the order Zane told in while in Olen's Nightmare. In case you've forgotten (how could you?), the sequence is: left, left, right, left. Once you've done that, the engine will start; return now to the first room and jump into the mine cart that's in front on the west door. This will take you to a new section of the mine (and will active the lever that you couldn't activate on your own... we'll worry about it later).

This part of the Mine has a sign that reads "Power Junction for Mine Tracks", and there are two doors in here, one in each side of the sign. Go through the door to the left of the sign first. There are a some monsters in here, feel free to kill them. Walk north and eventually when you get near a lever and an engine, there will be another quake and some rocks will block your way. Return to the room with the sign and the two doors and this time the the other door. In here kill the three slimes and then use a bomb to destroy the boulder blocking the way. once you've accomplished that, go through the newly cleared door. You are now in a pond, yes one of those that slows you down significantly. There are also some wooden columns in the making, they sort of make a path through the pond. Your goal here is to reach to northern part of this room; there are two ways to accomplish this: you can either take the straight path that runs along the easter wall, or you may venture into the

small maze traced out by the wooden columns. Either way will get you to the same place but I personally prefer the straight way since it's quicker. If you take the straight way you're going to have to run under the boulders instead of simply walking, however you only need to dodge two of them (you would have had to dodge 3 boulders if you had gone into the little maze). Regardless of which way you took, you'll find yourself in front of a wooden structure of some sort that leads to a pathway to the west. Climb this structure and go west.

You are in the room with the lever and the engine which was blocked just a moment ago. Activate the lever and the engine will come to life. Once you've accomplished this, head back to the run with the sign, the two doors, and the cart. Do not jump into the cart though, instead walk south along the tracks and you'll get to a small room with another sign and a lever. Activate the lever and then go back to the cart and jump inside of it. The cart will now take you through a previously untraveled part of the mine to a new section. Once the cart has stopped feel free to walk back and gather the items the monster you just ran over with the cart might have dropped. After you've done this, drop down to where some slimes and some turtles are. Walk a little south and you'll see a lever, activate the lever than return to the cart, Do not jump into the cart, instead walk east through the now open path. In this room you will be locked in as soon as you enter, you will also notice the 3 Murggs hangin around the place. Kill them in your preferred way and then go and examine the fallen miner Jaylen. He is dead and as such cannot say anything. He is, however, holding a key in his hands so take the key. After you've obtained the key head back all the way to the beginning of the dungeon (I trust that you are now comfortable enough with the levers to get there yourself).

Remeber the lever I say we'd worry about later? Well, the time to see to it is now. Walk to the lever than was previously locked behind the gate and hit it. Notice how the tracks have moved. Go back to your cart and jump in it again. This time you will be taken to a completely different section of the mine. In here there is a double wooden door that is locked. Use the key you got from Jaylen to open it. Once inside this new section the first thing might want to do is step on that pulsating light panel to your left (from now on these things will be referred to as transporters). This transporter will take you to a special room where you can replenish your health and your magic (even though you don't have any magic yet); you can also save in here, and I recommend you do so. Once your done with all of this step on the transporter to return to the dungeon.

This room you're in right now is kind of interesting. First of all, it's very big; also notive the random mine tracks laying on the floor. Be mindful of the elevated wooden platforms too; and most importantly, notice how most of the mine carts in here have stones inside of them? Well, I'm glad you noticed, because you can't jump into these carts. You can, however, jump on top of them and used them as stepping stones to get to higher ground (I think you know where I'm going with this). At any rate, from the transporter walk a little to the south-west and you'll see a cart trapped by a round boulder. Use this cart as a stepping stone and climb to the platform with the other boulder. What you want to do now is push to higher boulder on top of the other boulder (you do this pushing by simply 'running' into the boulder from one side). The boulder will fall on top of the other one and both of them will be destroyed; this means that the cart is now free. Don't get too exited yet though, before pushing the cart jump across to the wooden platform to the left of the one you're on right now and walk a little to the north west. You'll see two treasure chest. Get your bounty (there is an herb in each of them). And then return to the cart you just freed. Push it south (the only direction you can push it in really) and follow it.

Get to where the cart stopped, but don't try to jump on it yet. Instead, you'll

notice a rather small pond to the south of the cart. In the southern most part of this pond you'll see a raised platform with a lever on it. Use the wooden columns in the water to get to this lever and hit it. A square block will fall from only God knows where on top of a flat surface a little to the north west of this lever. After you've hit the lever go back to the cart and jump on it. Use it to get to the platform immediately to the south of the car. You're going to be doing some jumping now. First jump west to another platform, then jump south, and then south again to jump onto the block that fell from the ceiling a minute ago. Once on this block, jump west to get to a small cliff that overlooks the pond. From there go west to a new screen. In this small room there are only 4 turtles and a stone on the floor obviously blocking something. Kill the turtles if you want (I'd do it), then bomb the stone out of the way. Jump into the hole afterwards. You fell into a room with another pond, some slimes, and a lot of wooden columns. You'll also notice a body in the north east corner of this room. Use the columns to get there and examine Zane's body (he's been dead for a while). Get the key from the chest and use the chest as a boost to get on top of the columns again so that you can return to the hole that you used to get here. With key in hand return to the big room with the carts and the tracks.

From the point at which you appear in this big room, walk to the east until you see a lever behind a locked door. Use the recently acquired key to open this gate and then hit the lever. After that travel west along the tracks and jump into the first cart you see. Unsurprisingly it'll take you a section of the mine you haven't been in yet. In this new section, walk south from where the cart left you. If you try to go west at the bifurcation, there will be yet another cave in and it'll block your way so go east and then north instead. There are some boxes in front of one of those wooden structures that plague this place; get these boxes out of the way and get on the structure. Walk around it (in this order: north, west, and south), and when you get to the edge jump across a rather big gap to a cliff in the southern parts of this room (the jump is big but doable). Walk west along this cliff and jump down when you get to the edge (there are some turtles down there). After dealing with the monsters, walk north and then east so that you can climb yet another wooden structure. You got on top of this structure so you could jump to where that chest to the west of this room is. From the structure you can actually jump to where the chest is, but it's a little tricky and you may have to do it several times. At any rate, that chest contains a Gilded Falcon. After you've obtained it drop down again and walk north following the tracks all the way.

You'll eventually reach a small room with a cart stuck behind a boulder, and some more of those lovely wooden structures. First of all, get the herb inside that chest to the west of this room, then jump to where the cart is and jump in it. The cart will destroy the boulder and it'll take you to a new section of the mine. (Don't worry, we're almost done with the mine). After you've gotten out of the cart walk east a little and go up the stairs. You are now in a narrow corridor, walk through this corridor and eventually you'll get to an engine by a sign and 2 levers. The sign explains what you need to do, but since I'm here I'll explain too. First hit the levers in the order the sign says (that order being: lower, lower, lower, upper..... I'm a little fed up with the cardinal directions by now so I used lower and upper). After you're done with the levers walk up the stairs and jump on top of the engine 3 times (you'll know it's working because the engine will flash yellow, and there will be some weird noises too). After you've jump started the engine the elevator will be operational so get on it. This elevator will take you down to the last section of this dungeon.

When the elevator stops, walk south and you'll see some sparkly... sparks. Use them to replenish your health to maximum if you are low, after that keep walking south. In this room you'll come across Zazan for the first time in the





is an interesting place, and the first dungeon I actually got stuck so many years ago (I am talking at least 7 years ago, when I first played this game). This place is also kind of creepy.. I mean, when you read that plaque that says "Alundra rests here" I was like O\_O. But anyways, this is an enjoyable place; the best so far. And let us not forget the summary:

Items: Herbs x 4 Strength Tonic x 1 Life Vessel x 1  
Magic Seed x 1 Gilded Falcon x 1 Earth Scroll (unique)  
Ruby Crest (unique)

Monsters: Slime - (9 HP) Reaper - (9 HP)  
Zombie - (15 HP)  
Boss Battle Ancient Guardian - (75 HP)

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After going inside the crypt you will be locked in. Swallow your fear and walk south a little. Turn east when you get the chance and soon you will get to a door. Go inside to get to a small room with a plaque at the end. Examine the plaque and a ghost will appear and talk to you a little. After talking with the ghost at least once head back to the other run and jump down to where the 5 plaques are. Your goal here is to activate each plaque in order of importance. The correct order would be: white, blue, red, green, and brown. If you like numbers better, and assuming that the first plaque to the left is #1 and the last to the right is #5, then you should activate them in this order: 3, 2, 4, 1, 5. If you did this correctly the spirits will remain on the screen letting you know that you've done it well. Go back to the ghost in the room to the north and talk to it again. It's say the path will open or something like that. Return to the room with the 4 plaques and jump down again. This time the 5 ghost will appear in front of a door and the door will open. Continue south through this door.

There is a chasm in this new room. Drop down to it and examine the plaques (I don't know about you but those plaques freaked me out a little); after you've read both plaques you will be attacked by two zombies and 2 reapers. These enemies are sort of hard I guess. The zombies will rush you when you get near them, and the reapers will go in and out of the physical realm making things a little complicated. Zombies have 15 HP (8 hits, or 5 tackles) and the Reapers have 9 HP (but these are the only reapers in the whole dungeon) but I think it is the same (but I am not sure). After you've vanquished these monsters, some sparks will appear on the upper level. Go there and when you touch them a bridge will appear magically. Cross the bridge and open the treasures, there is an herb in each of them. You are now in a spacious room and you can go either left or right. If you go west you'll see a locked gate and the panel that would normally open it; this panel is broken, though, and it won't open this gate. Head east now. You'll come across two plaques on the wall, read them and then jump into the big hole in the ground south of your position. In this room the first thing you want to do is activate the elevator in the middle so that it'll take you to the statue in the previous room. To do this you need to have the left lever in the left position, and the right lever in the right position (you know how the shaft of a lever can be either on the left or on the right side of a lever?, that's what I'm talking about when I say left or right position). After you have correctly set up the levers, jump on the elevator and it'll take you to where the statue is. Examine the statue and it'll heal your health. Also, two platforms will appear over the holes to both sides of the statue. These platforms will disappear in a while, but don't worry, you have plenty of time. Use the left platform to cross the gap and step on the panel to activate it. This will cause a wall farther south to collapse. At this time jump into one of the holes again.

This time instead of messing with the levers, grab the barrel and throw it into

the pond (careful not to break it, you are going to have it whole). Kill the zombies and walk a little south. You'll see a chest that you can't get to (damn water) and another barrel to the left. Step on the solid ground to the right of the chest and throw the barrel into the water, you can now use this barrel as a step to get to the chest (I told you not to break the barrel in case that getting to the chest using only one barrel proves too difficult. In this case use the two barrels and you'll easily make it to the chest. Once you grab the herb in the chest, head east and up the stairs. You'll be greeted by another chest with another herb inside. Feel free to go into the transporter to replenish your health and save. After you are done saving, head back to the dungeon.

Head west from the save point and eventually you'll see a steel ball fall and make a hole in the ground. There is no need to continue walking west here, instead head south through the wall that collapses a while ago (if you had gone west, you'd have found a panel that opens that previously locked gate that the broken panel could not open. Once again, doing this is of no consequence). Assuming you went south when I told you to (well, you will have to go south at some point). You'll find a room with a nice skeleton overlooking 4 lamps. The trick here is to hit the lamps in the correct order to open a door far to the east of here. Here's a short diagram:

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|           4 0           | Hopefully you noticed the numbers by each circle.  
|           |           | This numbers represent the order in which you should  
|  2  0     0 1  | activate these lamps. In case you were wondering, yes,  
|           |           | you need to start by number 1 and work your way up to the  
|           3 0           | number 4. After you've done this head east.  
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Eventually you'll reach a room with 3 zombies and 4 pukus. Kill them with style (a bomb is fatal, or you could throw one of those vases on their heads for a 1 hit kill too). The block on the stairs will disappear so you can go down now. The first thing you'll come across is a stair case leading somewhere down. Do not go there yet, you should head a little west and you'll get to a corridor with two big holes on it. Head south on this corridor until you get to some tiles with arrows. At this point turn east and you'll get to a closed gate with a chest behind it. To open this door just step on the two holes in front of this gate. There is no particular order in which you must drop into these holes, as long as you go into both. Go past the newly opened gate and get the key in the chest. Head back to the corridor and this time drop down into the hole of your preference (they all lead to the same place). Once down you'll find yourself on a very narrow corridor (which also happens to be one of those ponds where you can't move very well). There are also some platforms and some zombies. To get the platforms to move all you need to do is kill all the zombies. After the platforms start moving, use them to get to the chest all the way to the south of this room. This chest has within it a strength tonic. After you've gotten this item, head north and leave this room through the stairs. From the stairs head west and once in the corridor with the holes head north. You'll get to a locked door. Open it with the key you got some minutes ago and go in.

You are not in a room with three blocks, three holes, and three levers. Your goal here is to activate the levers in the right order so that the door in the north west corner of this room opens. The correct order is right lever, left lever, and finally middle lever. The door will open, you should now go through it. You'll find yourself in a big room with a huge hole in the middle of it, there's also an idle platform, and a block in front of a hole to your left. The first thing you should do is push the block into the hole, this will make that idle platform move when you get on it. Yes, go get on the platform, it's travel in a circle around some spiked balls that are hanging in mid air. To dodge the





here you are going to have to push the rock furthest to the right south. The rock will move and a ladder will magically appear. Go up this ladder and into the portal under the transparent blue block. You are now in a corridor; walk south along this corridor and then north after you walk by the big rolling steel balls (careful not to touch them). You'll run across another blue dragon, this once you can hit. Don't worry just keep walking north until you get to a transporter, walk on it when you get there.

In this new place you'll be between two high cliffs. Notice the three rocks to your left, you should push the one in the middle north to make another ladder appear at the bottom of the cliff to the left. Do not go up this ladder yet, instead you should go south in drop down to another cliff below the one you're on right now. Once there head east and you'll see a chest, jump the gap and claim the key inside. Jump back to the cliff, this time you want to drop down to the small, square cliff with the solitary rock in the middle. Push this rock west and a another ladder will appear in the cliff you dropped from just now. Use this very same rock to climb back there and then go up the new ladder.

After you've gone up the ladder, turn east and run across the bridges. You will get to a red dragon holding an orb in it's claws. Hit this dragon and then go back through the two bridges. After you've crossed the bridges drop down to where the transporters are. This time go through the transporter under the now transparent red block. You will appear in a cave. Walk through this cave and you'll get to a blue dragon again, do not hit it though. Walk through the transparent red block on your right and follow this road and you'll get to a small section of the cave where you'll be locked in along with 4 Pukus. Kill then an a chest will appear, open it to find a key. At this point return to the blue dragon and hit it (I repeat, hit the dragon at this point). After you've hit the dragon, head north to the transporter.

You'll be once again between the two high cliff. This time you should get to the bottom of the left cliff and climb it using the ladders. Be careful with those iron balls, they don't hit too hard, but they tend to knock you off the cliff. After you get to the top, notice the square block to your right and the locked door. Use one of the keys to open the door and go in. You'll witness another short event with Bonaire and Sara. After it's over go to where the panel is and step on it, then go back out of this cave. Once you're out you'll notice that the block is gone. Walk towards the wooden ledge on you right and jump east. You'll land of the right cliff. Apparently there's nothing on this cliff but 2 rocks, what you need to do is throw a bomb by that lever (without going there yourself) and then walk to where a transporter will soon appear. As soon as the bomb explodes you'll be transported to another cave.

In this cave walk towards the big wooden door and open it with the key. Walk north past a transparent blue block. You'll get to two dragons side by side standing in front of another locked door. Hit the flashing dragon and then go back down the stairs and use the now solid blue block to get to the chest on the small section to the right of the block. With this key in hand, return to where the two dragons are and hit the other dragon. After you've done this open the door and head north. You will come across a chest with a Life Vessel inside, open it and claim it. Then go into the transporter in the back of this room.

You'll appear in another cave. Immediately grab the chest to your right containing a Gilded Falcon, and then go out of the cave. Once out, head east down the stairs to where Bonaire is. When you get too close there will be another even with Sara and Bonaire. After they've gone, follow them across the bridge. There are some zombies and a big steel jumping ball but they should pose no problem to your skills by now. Get to the end of this road and then head north. Be ready because a boss battle is coming up next. Sara will talk a



## Exploring #5 Checklist:

30 Gilder	x 11	Herb	x 4	Strength Tonic	x 1
Strength Elixir	x 1	Magic Elixir	x 1	Wonder Essence	x 1
*Life Vessel	x 2	Magic Seed	x 1	Gilded Falcon	x 4
Sand Cape	(unique)	Leather Vest	(unique. Bought, not found)		

\*One of the Life Vessel is bought, not found.

O.k. the exploring sections are coming back with a vengeance after the very pathetic "Exploring #4." For this exploring section, there are 26 treasures chest waiting to be found (actually, there are 28 chest. What happens is that the last two are so out of the way that it's just ridiculous. I decided to save them for "Exploring #6" when it will be a lot easier to get). My point is that I even though those chests can be gotten now, it's better to wait until we're done with Dungeon #6. Good? Good, let's get to the meat of this section then.

Head north of Nava's Cabin, there you'll find two tree trunks, one blocking a path and one by a big rock. Use a bomb to blown the tree trunk by the rock, then a little north west of this rock, there is a square block of stone. Hit it with the Iron Flail to shatter it and head north past it. Follow that path and you'll get to a chest with a Magic Seed inside (!). From here head north until you get to the entrance of the Coal Mine. There is another entrance exactly above the now blocked entrance, head there and go in.

Walk deeper into this cave, you'll have to run through 3 rolling steel ball. You will, in time, get to a closed gate. By this gate there will be a panel/switch on top of three stones, use the Iron Flail to shatter this stones and then step on the panel/swtch. Before proceeding through the now open gate, jump west to the narrow wooden platforms all the way to the chest you just saw. This chest contains 30 Gilder. After getting the chest return to the panel/switch and keep walking east. You'll get to a place with an unbreakeable block and some Pukus (7 to be exact). Kill them all and the block will disapper, granting you access. Go up the stairs now. There will be a locked gate south of your position, and a pond with some Pukus east of it. Head to the pond. In this pond you are required to kill 50 Pukus in order to open the gate you just saw... and yes I said 50 (they keep spawning so don't worry, you won't fight 50 Pukus at the same time). After you've killed them all a chest will fall from somewhere with an herb inside. Get the herb and head south through the gate you saw a while ago. Surprisingly this door leads not to solid ground, but to the clean air of Torla. You'll fall through the chimney of that house east of the mine (the one with the locked gate and a chest beyond it). This time, though, you'll land by the chest and the lever. Open to chest to receive a Gilded Falcon, hit the lever, and leave this house. (\*Note: 驛ic boulianne let me know that it is possible to get into this house without having to go through this whole ordeal, what you do is that on the outside of the house there is a set of steps. Go up to the fifth step and then jump towards the hole on the ceiling, it is a tricky jump but I'm done it so I know it is possible. This means that this Gilded Falcon may be obtained as soon as you are able to walk by the house, you don't have to wait until Jess makes the Iron Flail. Thank you Mr. Boulianne for the tip). Now it's time to head to the recently demolished Olen's House.

From Olen's House head one screen north. Assuming you know your way around (and you should) head over to Magyscar's entrance (north east from where you are, in case you were wondering). Hopefully you'll notice the square stone on your way there. Use the Iron Flain on it to smash it and continue north east from there until you get to a sign that reads "Torla Mountain." Walk a south east from there and you'll see a chest on a cliff, open it to receive 30 Gilders. Head

back to the sign but this time climb the cliff in the north east direction towards a cliff with a single withered tree. From this cliff jump south to another cliff and when you get there walk east to another screen. From your position walk east across a wooden bridge. You'll be faced by an array of cliff, and even though they seem impenetrable, they are not (hint - try going jumping along the southern edge of these cliffs). Eventually you'll get to another wooden bridge that you need to cross. After the second bridge head north until the top of the screen and then west to find two chests side by side. Inside you'll find a Strength Tonic and an Herb. From these chests head south (more like south and a little east) until you get to a sign with some directions.

From this last sign head west. You'll run across some stairs leading south (in addition to an Evil Tree), do not go south, keep walking west until you change screens. You'll be in a small cliff on the south east corner of the screen where the entrance to Magyscar is. In this cliff there is a chest with a Gilded Falcon inside, grab it and return to the last sign I talked about. Once back to the sign, head south to a new screen. In this new screen, drop down to where the big stone arcs are, walk south under them until you get to a wooden fence and then drop down through a small gap in the left side of the fence. You'll land in a small cliff with a chest, this chest has a Life Vessel inside. Get it and drop all the way down. You might be surprised to find yourself behind the water mill. From the water mill head south as if you were going to Tarn's Manor.

Keep walking south (you'll walk by the east side of Tarn's Manor) and you'll get to the bridge that the people of Inoa were talking about (the one that was blocked by a tree just until now). Don't cross it yet, just keep walking south until you can't walk south no more.... and then head west. Keep walking west until you see one of those stones that the Iron Flail destroy and smash it. Beyond the now destroyed stone lays a very simple road that leads north. This road will take you all the way to the western side of Tarn's Manor. There you will find 4 chest behind a thorny bush. Drop down to where the chest are and open them all; they have 30 Gilders inside each of them. Now you can head to the famous bridge and cross it.

After crossing the bridge head north along the easter wall. After running a while you will get to the eastern side of the pond by the Water Mill, there is a chest there (I wouldn't have told you to come here if there wasn't one, you know). This chest has a Gilded Falcon inside. With this Gilded Falcon in the bag, it's time to head south again. Head south past the bridge (the same one) and then go east. You are now in some very high cliffs, drop all the way down (those chests you see on your left will have to be gotten later) and once you get to the bottom head east until you get to a house with a well in front of it. Jump into the well and when you get to the botton of the well head east until you get to a chest. Open this chest to receive a Strength Elixyr; after opening this chest, head back out of the well and into the house.

You are now in Lurvy's Store. Since I'm here I might as well run an inventory on him like I did for Naomi. This is what Lurvy sells:

Herbs	-	4 Gilder	Strength Toni	-	12 Gilder
Strength Elixyr	-	18 Gilder	Magic Elixyr	-	24 Gilder
Leather Vest of Armor	-	120 Gilder	*Wonder Essence	-	200 Gilder
**Life Vessel	-	400 Gilder			

\* Appears after buying the Life Vessel.

\*\* Appears after buying the Leather Armor.

Lurvy actually has better deals than Naomi and he will sell you his armor. At







of the tiles with where there are open eyes, then the doors in both the north and south end of this room will be closed. Oh yeah, there are also two fire spitting bird heads in here. At any rate walk over the closed eyes towards the north door in this room and enter. You'll be in another room with more panels. This one is trickier than the rest so far though. Anyways, grab the star stone and use it to get to the water stone in the north west corner, and to the moon stone in the north east corner. As for the sun stone, well... it's hidden behind the south east wooden block, so just walk there and grab it. With the four stones in your hands now, put them in their respective panel. Another statue will appear, use any stone to get there and examine. That's two down, two more to go. Head back to the room with the eyes on the floor.

Once back walk over the closed eyes in the south east direction to where a barrel lays. Grab this barrel and then walk north west to where a bird head is. Walk south from this bird head (being careful not to walk over any open eyes) until you get to a place where you can't continue because there are no more close eyes (very near the southern exit). Throw the barrel on top of the open eyes (they don't seem to care for unorganic matter) and then jump on the barrel and over the open eyes to get to the still open door. Once out you'll notice it is still raining. Walk along this path until you get to two doors. Walk into the west door (the one on the left).

In this room you'll notice that walls keep you from walking around, however, some of this walls have holes under them. Use the Sand Cape to squise under these holes and go to the section of this room where the vases are. Jump on these vases and from them onto the wall. Now you can get to the chest on the east section. Open the chest to find an herb. Now head north and up the stairs. You are, once again, in a room with walls dividing it in 4 sections. The 4 sections are: the one you're one (the longest), the one where all the sand worms are along with a rock, the one with the stairs, and the one with the only patch of firm ground on the whole room. First go into the section with the sand worms and kill them all. Now grab the stone and throw it into the section with the firm ground, go there now. Once there step on the firm ground and jump onto the rock. From the top of the rock is easy to get to the section with the stairs. Go up the stairs when you get there. You are now in a room with a square patch of firm ground in the middle of it, there's a lever encased by wall west of this patch and a door, which is out of reach, north of this very same patch. As you get near the patch you'll be attacked by 4 sand worms. Kill them all to make a barrel fall from the ceiling (or somewhere). Now, use this barrel to get to the lever, hit it and quickly use the same barrel to get to the now clear stairs to the north. You have to do this quickly because eventually the lever will return to its original position and the gate will be closed again. If this proves too hard, then use a bomb to activate the lever, this will give you about 4 more seconds to position the barrel in a appropriated position so you can get to the door. Go up the stairs and now you are in a very small room with some bees; this room is void of anything of importance so head out through the south exit. Once out, go and jump on the elevator to the north west. The elevator will take you to a small section with a chest containing a Gilded Falcon, and another statue. Get the Gilded Falcon, examine the statue, and drop down. Once down head east to where the two doors side by side are. This time, head through the door on the right (the eastern door I'd normally say).

Inside you'll be greeted by a mummy guarding, kill it and then go north up two stair cases to a whole new room. You are now in a room with a big sand pond in the middle; be mindful of the small holes on the southern parts of this pond of sand. Should you step on these round holes, you'll drop down to the previous room. There are two ways to bypass these holes. You could use one of those barrels to jump over them (do not throw the barrels on top of the holes, they will break. Instead throw them just before them and then jump over these holes

from the top of the barrels). Or you could just stick to the south wall and be done with them faster. Under the rain again it seems... anyways, head south and drop down to a big entrance. Go in, of course. Inside there will be two mummy guards waiting for you. Kill them and head east to where a big boulder is being held by two vases. Grab the vases and the boulder will roll down the stairs and shatter on contact with the wall; at this point head south and out of this room. You are now on a fairly straightfoward path; follow it all the way until you get to an entrance. You'll find yourself in a long corridor with three chained steel balls, two panels/switchs on the floors, and a single white column by the locked door in the northern parts of this room. Yuu need to push the column all the way down to where the panels are. Put the column over one panel and stand over the other with Alundra. This will cause the door to the north to open so go there now.

You are, once again, knee deep in sand. This room is fairly small, with only three bees, some stone columns of various heights, and a clear patch of floor in the north west corner. First you need to kill the three bees; this will cause a barrels to fall into the room. Now grab the barrel and head over to the patch of firm ground. Once there jump on top of the closest column to it. From this column jump south to another one, and then south west to a rather low column. From this low column jump east to yet another column (this jump is totally doable, even though it seems you can't make it). Once there throw the barrel on top of the light panel to activate it. This will cause an elevator to appear on the north east corner of the room. Go there now and it'll take you up.

You are now in a small room with a single lever, four holes in each cardinal direction from the lever, a patch of firm ground in the south west corner, and an elevator in the north west corner. When you hit the lever 2 barrels will fall into any of the two holes, and 2 steel balls will fall into the other two holes. The problem is that if the barrels fall into the holes they will shatter and that means you can't use them. So, you need to hit the lever and stand above one of the hole and hope (yes hope), that a barrel will fall on your head instead of a steel ball. I'll be honest now, I did some testing here and I couldn't find a pattern to this. In fact, this stupid room would throw barrels in the same holes over 15 times in a row, and as soon as I tried to get one of these barrels BOOM, a steel ball to the head. It's so freaking annoying. At any rate, after the 5 hit only steel balls will fall so if you haven't been able to get 2 barrels by them, you're going to need to go back down and then back up. In short, you have 5 chances to get at least 2 barrels. Sorry that I can't be of any more help but I don't think there's any pattern to this (and if the !@\$%# roulette is any indication, then there isn't. I would love to be proven wrong though). At any rate, once you get two barrels, make a bridge from the south west corner to the north west corner and get on the elevator. (\*Note: just so you know, there's another one of this things in here. Just thought I'd give you a heads up now.\*)

This next room is refreshingly simple. Just grab the stones and throw them on top of their respective panels. The only problem is that there is a time limit in place and if you haven't put them all where they belong by then, the ones you haven't colocated will shatter (just go up and come back down again to reset the thing). Do not worry, you have plenty of time (oh yeah, two of the rocks are hidden by the small flowers... but you figured that out on your own I am sure). Once you're done a chest with a key will fall, get the key and go up to a small room with some more bees and a locked door. Use the key to open the door and go out to the rain again. Once one, go over to the elevator and it'll take you down the location of the fourth and last statue. Examine it and then head back to.... you guessed it, the skeleton by the throne near the beginning of the dungeon.





30 Gilder	x 1	Strength Tonic	x 2	Strength Elixyr	x 1
Life Vessel	x 1	Gilded Falcon	x 3	Sluice Key (unique)	

(\*Note: in addition to these items you should have activated 6 of the 8 portals at the end of this exploring section. Those portals are: south of Nirude's Lair, South of Lurvy's Store, North of the Dark Swamp, west of the Water Mill, west of the entrance to Magyscar, and north across the bridge west from Nava's Cabin.\*)

There are only 9 new chests to collect. But there's more to this exploring section than the chest. I'm talking about the activation of the Megalith Portals. That's right, you heard (...read) right, those megaliths are actually portals that will transport you around Torla. If you use them you will be able to travel to any part of Torla in a flash. They are very handy (specially while writing this guide). Oh well, let us explore now.

From where you appear after taking the transporter in the Ancient Shrine head north west, as if you were going to the cave where you found the Sand Cape. East of the entrance of this cave there will be a passage leading north, go there and head north. You're still in the desert don't worry. Walk north until you get to a tall wall, please notice (and remember) the stone building that should be to your left right now, do not go in yet, but remember where it is because you will be going in there in a while. From the entrance of this building, head east past a chest on a high platform. To get to this chest you will have to head north east from it and onto the sand cliff (you couldn't do this before because the sand didn't allow you to jump very high). From the cliffs you can get to the chest. This chest contains a Strength Elixyr so get it (or not) and then head north east again. This time, when you get to the cliff, head north instead of south. You'll see a chest on a high cliff; you can get to this chest by way of the cliff south west of it. Get to that chest and open it to receive 30 Guilders. Now from this chest head west by jumping on top of those stone pillars to your left.

While traveling west you'll see a chest a little north of your position. Go there and open it to find a Gilded Falcon. Head west from this chest while sticking to the wall, in time you'll get to a cavern of some sorts; when you get there go inside. You'll be in a rather small room with a big wooden structure. Your goal is to get to the top of this structure. The only tricky part here is a very difficult jump that you'll have to make (you can keep trying as long as it takes). It may be hard to believe after half an hour of trying, but this jump is actually doable (it will even become easy to do). Regardless of how hard the jump is, once you get to the top you'll see a chest in front of three fiery columns. Open the chest to find the Sluice Key. Disregard the fiery columns for now, there's nothing you can do about them... yet. With the key in hand head back to that stone structure I told you to remember.

Once you get to the stone building go inside and open the stone door with the Sluice Key. Go deeper into this place and you'll get to two levers by a big hole. All you have to do here is activate the two levers at the same time (like the sign says). To accomplish this set a bomb by one lever and go hit the other yourself (time it). Once done, the sluice will open and water will start to flow through it. Your work here is done so head back out. Once in the desert you'll notice that the big pool of water that used to be north of your position is now gone. Go there now. After you've gotten there go down to what would have normally been the bottom of that canal, down there you'll find a hole in the wall. Walk through this hole to find yourself in a long corridor with some freaky statues by the walls. Go all the way in to meet Berue.

At this point Berue will test you to see if you are the real Relaser. What follow are 5 rounds of the traditionla game of memory. Berue will show you some patterns by high lighting some of the tiles in the floor and then you'll have to step on those tiles in order (it's even easier since he'll show you what tile you need to step on next). Things get progressively harder and by the time you'll get to the 5th one, you might have to try again a couple of times. Once you've passed his test he will acknowledge you as the Relaser and will activate the megaliths. All this means is that the megaliths will now have a blue portal inside of them. If you step in any of these portals you will be transported to a special room with a save diary in it. All of the other megaliths will be in this room, but they will be "off". To activate a megalith portal you need to step through it while in the Torla map, and after you've done this at least once for each of them, you will be able to go through in either direction (this is done this way so you can't get to some places you're not supposed to be in yet). At any rate, once you're done with Berue, head back to the desert. Once you are back in the desert, head north east towards some stairs that will take you out of this damned desert.

After going up the stairs I just mentioned you will be at the bottom of a huge (and I mean huge) statue of what appears to be some dude (but turns out to be a diety called Nirude). From where you appear head west and you'll reach your first active megalith portal. Go inside to reach the room I described a while ago (you might want to save too.... and notice how all the other portals are "off"... yeah, we'll fix that shortly). Head back to Torla after you've saved. Back in Torla, head north east and climb the cliff using the ladders provided, after climbing the second laddded walk south west and you'll see a chest standing on a small cliff. Go and open it to receive a Strength Tonic (and yes, I know you probably have one already). From this chest, head west and into a door carved in what appears to be a gigantic foot. Once inside head west one screen. You are now in a small corridor with 3 statues of a guy sitting. Walk towards the last statue to the west and watch the short event. After you regain control position yourself west of that statue and push it east to reveal a door. Go into this door to get to another corridor. In this one, head north west, while grabing the barrel, until you get to a panel/switch in fron of a cliff. Put the barrel on top of the panel/switch to open the door and then, without moving the barrel, use it to get to the cliff. Once there go through the door. You are now in a very small room with a single chest and a tranquil water pond. Open the chest to find a Gilded Falcon. For the time being, you are done with this place so head back out and towards the desert. You will have to watch another event in your way out. In this event you will meet Miming for the first time (maybe the second time, if you've been doing some exploring of you own, which I do not advice against even though you will not find any chest that have not been mentioned in this guide (: ...yeah). O.k, now head all the way to Lurvy's Store.

I sent you to Lurvy's Story just so that you could activate the megalith portal that's located right in front of it. Once you've done this, go to the Dark Swamp (you should know how to get there). Once there go to the southern western most corner of the screen, there you will find a small cliff surrounded by water. Since you have the Long Boots, you are now able to jump onto this cliff and travel west. Go west and you'll find a chest with a Life Vessel. After you have incremented your max HP go to the Swamp. Right inside the swamp there will be a small island with a chest on it, jump there and claim another Gilded Falcon to your collection (if you've been following this guide, then you just acquired your 18th Gilded Falcon). After getting this Gilded Falcon, head north and you'll find another megalith portal, activate it and then go to Nava's Cabin. From Nava's Cabin head west and into the beach, there you'll find a chest you couldn't reach before because of the sand. Well, now you can get to it so do it; open it to find a Strength Tonic. This chest with the Strength Tonic is the last chest of this exploring section. All that is left to do now





notice that these platforms will shatter seconds after you've stepped on them, so hurry up). One you get to the northern most part of this room you'll find another lever stuck to the wall. Hit it to open a door, at this point you could go into this door right now and miss a chest with an Herb, or you could head down to where the stone blocks are, destroy these blocks, go up a ladder, head south until you get to a switch, hit this switch with the Iron Flail or the charged Sword attack, jump onto the cracked platforms heading south, go up another ladder, and find this chest with the Herb I mentioned a while ago (I recommend not doing this if you don't need an Herb... besides, there will be more Herbs in here).

Well at some point you'll have to head north through the opening. You will get to a room with some spikes on the north east side, a piece of wood towards the north and a lot of water further north. Grab the piece of wood and throw it on top of the spikes, get to the chest by stepping on the wood to find a key inside. Once you have the key head back to the room with the big hole in the middle, and when you get there jump into the hole. You'll land in a room with some Sludges, some Turtles, and a locked door to the north. Open this door with the key and go through. You will find yourself in another room with deep water in the middle, notice the chest north east past the water (you can't get it yet). O.k. from the entrance head north east until you get to some stone, use the Iron Flail on these stones to pulverize them and step into the cave beyond. Once inside you'll notice that there are some rolling steel balls and some stone blocks, destroy the blocks and head east (trying not to get hit by the balls) until you get to the last stone (which should have a pedestal on top of it). Hit the pedestal with the Sword while it's on top of the stone, or you could destroy the stone and then throw the base on top of the panel (either method will activate it). Once active it should turn yellow. Once you've made sure it is yellow head back to the last room.

This time head north west along the side of the water until you get to some more stones, destroy them to reveal another cave that you must go into. Once inside you will see a giant rotating steel ball chained to a stone column, there will also be two Turtles in here. Notice that on top of the stone column there is another panel that you must hit. You can do this either by hitting it with a rock, or by destroying the column and then hitting it with something. This one should turn red (wait until it stops flashing to leave the room). After you've made sure it's turned red, head back out. Once out head all the way to the east of your position to find some more stones, destroy them to find yet another door; don't forget to go in there. You are now in a small room with some Turtles and a high cliff to the east. Kill the Turtles and the last pedestal will fall on top of the cliff. Hit this one with the Iron Flail or with a rock, it should turn green. Once you're done here head back out.

From the exit of the last room head west while destroying all the stones you see, you will want to go into the first door that you find doing this (which will be after destroying some stones by two rocks). Go inside and walk east past the stones on the floor and the Graggs towards a staircase leading down. Go downstairs when you get there. Downstairs head north east and get onto a platform when you get there, this platform will raise and you will be able to get onto the walls and the big platform in the middle. The deal here is that everytime you step on a switch/panel (such as the one in the north west corner of the wall), some enemies will fall on top of the middle platform. You need to kill them to make another switch/panel appear, keep doing this (do not fall off the walls, because if you do you're going to have to start over again). Once you've done this four times (one panel/switch on each corner), the chest that was floating in the northern most part of this room will fall and now you can get to it (by the way, the group of enemies are: 3 Turtles on the big platform, 3 Sludges on the middle platform, 3 Garggs on the middle platform, and finally 3 Garggs on the walls around the middle platform). Inside you'll find the Mermam

Boots (rejoice, you can now swim in deep water). Once with the Merman Boots in your power, head back to the room with the spikes, the chest, and the water (where you got a key a while ago). By the way, on your way back you'll walk (or swim) past a chest that you couldn't get to before because you could not swim before. Well, now you can swim so go there and open it to find an Herb.

Once you're back in the room with the spikes, grab the piece of wood and jump onto the other pieces of wood in the water. After you get to the last piece of wood before the chest throw the wood you're carrying into the water and use it to get to the chest, inside of which you'll find an Herb. From there jump into the water and head east. Keep swimming east past the Sludges until you get to a tall cliff with some Graggs on it, and a locked door. Kill the Graggs and grab the barrel left of the locked door, use this barrel to reach the top of a cliff to the east. From this cliff jump onto the moving platform and keep going east. You will be in a room with some more cracked platforms. Use them and go south (quickly) towards a cliff with a chest and a Turtle. Open that chest to find a key, and then drop down from the middle of that cliff in the south direction and you'll land by another chest, this one has 30 Gilder inside. Now, head back to the locked door in the previous room.

Inside the door you'll find yourself in a small corridor that heads west, some Gragg swill attack you so kill them (vases = 1 hit kill). Head all the way east to where a panel/switch is. Ativate it and you'll notice that the block south west of it has risen to allow your passage. You now need to rush there beause after a while the block will fall down and block your way again (it's not hard, you have plenty of time). In the new room head west after destroying the stones and go up the latter at the end (careful with the Turtles), once up the ladder head north towards the opening. This will lead you to a big room. From the entrance head north all the way until you find some stone columns, destroy them to reveal a barrel that is located behind them. Pick this barrel up and carry it to the south east corner of this room (do not get hit). Once there you'll see a cliff that can't be reached (not even with the help of the barrel). You need to destroy the stone column that is holding the rotating steel ball in such a way as to force the ball to land near the cliff; then you use the barrel to get on top of the ball, and from the ball to the cliff (it's simpler that it sounds). To get the ball to move in the direction you need at this point, position yourself north of it (exactly north of it), and right after it has passed by you, quickly run towards the column and smash it. If you did it correctly the ball will travel east and land just by the cliff. Once on top of the cliff head north.

Keep walking north until you get to a wooden bridge with a lever in the middle. Cross the bridge and hit the lever to make 4 Gragg appear (two at each side of the bridge). Kill them and continue walking west. You'll get to a sign that reads "Prison," remember this sign because I will use it as a reference point a lot. North east of this sign you'll see some stones, destroy them to uncover a hidden lever, hit this lever and head west through the wooden bridge and you'll see an opeing that wasn't there just now. Go inside to a small room; this room only has a single chained steel ball, three Gragg, and a chest. Kill the Gragg, destroy the stone column chained to the ball, and head over to the chest. Open it to find a Gilded Falcon. Once you get it you can head back to the sign by the bridge. From this sign head north east through an opening.

You are now in a room with two rotating chained steel balls, and some turtles. The exit of this room is in the south east corner and you need to position the two balls correctly so you can get to that exit. To do this stand north of the left ball, once it's passed you by run to the columns and smash it, the ball should head east (east and a little to the north might also be good). As for the other ball, the one in closer to the exit, you might want to stand west of it. While standing directly west of this one, wait until it is a little past





After switching screens you'll fall on a narrow wooden bridge by a waterfall, west of this waterfall there is cave, go into this cave. I don't know if you remember this room, but you might. Use bombs to kill the Pukus while standing on the platform, doing this will allow you to get to the top of the cliff. Once on top of it, head west and into the water. After getting to the swimming section, head south. There will be waiting for you chest with a Wonder Essence inside. Head back out of this cave (yes, there are some stairs north west of the chest, but if you go there you won't find any other chests).

Once out of the cave, jump into the water right in front in you. Swim south until you get to a whirlpool, and when you get there start swimming west. While moving west you'll swim by some wooden stairs that allow you to get out of the water, do not go there yet, instead keep swimming along the river. Soon you'll swim by some grass in the water, since you can't go south west, you have no other choice than to keep going south east. When you get to a set of stairs by a megalith portal, get out of the water and activate it. Once active, jump back into the water and swim south. When you get to yet another set of wooden stairs, get out of the water and head west. At this point you should be walking just behind the Fire Manor (for later reference), keep walking west (and a little south) until you get to a bridge. Stand in the middle of the bridge and jump into the water, once you're in the water, start swimming north (against the current). Get out of the water through the first set of stairs you see.

Back on firm ground now, head west until you get to the edge of the map. From there head north and up some stairs, when you get to the top of the stairs, go south east and use a big stone with some writings on it to get to another part of this cliffs. At this point you should be seeing a chest north east of your position, but do not go there yet. Head north west all the way until you see a chest behind a bush, open that chest to find a Wonder Essence, and then head back to the previous chest and open it to find a Gilded Falcon (if you had gone down to this chest first, you would have had to go into the water again and swim your way back, which takes a big of time). At any rate, once you have this Gilded Falcon, head to the Water Mill (I will spare you the details, besides you should really know where it's at by now - north east of Inoa).

Stand in front of the water mill and head north until you get to a cavern. Go inside and notice that you've already been here since there are two empty chests on the floor (they might be closed if your inventory was full when you opened them, although I doubt it since one of them contains the very first Wonder Essence you come across in the game). Whether they are open or not, head east and jump into the water, go over to the transporter and stand on it to be taken to another room (which is just on the other side of that wall). On this new room you'll find two chests and a Fake Chest monster. Kill the Fake Chest and open the real chests to find 30 Gilders, and a Gilded Falcon. You can now head back to the Water Mill.

Back in front of the Water Mill, jump into the pond on it's right side and swim south down the river. Shortly after swimming under the bridge south east of Tarn's Manor, you'll reach a small island with a chest on it. Open this chest to find a Life Vessel. Once you get it, jump into the water and swim south down the waterfalls. When you get to the very bottom, go up the cliff on the left side of the screen. After climbing two ladders you'll reach a chest with a Strength Tonic inside, from this chest go up yet another ladder to get to a chest hidden by a bush, open this chest to find a Gilded Falcon. The last chest of this exploration guide is by the Swamp. Go to the Swamp, once there on the north west corner of the Swamp, just to the left of the statue of the big lizard, will be a sign and a hole. Go into the hole, inside you'll find a lot of Pukus (a lot). You don't have to kill them, once down there head east and into the deep water. Swim to the other side and go to the chest containing an



some steel balls, but these do not move so it's easier to dodge them. Soon you will come to yet another split in the road, you now have a road going north east, and another going south east. You should go north east towards a cave first. Once inside the cave, you'll notice the three circular levers, the small boulder, and the stairs. Up the stairs there are two big boulders blocking your way. When you hit any of the levers, the ball will small boulder will move in the direction the lever will be pointing at. All you need to do is manoeuver the small boulder up the stairs and crash it into the two big boulders to destroy them. You can use a combination of the levers to accomplish this but I find it easier to go to the topmost lever and use that one exclusively.

Regardless of how you destroyed the two boulders (assuming that you could, I mean, it's very easy so you shouldn't have any problems), as soon as you have gone up the stairs you'll be faced with some monsters like the boss Sara from Bonaire's Dream. After you've killed them (worry not, they only have 9 HP) head north until you see a state by 3 switches and some holes. The first thing you should do is drop into the small hole further to the west (that is to the left). By dropping into this hole another switch will appear, bringin the total number of switches to 4. At this point you should activate every switch to make some stone columns raise out of the holes and create a makeshift bridge that in time you will have to use. After you've done this head south and go up the stairs on the right side of the screen.

On up the stairs head north and then jump on the columns to get to the other side of this screen. Head north some more and you'll have to fight some more Sara looks alike (from now on I'll call them Soul Eaters). After finishing them off, step on the switch and you'll get a message saying you opened a door in the distance. After activating this switch head south west towards a chet on a high platform you haven't gotten yet. Jump down to the chest and open it to find a Gilded Falcon. At this point you can head out of this room.

Back in the snow head towards the split in the road and head south east this time; you will shortly get to an open door. Once inside this door you will be faced with the first ice pillar puzzle. I thought long and hard about how to do this and I decided that a graphical representation would be the most clear solution. Here is my rendition of this room (it's not exactly accurate, but I think it will suffice..... well I hope it does):

```

----- First of all, we need to solve
|Stairs      wS          Sw          | this puzzle twice; once to get to
|  -----   S    -----   S    ----- | the exit, and the second time to
|  |   |   |          |   |   |          | get to the chest. Here's the
|  | C |   |   |   |   |   |   |   |   | | sequence you must follow to open
|  |   |   |   |   |   |   |   |   |   | | the gate by the stairs: push p1
|  |   |   |   |   |   |   |   |   |   | | north, push p2 north, then push p2
|  -----   p1    -----   p2    ----- | west and then p2 north onto the
|Ent          p3          | switch; push p3 north. Finally
----- stand on the last unpressed switch

```

to open the gate. Go out of the room and return (don't worry, the gate will remain open). Now, this is the sequence to get to the chest: push p1 north, push p2 north, push p2 west, push p3 north, push p3 west, and finally push p3 south. Now jump onto p1 from the stairs, walk over to p2, and jump south east onto p3. From p3 jump to the middle plateau, and from there head over to the chest. This chest contains a Live Vessel. Get it and head once again up the stairs.

You are now in another room with some more ice pillars, some more Soul Eaters, and some more switches. That means that you're about to see some more mediocre drawings on this guide. Here's the best I could come up with:

```

----- Here's the order in which you must
|ent          S    | push the pillars: p4 north, p4

```



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|                p5 | east, p3 noth, p3 west, p2 north,
|      p1          S| p1 east, p1 south, p5 north.
|      S-----| After you have moved all the
|      |         | | pillars in to their correct
|      |         | | positions, step on the last one
|      -----| by the stairs and the gate will
|      p2S      p4 | open. Go up the stairs now. And
|      S         p3 | yes, there's more of this kind of
|sta          S   | puzzles further up so get ready.
-----

```

The next room, even though it has an sliding ice pillar puzzle, is simple enough that I don't need a drawing. From when you appear head all the way east until you get to the wall and then go north until you see an ice pillar. Push this ice pillar south, then push this very same pillar west, chase the pillar and this time push it north, go after it again and finally push it east (all the pushing is done on the same pillar). You can now use to to get to the stairs in the north east corner of this room. Ahead is another ice pillar puzzle, and by far the hardest. It'll be easy for you though, since you're following this guide. By the way, disregard the stairs in the middle of this room, there's no need to go there at all (though you could, but you would gain nothing of it).

You have gotten to the last floor of this tower and the hardest of these kind of puzzles. The chest you want to get to is in the south east corner of this room, and you can't get to the section in the middle from here (not that you'd want to, but I'm just being informative). All that is needed here is to have an ice pillar keep the switch active, which will make a platform by the chest appear allowing you to get to the chest. Here's a drawing and some more explanation:

```

----- You this to push this pillars in
|      p5          ent| this order: p7 north, p6 east,
|                S   | p4 north, p5 east, p6 north, p2 or
|      p6          p4 | p1 | p3 north, the one you just pushed
|p8              | | | west, that same one north, and
|      -----| | | still that one east to accomplish
|      |         | |p2 p3| the task. After you have an ice
|      |         | | | pillar on the switch, head over to
|      |         | | | -----| the south east corner, jump onto
|-----| | stair | | | | the platform and then towards the
|      |         | | | | chest. Open this chest to find a
|      |         | | | ----| key. You can now drop down into
|-----| | | | | the holes and return outside where
|      exit      | | | | C | the snow is.
-----

```

Back outside again, head to the save transporter. You will notice that north west of that transporter, a door has opened. Go inside and you'll find yourself in a big room with a chest down in the middle of it. Immediately jump down to where the chest is and open it to receive another key. All you have to do now is go back to the entrance of this room and exit it. Be careful with the spiked balls. Believe it or not, that's all there is to this room. When you get to the outside again, head south west past a stationary steel ball and into another door.

You are now in a big room with a lot of tiles with arrows on them. As you know you cannot move after you've stepped into this tiles so you need to step on the right ones so you can get to the northern end of this room. Here's more or how you should move here. From the entrance head west, then north, north again, then east, followed by south, from there you're going to want to jump north





-----  
After Kline has died the people of Inoa will mourn him and next thing you know, you're back in Jess' House. You wake up to the totally awesome sound of Jess working on something, and that can only mean one thing. Yes, Jess has created a new weapon for you. This time it's the Hunter Bow, a basic bow that shoots arrows (obviously). Do note that you have infinite arrows.

From the village head over to the Swamp. In front of the big lizard statue you will see a green balloon on a cliff. Hit this balloon with an arrow and the lizard statue will move revealing a cave behind it. Go into this cave and you will be in the dungeon #10. Let's get to it.

(\*Note: I have played through this game a lot and I'm pretty sure there will be no more exploring until after Magyscar. I may be mistaken but I'm quite sure. I will still check, but don't expect positive results.\*)

-----[DG10]  
Dungeon #10: Reptile Lair

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Reptile Lair's Overview

This dungeon is light on the puzzles but heavy on the fights. These Lizards are probably the most challenging enemies in the game, and it's all because they block all the time, except while attacking. Since I like to fight, I like this place but I figure some people might not be big fans. The boss is kind of cool and not very hard (except if you're trying to measure how much health it has, then it's hell). Overall a good dungeon. Let's see from here we have Gile's Dream, then Magyscar. After Magyscar things get good... anyways, the summary:

Items:       Herb                   x 2       Strength Tonic           x 3       Life Vessel           x 1  
          Gilded Falcon   x 1       Sapphire Crest (unique)   Fire Scroll (unique)

Monsters:   Lizards - (12 HP)  
              Boss Battle Reptilicus Maximus - (around 180 HP)

////////////////////////////////////

You will be in the water immediately after entering the lair. Swim east until you get to the shallow water. There will be some wooden squares in the water that lead west. Get on top of these wooden squares and wait until a platform passes you by, then jump on it. In this part, there will be 3 platforms moving about. You need to get on top of the one that's flying at the highest height. Basically you should do something like this. From the wooden square jump onto the platform moving the fastest; from that one jump onto the one that goes the furthest to the south and from that one jump onto the highest one. After you've gotten to the highest one, wait until it passes by a chest on a cliff and jump towards the chest. Open the chest to find a Herb and then head south to where a lever is. Activate the lever and wait for the moving platform to pass by you again, then jump onto it. Now get on top of the platform that goes the furthest south. Once there, wait until you get to a section of this room with some lizard statues and jump towards them.

After you've gotten to the part with the statues, you'll notice a stone by the west wall, use bombs to clear the stones and an exit will be revealed. Do not go through it (you could, but that's the way out of the dungeon). Head down through the stairs in the south west corner of the room (and yes, I know there is a chest we haven't gotten to yet, but we'll get it on our way out).

Downstairs some lizards will be waiting for you, kill them and then head east

towards three lizard statues. When you get near them these statues will come to life and attack you, kill them and a door in the northern section of this room will open (between to "real" lizard statues). Go through that door and you'll come across some retractible spikes on the floor. Head north east past them and into the water. The first thing you need to do here is grab the rock on the west wooden square. Once you have the rock (and being careful not to get hit by anything, or going into the deep water), move to the south east corner of the room, then to the north east corner and then towards the north west corner. On that corner there will be a lever on a high wooden platform. Jump into the water and throw the rock towards the lever to activate it. Once you've done this with the lever, head back to where the three statues came to life. Just beyond the now empty pedestals, there will be a wooden ramp, use it to go up.

You are now in a room with nine lizard statues in the middle, five lizard statues north of the other nine, a lever behind the five statues, and some stairs in the north east corner. When you enter the room four of the nine statues in the middle will come to life and attack you, and from the other group of statues, only one will come to life. Kill at your discretion, but all you need to do here is hit the lever behind the statues in to the north and then head down the stairs in the north east corner. I like fighting so I kill everything that crosses my way, if you are finding these lizards hard to beat (they tend to block everything), then I suggest you hit the lever and move on.

Once you are downstairs, use the Iron Flail on the stones and head north until you get to three lizard statues. These statues are different in that they do not come to life, instead they spawn lizards continuously until they are destroyed (4 hits with anything). So anyways, destroy the statues first before killing the lizards. After killing the lizards a passage east will open. Go through this passage and then head south (careful with the fireballs). Go up the wooden ramp when you get to it.

In this new room, first go to the chest to the north east and receive an Herb. Then head south and destroy the three spawning statues and the lizards that I'm sure the spawned. Then jump from the ledge you are on to the stone columns south of the panels where the lizards were. After jumping from column to column as you head south, you'll get to a cliff with a chest on it. Open this chest to receive a key. With this key in hand, return to the room where this dungeon started (the one with the 3 floating platforms and the water). As soon as you enter the room, head down to the chest we haven't gotten to yet. This chest contains a Strength Tonic. From this chest swim north east towards the wooden squares on the water, and once you get to them, head west towards the west side of this room. Once there walk east behind the waterfalls and in time you'll get to two lizard statues that will attack you by a locked door. Open this door with the key and continue east towards some more stairs. Before going down the stairs, jump down to where a chest is, open it to receive a Strength Tonic, and then use the top of the chest to get back to the cliff with the stairs. You should go down the stairs now.

As you descent, go over to the chest and open it to receive another Herb, then continue south past some real lizard statues until you get to a group of gray stone columns. Some of these columns can be destroyed with the Iron Flail, and some can't. You now need to destroy some stone columns and go into this little maze, try to keep advancing in the south west direction. You will eventually get to the edge of this cliff you are on, from there jump across the water below to another cliff with some more lizard statues (if you don't make the jump, just go back into the stone maze and try again). Once you've jumped over the water, two of the six lizard statues will be spawning statues. Destroy them and kill the lizards then head down the stairs that were revealed after killing all the enemies.

Downstairs you will find a circle of eight lizard statues. These statues will neither come to life, or spawn any enemies. Still you need to destroy them to continue your journey. They can only be destroyed while they flash green, so hit them when they flash green (they will be destroyed in one hit). After destroying all the statues, another set of stairs will be revealed in the west section of this room. This new room is an important one, it has two of those transporters, one of which is a save transporter. Go into the purple one, save your game, replenish your health and magic, and then go back to the dungeon. Once back, disregard the other transporter for now and head north and up the wooden ramp. In the room up the ramp you will be right in front of two spawning lizard statues, destroy them and kill the lizards, and then continue north.

This next room is interesting. You are in a maze of sorts with small stones tracing the outline of the maze. You cannot jump over these stones so you need to follow the trail they make. The interesting part is that you are being chased by three fireballs that can go through the stones. These fireballs will lock onto your position and then move in a straight line towards the position they are locked into. After reaching it, they will lock again onto your position and continue the chase. All you need to do here is get to the end of the maze and down some more stairs. If the fireballs get too close, you can just jump over them.

Once down, open the chest by the first lizard statue (a Strength Tonic), then head east. These statues are spawning lizard statues, but you don't need to destroy them or to kill the lizards, so just walk east while you ignore them. You will get to some more stairs, so head down these stairs when you get there. Down the stairs you will be in a rather small corridor with a locked door. On this room head south until you get to the vases and then go up the wooden ramp. (Remember this room. Beyond the locked door is the boss of this place so you need to remember this room because you will be coming back to it).

As soon as you are up the ramp, head west and you'll cross a wooden bridge. Beyond the wooden bridge you will see three circles made up of four stone lizard statues each. These statues will not come to life unless you step on a small triangle in the center of each of those circles (you can't see them at first because they are hidden by the lizard statues). You do not need to wake them all up, you only need to wake up the circle the furthest to the south west (the one closest to the cliff). After waking them up, use their pedestals to get to the cliff and once on the cliff head east across another wooden bridge. You will get to a lever and a chest. Open this chest to find a Life Vessel, and hit the lever. After hitting the lever, head back across the bridge and then go north up a small platform and another wooden ramp.

You are now in a room with a high cliff with a switch a little to the south. In either side of this cliff there are lizard statues. Walk south of this cliff along its right side and one of the statues will start spawning lizards, you need to destroy this statue and use the pedestal to get to the cliff with the switch, activate the switch and then head south to where another cliff with another switch is. This time the statue east of the stone column will start spawning some more lizards. Destroy it and use the pedestal to get onto the stone column, and from the stone column onto the head of the lizard statue to the north. From there head jump to the cliff with the switch. Activate this switch and head east through an opening.

In this new room there are eight lizard statues and some stones to the east. Go towards the stones and destroy them to reveal a switch. As soon as you activate this switch you will be locked inside and the eight statues will come to life and attack you. Eight lizards can prove more than a challenge so if you need feel free to whip out the Earth Scroll; it'll clean up the room with absolutely no problem. After killing all the lizards, head back out west and when you get



readings. That is because its got an unlimited number of lizards backing it up, and it heals some of its HP when it's near death. I'm very comfident on the HP value, but that will hold only if you do not let it heal itself.

Anyways, this boss doesn't have any direct attack, it can only hurt you by touching you, and if you are careful it should never get to you. If it does touch you, it'll cause 4 HP of damage so be careful. Its only special attack is when it jumps high into the air and then when it lands, it causes a quake that will leave you paralysed for some seconds. To prevent this, be sure you are airborne when it lands after the big jump.

The worst thing about this fight are the other lizards. They will knock you out of your charge, they will chip away at your health, they will stand between you and the big lizard; and worst of all, it's not worth killing them since they just come back. As for a strategy, well, try to keep close to this guy becuae in time it'll start to heal and you don't want that. Before healing it'll stand perfectly still and will get a little darker, this is your clue to rush in and hit it at least twice to knock it out of the healing process.

And concerning how you'll be doing the damage. Well, the Water Scroll is by far the best way to kill this guy quickly. From my calculations, each part of the water shield will inflict between 30 and 32 HP of damage, and you can hit it more than once with the same spell since the shields will hang around longer than it's period of invulnerability. So assuming that you hit it with two water shields, and you have two casting of the water spell, that translates to 120 - 128 HP of damage with only two castings. It doesn't get much better than that. The Earth spell will deal about 20-22 HP of damage, the bomb will do 5 HP, the Iron Flail will do 3 HP, the Sword 4 HP, and the Sword charge attack will do 12 HP. So I recommend using the Water Scroll twice, and then continue the fight using the charge Sword attack (and remember, stop it from healing).

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After killing the Reptilicus Maximus, a new entity will appear before you and impart some more wisdom. This guy is called Jeal. After he departs head south west and up the wooden step and then head north so you can claim your prizes. There will be two chests in a small room, this chests contain the Fire Scroll, and the Sapphire Crest. Head south and onto the transporter, you will appear in the hole besides the entrance to the Reptile Lair, head out through the exit in the north west corner and this dungeon is finished.

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Now, head to Inoa, as soon as you enter Jess will talk to you and inform you of Gile's condition. He says that the rest of the villagers went to Magyscar to pray for Giles (you can go to Magyscar and talk to them if you want). Head to Gile's House and talk to Rumi then go inside. Talk to the people there and then you go into Gile's head for dungeon #11.

-----[DG11]

Dungeon #11: Gile's Nightmare

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Gile's Nightmare Overview

Not a very hard place. The puzzles may seem hard but are very simple if you think. The monsters are annoying, not in that they are dangerous, but in the fact that they take a while to kill because they love to go in and out of the physical plane. You do get to finish the fight you started with the boss in Kline's head, and yes, he's just as easy (though a little harder). Here's the summary:



Items: Herb x 6 Wonder Essence x 1 Life Vessel x 1  
 Gilded Falcon x 1

Monsters: Pukus - (9 HP) Shadows - (9 HP)  
 Soul Eaters - (9 HP) Fake Chests - (15 HP)  
 Bug Bags - (24 HP)  
 Boss Battle Soul Leech - (180 HP)

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O.k. here we go. From the positin you appeared, head north past a square block and into a doorway in the north wall. In this new screen there will be another doorway right in front of you, ignore the path east for now and continue north. You'll be in a small room where a steel ball is floating around. While inside you'll be attacked by groups of enemies that you must kill in order to get out of here. The groups will attack in this order: 4 Pukus, and after you kill them 4 Bug Bags, and then 4 Shadows, and finally a single Fake Chest. After killing all these monsters, a switch will fall from the sky. Activate it and then head back to squre block you saw while coming here. When you get there you will noticed that the square block is no more, instead there's a hole there now. Go down this hole.

Downstairs you'll be in a small room with some hard arrows surrounding a small cliff with a switch on it (when I say hard arrows, I mean the kind that will not allow you to move while you stand on it). Surrounding these arrows there will be some soft arrows (the ones that do allow you to move). At any rate, kill the Pukus in this room and a vase will fall on top of the arrows and move in the directions the arrows point (west). Using this vase to not step on the arrows, get to the cliff and ativate the switch. After activating the switch, head back up to the previous screen. Once up head north towards the doorway but this time do not go in, instead go east through an opening that wasn't there before. You'll get to a big room with gaps to big to be jumped over, and some square blocks standing on the edge before the holes. You need to push these blocks into the holes and they will allow you to jump across. Anyways, the first block you come across you should push north, then jump north. Walk along this section and when you get to another block push it east. Jump east to a small section with a doorway on it and go in.

Once inside go into the hole on the back of these room. You'll appear on a cliff overlooking some spikes, jump down there being careful not to land on the spikes. Once down head west and you'll see two chest, one on top of some spikes and the other one on a cliff west of the other chest. I couldn't figure out a way of opening the chest on the spikes without getting hit by then but it does not matter, they only cause 1 HP of damage. So bite the bullet, step on the spikes and open the chest to find an Herb, then jump on top of the chest and towards the other chest on the cliff. That chest also contains an Herb. After getting both Herbs, head south to the south west corner of this room. You will see some more spikes blocking your way. Use the cliffs to jump over them and then head up the steps and then east. When you get to the two doors in front of each other, take the one that lead south. Once you've crossed that door head east and into the room with the square blocks and the holes again.

Do what you did the last time to get to the doorway you went into the last time (push the first one north, the second one east), this time do not go into the door, instead jump south until you get to another square block. Push this one east too and jump east yourself, then push the next block north and follow it. You'll get to another doorway that you will go in. This room is interesting, there are two chest on either side of the entrance but you can't get to them yet, there are some holes by some more square blocks, there is something that appears a teleporter but it's actually not, and north of that panel there is a save teleporter. Go into the save teleporter and replinish your health/magic,

and save; then return to the dungeon. Once back in the dungeon, walk east from the save transporter and hit the square block with the Iron Flail to make it go south; quickly do the same thing to the other block. Then head south and using the two blocks get to their respective chests. These chests contain Herbs (both of them). Once you've gotten them jump down.

In time the blocks will return to their original position. After they have done so, stand east of the block to the left of the save transporter and hit it with the Iron Flail, this will push the block west and into the hole (don't worry, this time it'll say there until you exit the room). Now go there and use that block to get to the western section of this room. Once you're there hit the lever on the wall to the north and this will cause the floor you're standing on to disappear. Obviously you will fall into the hole. You'll fall into a room full of spikes, there are also 4 platforms, 2 barrels and a chest. Jump towards the chest and open it to get an Herb, then use the barrels to get to the transporter and back up. Once you're up push the block to the right of the save transporter into the hole and go to the eastern section of this room. Once again hit the lever on the northern wall. This time you won't fall (and if you did fall, you would have fallen into a small room with 4 enemies, after killing them a transporter would have been revealed. This transporter would have taken you back to the previous room). Anyways, after hitting the lever, head back to the block in the hole, but this time head north through a passage that wasn't there a second ago. As you walk into a bigger room, you'll be locked in and attacked by 5 Shadows. Kill them all and the passage will open again, so keep walking north.

You'll get to a small room with 8 lamps, once of which is lit. Hit it and this will cause another one to be lit. Quickly hit the newly lit one and yet another will be lit. Keep doing this until all of them are lit. Once you've accomplish this, a transporter will appear between the two lamps at the top of the cliff. Use it to get to a new section of this dungeon.

You will appear in front of a doorway; to either side of this doorway there will be 2 rocks that appear to have faces carved on them. There are also paths west and east that you can go to. Do not walk in front of the rock with faces, this will cause them to "see" you and will close the paths that go west and east... just remember every time you walk by here, to walk behind them. O.k. after you've appeared, head west and jump into the first hole you see. You'll land in a narrow corridor where 3 Soul Eaters will be waiting for you. Kill them and 2 vases will appear by the cliff with the chests (you can't see the one by the souther cliff, but it's there). Using the vases get to the chests and open them to find Herbs (both chests contain the same thing). After you've collected the Herbs, hit the lever by the western wall and hurry out of this room by going east, and then north into the transporter.

You will appear again in front of the doorway guarded by the two rock with faces. This time go north and into the door. You will be in a narrow corridor and as you try to go up it, some stone boulders will come rolling down. Dodge them and keep going north until you exit this corridor. You will now be in a room with 4 lamps (one in each corner of a square cliff). You need to activate these lamps at this point. Hit them in this order: north west, south east, south west, north east. After doing it, a vase will appear in front of the cliff with the ice cube on it. Get to it and grab it (you can throw it, it won't shatter on impact... unless you hit a monster). With the ice cube over your head, head west past two floating square blocks and a floating steel ball. Beyond these obstacles, you'll see a pedestal in front of a weird looking square on the floor. Throw the ice cube on top of the pedestal and the square will disappear leaving only empty air in its wake. Go down into that hole (if you didn't fall as soon as you threw the ice cube that is). This is important now, as you fall into the hole (and before the next screen loads), hold down

one of the 4 main direction on the d-pad. That is, press (and don't let go) or the down arrow key or the up arrow key, or the left arrow key, or the right arrow key. Just choose one and keep it pressed.

If you did what I told you, you must have landed on a small section by a square hole (if you didn't do it then you should have fallen through the hole and down to where 3 Soul Eaters are waiting). Assuming you followed my instructions, you are now standing near a hole that has a chest on its right side, and a ice cube on its left. Go over to the chest and open it to obtain the Gilded Falcon of this dungeon. Once you've done that head over to the ice cube and pick it up. Now, while carrying the ice cube go over to the chest and stand on top of it, then from there jump east over the chasm (it's a tricky jump, if you fail then you must trace your steps back to this part of the dungeon... something not hard to do). After you've successfully jump over the hole, head east (careful with those rocks with faces). East of those rocks you'll go into a narrow corridor with spiked balls moving about. Follow that corridor and you will get to another pedestal; throw the ice cube on it and go down the hole.

Once you've fallen through the hole, you'll land in a small room with no exits (but another pedestal to the north). In time you'll be attacked by groups of enemies that you must kill to continue. The first group consist of 4 Pukus; after killing them 4 Shadows will appear. After killing everything, an ice block will fall in the room, grab it and throw it on the pedestal. Now, as you fall into the hole press and maintain pressed the up arrow key on the d-pad. If you did what I told you, you'll go in a room as you fall down. This small room only has two Soul Eaters, and a fireball. As you get near then, the two Soul Eaters will teleport, and the fireball will start chasing you. Kill the two Soul Eaters (1 Sword charge attack is enough to kill one), and the fireball will disappear. After doing this simple task head back out of this room.

You should be standing on a small cliff. From there jump down and west towards another small cliff with a doorway blocked by stones. Blow those stones away with a bomb and go in. The room you'll be inside of is very simple, just walk north until you see a chest, open this chest to obtain a Wonder Essence, and then head back out. Once outside again, head west until you get to the last door (that is, go in the last door, the one next to the western wall). This will take you to a room with a maze. At the end of that very simple maze awaits you a chest with a Life Vessel inside. You do need to hurry there, because if you don't the chest will be raised into the air and you will have to try again. After finally getting the Life Vessel (which should happen in your first try), head back out and go into the door to your right.

In this new room, walk along the corridor until you get to a bigger section of it with 16 switches. All of them are red, but if you want to continue your journey, you will have to activate them all. The trick is that if you step on any switch, all the switches adjacent to it will change their states (from green to red, or from red to green... switches diagonal to the one you stepped on will not change). Here's a small sketch I made:

1	2	3	4	If we number the switches that way, and if I assume that
5	6	7	8	all of them are red, then you only need to step on four
9	10	11	12	to solve this puzzle. The four you need to step on (in
13	14	15	16	any order) are: 2, 8, 9, and 15. After all of them have

turned green, head north and out of this room.

You have just entered a big room, and as soon as you enter you will be welcomed by three Bug Bags. You don't need to kill them, just head west and into the door by the grass on the floor. Inside you'll be in a narrow corridor, head north until you get to a high cliff with a switch in top of it. Go up there (you can climb this cliff through its north east corner, where there are some very hard to see steps). Once there step on the switch and another switch will



still need 84 arrows to kill it.

If you refuse to use spells then you're looking at a long fight. Still easy, just long. 180 HP can be taken away with 36 bombs, or 45 Sword slashes, or 60 hits with the Iron Flail, or 15 charge Sword attacks, or 180 arrows (and yes, I killed it with arrows only to test.... in fact that's how I got his health reading).

As for how to hold your ground while the Soul Leech tries to suck you in. Well, all you need to do is walk into Giles from any direction other than south (something that would actually push you guys towards it). You read right, if you walk into Giles from any direction (except the one I mentioned), neither you nor Giles will budge an inch towards the Soul Leech. This knowledge may prove useful because the Soul Leech sucking attack will stop on its own after a while, so I'm putting it here.

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After killing the Soul Leech, you will leave Giles' Head. And with that, I end my section on this dungeon.

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Giles' life is saved and everybody is happy. At this point you are asked by Beamont to go to Magyscar and relay the happy news. Go to Magyscar and talk to the villagers there. They will leave, and the Jess will come back and mention something about a crack on the wall on the back of that room. Head to that wall (where the stone shield is), and hit it with the Iron Flail. A hole will appear there, go through and into the dungeon #12.

-----[DG12]  
Dungeon #12: Magyscar

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Magyscar Overview

This is not a hard dungeon so don't worry. This dungeon is very linear which means that getting lost is hard to do. Also, most of the chest are easy to get, and the enemies are no big threat. You'll see a new thing in here in the spawning skeletons on the ground, but after a while you get used to them. The boss battle is entertaining so look forward to it. Besides being a little gloomy, this dungeon is alright. Summary:

- |        |                 |     |               |     |                      |     |
|--------|-----------------|-----|---------------|-----|----------------------|-----|
| Items: | 30 Gilder       | x 4 | Herb          | x 1 | Strength Tonic       | x 1 |
|        | Strength Elixyr | x 1 | Magic Elixyr  | x 1 | Wonder Essence       | x 1 |
|        | Life Vessel     | x 1 | Gilded Falcon | x 1 | Wind Scroll (unique) |     |
- 
- |           |             |             |            |           |
|-----------|-------------|-------------|------------|-----------|
| Monsters: | Big Bug     | - (1 HP)    | Turtl e    | - (15 HP) |
|           | Bug Bag     | - (24 HP)   |            |           |
|           | Boss Battle | Corpse Worm | - (150 HP) |           |

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And..... go. After going through the hole in the wall you'll find yourself in a small corridor that goes north (get used to them, this place is full of corridors). Walk north past two torches on the ground until you get to a Bug Bag standing in front of some spikes. Kill it and then grab the torch on the right side of the spikes. While carrying the torch head west and then north to where some thorny bushes are blocking your way. Throw that torch onto these thorny bushes and they will be burnt and disappear. Go east now and, in time, you'll get to some more Bug Bags. You can fight them if you want, when you are ready, jump down to where a save teleporter is. Go into the save room and save, replenish your health and magic, and return to the dungeon.

Back in the dungeon. Head east into the spikes, stand in those small safe squares and face north, there will be a lever stuck to the wall. Hit this lever with the bow and a rope ladder will appear to the left of the lever. Go up this ladder and into the transporter that awaits you there. After using the transporter, jump down to the water and head east (you can fight those skeleton if you want). Once you've gone east you'll be in a long corridor with small sections where chests lay. Go east all the way (past one Bug Bag), and you'll get to the first chest. This one contains 30 Gilder. After getting your money, head back to the main corridor and go south. You'll see a chest to your left, go there and open it to find 30 Guilders more. Go back to the main corridor and this time go south. When you get to the turn, there will be one skeleton spawning some Bug Bags, destroy the skeleton (8 hits with anything) and then kill the Bug Bags, east of this guys is the last chest of this section, and it has inside a Strength Tonic. Once you've collected all these treasures, head back to the transporter.

Once you've back in the room with the save transporter, pick up the torch and get on top of the floating platform. Ride this platform until it passes by a small section with a thorny bush on it. Jump towards the bush and use the torch to burn it; after you've done that head south through the now clear doorway. You are now in room with a lot of spikes, some vases to your right, and a Bug Bag. Use the vases to kill the Bug Bag and then jump on the platform with the arrows on it. These platforms will move in the direction Aldra is facing, so basically you have full control of where they go (if you need them to stop, simply jump. They will stop immediately). Drive this platform east past some steel balls until you get to some cliffs with a rope ladder. Jump there and climb the ladder (being careful not to get hit by the spikes at the top). Once at the top, head north through a doorway.

Inside this room the first thing you should do is kil the Bug Bag. After you've dealt with it, grab the barrels on the south west corner and use them to get to the small ledge where a torch is. Grab the torch and use it to burn the bushes by the ladder to your right. After burning the bushes, do not go up the ladder right away, instead grab the barrels and throw them on the cliff where the torch was; then go up the ladder. Once at the top, kill the two Bug Bags and then jump down where the barrels are (or rather, should be). Grab them and throw them to up to the high cliff. After you've thrown both barrels, go up there yourself (climbing the ladder again). When you get there use the barrels to get to the cliff with the switch on it. Activate the switch and then run under the steel balls quickly towards the chest on the other side. Open this chest to receive a key. Once you've obtained this key, head back to the room with the save transporter.

After you get to the room with the save transporter, head east over the spikes, and open the door you'll encounter with the key, then proceed east. You will be in a big room with some spikes down in the middle, some thorny bushes surrounding a chest on the north west corner, and 2 platforms blocking your way to the south east corner. What you want to do is jump down to where the three skeletons are and destroy them. After you've destroyed them a lever will fall from the sky onto one of the platforms on the spikes (don't forget to kill all the enemies here). When you hit this lever you'll notice that the platforms by the south east corner moved, allowing you to past. Go up there and when you get to the south east corner, use a bomb to hit the lever below, this will, again, shift the platforms so you can pass. After going north beyond two more platforms you'll see the exit of this room. But wait!, we haven't gotten to that chest on the north west corner. On the next paragraph I describe how to get it.

Read this paragraph only if you're interested in obtaining the Gilded Falcon

inside Magyscar before obtaining the Fire Wand. O.k. this is what you need to do. Stand in the south east corner of the room (the cliff above the lever). While standing there make sure the lever is in its left position. Now what you want to do is throw a bomb south of of the lever (but close enough so that the blast will hit the lever), after throwing that bomb throw a second bomb north of the lever; make sure that the second bomb is close enough to the lever so that it'll activate it too but it's extremely important that it is out of the blast range of the first bomb. After throwing the second bomb hurry north and grab the first torch you can, then and as fast as you can get back to the cliff overlooking the lever. If everything worked out perfectly (and beleive me, it will probably take you more than one try), then you should be standing on the south east corner while carrying the torch and the lever will be on its left position. From there head towards the thorny bushes and use the torch to burn them. The chest can be gotten now so go there and open it to receive a Gilded Falcon. (\*Note: if you can't get it now, return to this place later in the game when you obtain the Fire Wand. The Fire Wand is able to burn those bushes with its normal attack so it'll be a piece of cake to get it then\*).

After exiting the room with the damned chest you'll be in a room with a big hole in the middle of it, there are also some Bug Bags to the north and a platform floating over the hole. Get on this platform and have it take you to the south section of this room. You'll see a barrel standing by a doorway, jump there and grab the barrel, then get on the platform again and use it to get to the side of the cliff with the switch on it. Use the barrel to get to the switch and activate it. Some torches will fall behind the switch, grab one of them and use it to burn the thorny bushes to the east; this will clear a doorway, go in there now. You will be in a big room with several high cliffs, some of these cliff have steel balls over then, and some have thorny bushes. Go to the south east corner and climb that cliff. From there jump west towards the cliff with a torch on it. Once there grab it and use it to burn the bushes directly north. Jump to the platform you just cleared of bushes. From that cliff jump north towards a torch, grab it and jump back to the previous cliff, then use it to burn the bushes to the west of that cliff and there jump there. From that cliff jump west all the way until you get to a torch by the west wall. Use this torch to burn the bushes to the north by the chest; after this the chest will be cleared so just there and open it to find a Life Vessel. After you've gotten this Life Vessel, go back to the previous room, ride the platform south and leave through the exit by the barrel.

You are now in a room with a big body of water between two cliffs. There are some torches on the cliff you are on, and there is a chest behind some thorny bushes on the other cliff. Grab one torch and stand on the west edge of the cliff you started on; from there jump west into the water and throw the torch midair into the bushes to burn them (if this proves to difficult, just grab the torch and walk to the other cliff while dodging the drops of water). After destroying the bushes go over to the chest and open it to find a key, then head south and out of this room. The next room is extremely simple, just walk in the same direction as the steel balls and when you get the change, go up the cliff and open the chest to find an Herb. Drop down into the water and head east.

In this next there will be some skeletons awaiting your arrival. Go north east past them (and a switch) towards a locked door. Open this door and go in; inside you'll find a chest with a key and some potential Herbs around (if you throw those big bushes an Herb might appear). Once you've obtained the key head back out. This time do activate the switch and after doing it quickly walk south and run east under the steelballs. You'll get to some Bug Bags on the other side of the steel balls, kill them all and the platform by the cliff will descent so you can climb the cliff. Repeat what you just did with the second group of Bug Bags and then go north, open the door with a key, and go through.

This next room is interesting, but annoying. This room is full of thorny bushes, and there are 3 Turtles hanging around. The fire breath of the Turtles will burn the bushes. Now, all you have to do is get one turtle to burn the bushes on the north west corner, so you can get to the switch there. After you've accomplish this (it might take a while), a vase will fall near the elevator on the north east corner. At this point kill all the Turtles and then head up the elevator. The elevator will take you to a long corridow that goes west. Travel west along this corridor as you kill the Bug Bags. When you reach the torch by the two thorny bushes, grab it and use to to burn the bush on the left and then walk into the transporter in the back. After transporting, walk south and jump on the platforms with arrows, guide this platform to the south west corner of the section with the spikes, there you will find a chest with a key inside. After getting this key, head back to the transporter step on it. You'll be again in the room with the two transporters, grab one torch and use to to burn the other thorny bush, then walk into the other transporter. You'll appear on the right of a chest, open this chest and you'll get 30 Gilders, then step on the transporter left of the chest. You will appear on a cliff overlooking the spikes you were in just a secong ago. From that cliff jump west towards the cliff with the vases. Once there walk north towards the locked door, open it and walk inside.

On this room, head up the ladder and when you get to it, destroy the skeleton. Keep walking north and you'll see some thorny bushes in front of a chest. From this bishes head east and jump down when you get to the big hole. Once down, set a bomb by the lever and hurry and grab a torch, then stand on the elevator and wait for the bomb to go off. When the bomb goes off the elevator will raise and when it gets to the top, jump west towards the bushes you saw just a moment ago. Burn these bushes and open the chest behind them to find a Magic Elixyr. After getting this Magic Elixyr, head east and jumo into the hole again. When you get down, head south and out of this room. On the next room, simply grab the torch on the right and walk south. When your path is blocked by some thorny bushes, use the torch to clear your way and continue south. Grab the the torch and do the same thing with it. In now time you will have reached the exit of this room.

On this room there is a big hole in the middle, a chest surrounded by bushes to your right, and some platforms surrounding the hole. From the entrance head to the south east corner and you'll see a switch. Activate this switch to make a barrel and a torch fall from the sky near your position. Quickly grab the barrel and throw it onto the descending platform north of the switch (jump and throw, this will make it go farther). Once you've done this, grab the torch and jump down where you threw the barrel. Using the barrel get on the platform with the bushes and use the torch to burn them, then open the chest to find a 30 Gilders; now head back to the south east corner and go out of this room. You are now in a room with a lot of spikes and some skeletons. Notice the stones on the spikes. Get on the platform with the arrows and hover over the rock nearest the south east corner of the room, use a bomb to blow those stones away, and you'll discover a hole. From the platform you are standing on, jump down into the hole. You'll land in a small corridor, on this corridor head west until you get to a transporter. This transporter will take you again to the room near the beginning of the dungeon with the save teleporter.

Back on the room with the save teleporter, you'll notice that you are now standing on the same cliff as a switch you could not reach before. Activate the switch and a secret door will open below you. Now it's time to go into that new opening (but before doing that. I recommend you save again). When you are ready, go into the new doorway.

You will go into a big room with four circular levers, one on each corner of a big stone on the floor. Over this stone there is a platform floating midair. We



will worry about this later, for now head to the north east corner of the room and you'll see another entrance, go in there. You will be in a corridor that goes north, grab a torch and use it to burn the thorny bushes blocking your way north. Walk north a little and you'll see two chests, walk over to them and open them to find Magic Elixir, and a Wonder Essence. After opening the second chest, grab the torch on the left and use it to burn some more bushes to the north. Walk north after burning these bushes and open the last chest in this room, this chest contains a Strength Elixir. At this time head back to the previous room and go to the north west corner, there is another entrance there, go in now.

In this room you will see again the big stone on the ground. There are four transporters in this room, one on each corner. Each of these transporters will take you to a room where you must lit all 4 steel torches and then read a stone tablet. The rooms you will be taken to are all different, but the goal is the same. Here's what you need to do here:

- South West Transporter: this transporter will take you to a room full of spikes on the middle. There will be one steel torch on each corner, and the torches you need to use to light them are all in the middle. All you need to do is jump over to the torches in the middle, grab one, and then go to a corner and light a steel torch. Obviously you need to do this four times. After lighting all four torches (do not hit the spikes while carrying a torch, and be careful with the water drops), go to the middle of the room and read the stone tablet. Now return to the room with the transporters.

- South East Transporter: this transporter will take you to a simple room. The four unlit torches are in the south section of the room together with the stone tables. The lit torches are around the room and you don't need to do anything special here, just grab them and use them to light the other torches. The only problem might be the skeletons spawning Big Bugs. If they keep hitting you while you carry a torch, just destroy the skeletons and the bugs before trying to light the torches. When you're done, read the tablet and return to the transporter.

- North East Transporter: this one will take you to a room with 2 levels. You will enter this room on the high level, and there to your left will be all four torches. To the south, one level below, you'll see three unlit torches. Quickly grab the first three lit torches and throw them, from the cliff, onto the unlit torches you can see (jump and throw to reach the torches further to the south). After doing this grab the last one and jump down there, walk towards the last torch and light it with the torch you're carrying. When they are all lit climb the cliff south and read the tablet, then take the platform north and out of this room. The trick here is that you need to throw the first three torches, and grab the fourth one quickly, because drops of water will start falling on the spots they start in after a while and, if you haven't picked them up, they will be extinguished.

- North West Transporter: the trickiest of them all. This room has three levels of height. The highest level, where the entrance to this room is, has a single torch and a lot of thorny bushes to the west blocking your way to a lever. The middle level has two torches separated by a thorny bush, and left of these torches, there are some more bushes. The bottom level doesn't have any lit torches, but it has all four unlit ones, and the stone tablet. This is what you need to do here: drop to the middle level and grab the torch on the right; while carrying this torch, drop down to the bottom level and stand really close to the wall of the cliff you just dropped off from. Head west and use this torch to burn the bushes left of the remaining torch on the middle level (I know it sounds confusing, but if you're there on the room it should be a piece of cake to do this). After using the first torch, climb all the way to the top

and grab the torch there. Now, drop down to the middle level but make sure you land by the other torch (but not on the other torch). From there head west and you'll get to some bushes, burn them and then grab the last torch on this room. Use this one to burn the last bushes before the lever. Finally, go to the lever and hit it. Four flames will fall onto the unlit torches below, and all of them will be lit at the same time. Go there and read the table, then head back to the previous room.

Once back to the room with the transporters, head to the room with the levers. You now want to position the levers this way: north west lever aiming right, north east lever aiming left, south west lever aiming up, and south east lever aiming down. After putting all the levers in their correct positions, the platform floating above you will lower and now you can get on it. This platform will take you up and out of this room. You will reach a very tall room, quickly get on the only platform around. In this room you will want to head all the way up (and yes, I know you'll see an entrance on the way, but there's nothing there except some skeletons). Once you've gone all the way up, go into an opening. This will take you to a room with a hole on it, a descending platform in the middle, a cliff to the left with a barrel and a torch, and a cliff to the east with some thorny bushes and the exit. Quickly get on the cliff with the barrel and the torch, grab the barrel and throw it on the platform to the right. Now grab the torch and jump onto the now still platform, walk west until you get to a wall, face north and stand just on the edge of this platform. Now jump and throw the torch, it should burn the bushes by the exit. Go back to the barrel and use it to get on this cliff and through the exit.

You will be in a corridor with some really big steel balls moving about. Dodge the balls and head for the exit in the northern parts of this room (if you get hit by them, you'll suffer 4 HP of damage... at this time that is about 16% of your max health). At any rate, after exiting that corridor, you will be in a room with some more spikes and a platform with arrows. Get on this platform and head north towards an exit by two torches. Inside you'll be in a room with a high cliff. Go up the steps to the top and then drop down where the two torches are. Grab one and use it to burn the thorny bushes to the west of the torches. Grab the other torch and go up the cliff again, this time burn the bushes that are blocking your way to a chest. Go to the chest and open it to find a key. At this point head back to the room with the spikes. Once there grab a torch and jump on the platform with the arrows and head east towards some step that allow you to go up the cliff (careful with the fireballs, and the drops of water). Go up the cliff and use the torch to burn the bushes blocking your way, then go east, open the door, and proceed east. You have gone in the last room before the boss. In there just destroy the two skeletons and kill all the bugs that might have appeared. Torches will fall on the room, grab one and use it to burn the bushes to the east, and then jump on the hole to face the boss.

!![BB10]  
Boss Battle: Corpse Worm - (150 HP)

This boss is just an undead centipede. It's not very hard, but it's rather interesting. Let me explain the peculiarities of this guy. First, you can harm it unless you've destroyed all of the protecting plates on its body (the tail doesn't count, you can't hit it). After eliminating all the plates, then you can go for the head and inflict damage. Do note that the first set of plates is stronger than all the others. To destroy one plate of the first set, you are going to have to hit it for 15 HP of damage, while the plates of all the other sets will only withstand a mere 3 HP of damage.

Another thing worth noting is that this boss only has two direct attacks, one is a missile of sorts. It'll launch a ball that will bounce when it hits the the border of the room. In time, and if left alone, it'll disappear. You can



dedicated to it. But for not just get the pass because after coming out of the Sanctuary, you won't be able to go in there again. You will get another chance later, but why wait?\*)

(\*Note: immediately after getting the Secret Pass, you are able to go to the basement of the Riverside Pub. In there you can play three mini games: Slime Buster, Monster Shooting, and the evil, evil, evil Wheel of Fortune -a.k.a. the evil Roulette- Each of those games will net you money, fame, power, a Life Vessel each, and a Gilded Falcon each. I recommend going there now and getting all these treasures.... except the Wheel of Fortune ones, those are a nightmare to get\*).

(\*Note: from this point on, Kohei will have his second phonograph ready. You can now listen to some more of the music in the game\*).

-----[DG13]  
Dungeon #13: The Sanctuary

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Sanctuary Overview

Like I mentioned just now, this is not a dungeon since there are no monsters in here and the puzzles are very basic. There is a Life Vessel though, and if a Gilded Falcon was all it took to promote Olen's Dream from a simple story event to a dungeon, then a Life Vessel is what it takes to promote the Sanctuary from another building, into a dugeon.

Items:        Life Vessel            x 1        Book of Runes (unique)  
              Book of Verse (unique)        Curious Key     (unique)

Monsters:    None  
              No Boss Battle (yet....ahem)

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Once in front of the Santuary, talk to Septimus. He will mention how the door is locked and then he'll suggest that you get on top of the wall and check the windows for an entry point. Go into the cememtry and use the tombstones to climb the wall directly behind the Sanctuary. Once on the wall, head south until you can't walk south no more (walk strictly south). Hit this side of the wall with the Iron Flail to break a window (you can't see the window or anything, but it's there). After breaking the window Alundra will go in automatically. Interestingly enough, if you stand right in front of the locked door to the Sanctuary and cast a Wind Spell, the unseen window will register as a target and will be hit by one bolt. This will cause that Alundra will suddenly go from the front to the Sanctuary, into the kitchen through the window.... weird I know, but it works.

Inside you will be in the kitchen of the Sanctuary, the first think you should do is go to the main hall and open the door so Septimus can come inside. Follow Septimus and he'll suggest you check Ronan's room upstairs. Now go to the east room on the second floor. Once there, walk to the east until you get to some bushes, behind these bushes will be a lever. Hit this lever with an arrow and one of the door to the left will open. Behind this door is a small library. Now return to the main hall, go up to the altar and talk to Septimus. When Septimus asks if you should activate the switch, say yes then head to the west room on the ground floor. Inside go into the room to the south. There you will find two levers on top of some wooden platforms, hit this levers and a switch will land on the big concrete square to the left. Now go back and talk to Septimus again.

Septimus will ask if you should activate the switch, say yes and a steel ball will fall a little east of your position. After this head into the west room on the second floor. Once there go into the room to the south and by the one of the beds you will see a hole, jump down and you'll land on the switch on the concrete block you saw a minute ago. This will open the other door in this room, head there now. This room has 8 coffins and what appears to be a magical book. Every time you get near it, it'll disappear and appear somewhere else. After you've tried to grab it with negative results, go and talk to Septimus. He will offer you some help. back on the room with the crazy book, chase it around until Septimus catches it. He will give it to you afterwards (by the way, this book is called the Book of Runes). Septimus will leave and return to the altar at this point.

With the book on your hands, go to the library in the east room on the second floor. You will notice a gap on the shelf closest to the entrance, go there and insert the book. One of the wooden shelves with books will move, allowing you access to the southern part of the library. Head back to the main room, there Septimus will inform you that he has found yet another switch. Go there and when he asks if you should use it, say yes. After that go into the east room on the ground floor. Once there go into the room to the north. Notice how there are some weird squares by the chairs? Good, push the chairs into these square and a chest will fall from the sky onto the north west corner of this room (you must push the right most chair north, remember that). Go there and open it to find a Life Vessel, and then hit the lever. This will cause the door of the room south of your position to open. Go there now and witness how the chairs are thrown out of their positions. Put them where they belong and another book will fall onto the north west table. Grab this book (the Book of Verse), and then head to the library on the second floor.

Once you get to the library, you'll notice a gap on the one of the book shelves on the southern section of the room. Put the book there and another shelf will move, revealing a switch. Activate this switch and the door that leads into the room to the north will open, go there now. Inside you'll see a lever on the north east corner, get to the lever without stepping on the red rug (if you step on the red rug, the lever will disappear until you get your feet out of the rug). Hit the lever and then head over to the chest that will appear. This chest will also disappear if you step on the rug, so be careful. Inside the chest you'll find the Curious Key. Head back to Septimus and use the key to move the altar. This will reveal some stairs below it. Now all you have to do is follow that trail all the way until you see Ronan, talk to him to end this "dungeon."

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You will awake the next morning to the, oh so good, sound of Jess working on something. Go downstairs and claim the Power Glove. With this tool, you can now lift the heavy stones that have some writing on them. After receiving the glove, Septimus will come in and inform you that Sybill has been found dead (!!!). Shocking I know. Anyways, go to Sybill's house and talk to Fein and Rumi. After talking to them head over to the cemetery, there you will find Cephos, Lutas, Meade, and Yuri. After talking to all of them (you actually only need to talk to Lutas), try to leave the cemetery. All of them will leave so you can walk up to the graves and talk to Sierra who will thank you for being Sybil's friend.

Your next stop should be Myra's House, where you will have to go into Meia's head and face yet another dungeon wanna be. This next section should not be very long.

(\*Note: now that you have in your position the Power Glove, you can reach 6 chests that you couldn't before. I thought long and hard whether I should write

an exploration section just for that but then I remember that after Meia's Dream, Nava will give you the Spring Bean. I decided not to write an section now, and instead write a super exploration section after we get the Spring Bean.... and believe me when I tell you, the next exploration section will be the best one yet because after we obtain the Spring Bean, there will no longer be any obstacle that prevents us from getting any chest (we can't go yet into the Murgg's Woods, but that's o.k.\*).

(\*Note: now that you have the Power Glove you can get to King Snow's statue and claim the Legend Sword. You can do that if you've used the retry command after you die more than 16 times. I do not recommend you get the sword though, this sword is too powerful, killing some bosses in less than 5 slashes. It will make the game too easy. I should note that, unlike everything else in this guide, I did not discovered the requirements to get the Legend Sword on my own. I had gotten it before in some of my games, but I didn't know why I could get it some times and why I coulnd't other times. Eventually I read the why in a Spanish video game magazine around 6 years ago.\*)

-----[DG14]  
Dungeon #14: Meia's Dream

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Meia's Dream Overview

Not a real dungeon since it has no enemies and no boss. It does have, however, a Gilded Falcon and a Life Vessel. There are also some puzzles (6 in total) that need to be solved. They are not very hard but can be a little annoying. This place is very important for story purposes though so pay attention.

Items: Life Vessel x 1 Gilded Falcon x 1

Monsters: None  
No Boss Battle

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The layout of this dungeon is very simple, it is composed of a very big square with 7 doors in the northern wall. When you go inside you will have to play tag with the child version of Meia, and every time you find her she will open one of the doors to the north (in order from left to right skipping the middle door). Instead of talking a lot about something so simple, I will simple tell you where Meia is hiding each time and then I will tell you what you need to do in each of the six puzzle rooms you will go into. Got it? Good. It's not that I'm lazy or anything, I really want this guide to be the best Alundra guide ever (read the author's notes), but I feel that doing what I'll do is the best course of action here.

About the hiding places, I will use as landmarks the place where you initially appear after entering Meia's head, the save teleporter on the south east corner of the room, all four cardinal corners (SW, SE, NW, NE), the seven doors on the north wall, the two moving platforms on the south west corner, and the floating platfrom roughly in the middle of the room. Now, first of all, let us collect the two treasures. The Gilded Falcon is right besides the save transporter, and the Life Vessel is west (and a little bit to the south) of the floating platform in the middle of the map. Now, Meia's hiding places are the following:

- 1st time = south east of the floating platform. Stand on this platform and head east, follow this trail until you get to her.
- 2nd time = directly west of the platform in the middle of the room. There is nothing else to be said about her position this time.
- 3rd time = near the north west corner of the room. A little to the south of the

first puzzle door that was opened.

4th time = near the place where you first appear on this dream. Across the trees west of the save portal.

5th time = in the south west corner of the room. Near the two moving platforms.

6th time = south of the second to last unopened door, this door is the one further to the east. You cannot get to the door without getting to Meia first.

And this is what you need to do to solve the puzzle rooms:

1st Puzzle Room = extremely simple. Hit the lever on the left with a wepon (but not the bow) and quickly get on the elevator by the other lever. Hit the other lever to lower the platform on front of Meia's statue and go there. Hit the statue three times and stand where the statue used to be. After watching the event head out of the room and look for Meia again.

2nd Puzzle Room = extremely simple too. Use the cracked platforms to get to the cliff where the switch is. Activate this switch and then use the new cracked platforms to get to Meia's statue. Break it and watch the even, then head out and look for her again.

3rd Puzzle Room = harder than the ones that came before it. Once inside jump into the water and head west, and then north towards a torch. Grab this torch and throw it over the east wall and onto some thorny bushes behind the wall. Head back to the entrance of this room and jump towards the two torches to the north, grab one and return to the entrance of this room, from the entrance jump north west on to a small section with a wall. Now, throw this torch over the north wall and onto some more thorny bushes. Then return to the last torch. Grab the last torch and use it to burn the last thorny bush to the north, get there by using the two small moving platforms on your right. After burning the last bush, swim towards the Meia statue, smash it and watch the event, then head back out and look for her again.

4th Puzzle Room = extremely simple. Just step on all the switches on the room, and after you've pressed them all a barrel will fall from the sky, use it to get where the Meia statue is and watch the event. After you're done head back out and look for Meia again.

5th Puzzle Room = simple yet extremely annoying. Hit the levers at the correct time to ensure that at least 3 floating stones fall in such a way that allows you to get to the switches on the cliffs. Activate these switches and then go over to Meia's statue and do what you normally do. The only way to pass this room is to get a feeling for it, so just keep trying. When you are done head back out and find Meia for the last time.

6th Puzzle Room = extremely simple. Grab the barrel on the northern part of this room and throw it exactly east of the thorny bushes on the middle (do not throw the barrel in the water). After putting the barrel east of the bushes grab the torch and stand on the barrel, from there jump west and throw the torch in midair towards the bushes. If you did it correctly, they will burn. Now get to the statue, break it, and watch the event.

After coming out of the 6th puzzle room, head over to the last unopened door of this place, there will be Maia waiting for you. Talk to her and she'll force you to play a game of green light, red light. When you turns around just hide behind the rocks on your right, and advance on her position when she has her back to you. If she catches you you will have to do it over. When you get to her she'll talk a little and then she'll disappear, this will open the last door in here. Walk through this door to end this dungeon.

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lever to make two floating platforms appear, now use these platforms to get to the northern part of this room. Once there head south and out of here. On the beach again, simply go into the other cavern by the rock. In this cave head west first (towards the Pukus), kill them and follow that path until you get to a chest, open that chest to receive a Magic Elixir. After you have opened this chest, head back to the entrance and then north east. You'll see a pot, use the Spring Bean to get onto the high cliff and then exit this cave. Once outside, walk north and you'll be in the Fire Manor.

~~~~~[FRMN]  
Subsection: The Fire Manor

The Fire Manor consists of only two rooms, in each of those rooms you'll have to solve some simple puzzles. In the first room the first thing you should notice are the 6 unlit torches. Head north and examine the sign and read what it says. A fireball will appear and will move about this room bouncing on the walls. Your goal here is to light all the torches using this bouncing fireball. Do notice that you can hit the fireball with a weapon to change its trajectory; it's worth noticing that the fireball will gain speed after lighting each torch and by the time there's only one left, it'll be going pretty fast. After all the torches are lit, head north and into the second, and last, room of this place.

This room is very small, it has 4 torches around a square on the floor with some sort of markings, and to the north is a statue of a fire deity of some sort (I presume). This guy will test you twice to see if you're worthy of the flame. The first test is the same as last time, just hit the fireball in the direction of the 4 torches. Once all four torches are lit, this test will end. The second test is just as simple. A fireball will stand on the square with the markings, when you touch this fireball, it'll move over to another section of this square. All you need to do here is quickly follow the fireball around the small square walking only over the sections the fireball flew over. After you have chased the fireball around for a while (while following it rigorously) the trial will end. If you did it correctly a chest will appear by the statue (if you didn't do it correctly, just go out of this room and come back in to try again). This chest has the Fire Wand.

The Fire Wand is just as strong as the Sword, and its charged attack hits just as hard. The benefit to the Fire Wand is that you can hit your enemies much quicker since the flame stays on the ground for a split second, and it'll damage enemies that come in contact with it. The biggest benefit of the Fire Wand, in my humble opinion, is that its attacks cannot be blocked. No longer will shields be of any use to your enemies. A good weapon overall (though it does get outclassed in the damage department later).

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After obtaining the Fire Wand head out of the Fire Manor, once in front of it, walk to the back of it. To get there use the Fire Wand to burn the thorny bush in your way (you can now burn all the thorny bushes.... ever). The chest behind the Fire Manor has a Strength Elixir. After getting this item, jump down the cliff the manor is on and head west. Cross the bridge and when you get to the thorny bush, burn it to ashes and head north. Keep walking north until you see another big stone with writing on it. Go there and throw it out of your way to reveal a cave. Go into this cave.

Once inside you'll notice the chest to your left and the thorny bushes to your right. That chest is not an actual chest, it is a Fake Chest monster so kill it if you want. When you are ready burn the bushes and go down the stairs on the north east corner of this room. You will reach a really big, and tall, room with many small platforms and a lot of chests. Most of these chests are Fake

Chests, but some are real. As soon as you enter jump all the way down to the bottom level. In there you'll see a chest sitting on a circle drawn on the floor. Open that chest to find a Life Vessel. Walk a little east of this chest and you'll see another chest, open it to find a Magic Elixir. Next, jump on the cliff closest to the south west corner of this room and open that chest to find an Herb. Jump down and head to the south west corner, you'll see a chest on a cliff. Climb this cliff (with the help of Spring Beans) and open it to find a Gilded Falcon. You have now collected all the treasures in this room so head back out.

Once out of the cave, walk a little east and use the stone columns to get on the cliff right of the cave. Once there head north until you see another stone with writing on it. Throw this stone out of your way and head east through the trail behind it (do not fall from these cliffs or you'll have to climb all the way again). In time you'll see three chests, open them to find (from left to right): 30 Guilders, Strength Elixir, and 30 Guilders (if you head north east from the position of these chests, you'll get to the stone door blocking our way into the Murgg's Woods. Keep this in mind because we'll return there later on the game). From these chests head all the way to the bridge east of the Fire Manor. After crossing the bridge (that is, you are standing on the right side of the river), head north all the way until you see a thorny bush. Burn this bush with the Fire Wand and jump your way north to a chest between two stone columns. This chest contains the Water Book, your first level 2 spell. Now, from the chest with the Water Book, head south west and look for a hidden passage through the trees. Walk through this passage (it's now hard to find), and open the chest beyond it, this chest contains a Gilded Falcon. Now, head to King Snow's statue.

Once you get to the King Snow's statue, walk a little to the east and you'll see a chest on the north east corner of this room. Burn the thorny bush that stands in your way and open the chest to find a Life Vessel. No go to the destroyed Olen's house; north of the house up on the cliff is a cave. Go inside and you'll see a chest on top of the highest cliff. Use the Spring Bean to get to that chest, which contains a Gilded Falcon. From Olen's House go into Cepha's House by the cemetery. Once inside Cepha's House go down to the basement. There you will see 8 coffins with torches on them. Light the torches in this order to obtain a chest: north west, south east, south west, middle south, middle north, north east. After the chest falls, open it to get Nava's Charm (in case you're wondering, I figured the order my first time by trial and error. It took me a while since there are  $6! = 720$  combinations to try. I did not know at that time that Cepha will eventually tell you the right order near the end of the game....). Anyways, from Cepha's House head east towards the Water Mill.

When you get to the Water Mill, walk inside and you'll notice that, since it is working again, the gates that used to block your way to the chests are now gone. Open these chests to find, from left to right: 30 Guilders, Gilded Falcon, and Strength Tonic. After collecting your treasures walk out of the Water Mill. Head north west from it until you see a cave. Directly west of this cave is a pot, plant a Spring Bean to get to the cliff by the pot. Once on the cliff, burn the thorny bush and proceed west. Follow this very simple path (you'll go into a cave and everything), and at the very end of it (after coming out of that cave I mentioned just now) you'll see a chest. Open this chest to receive a Life Vessel. Now, drop down and walk over to the entrance of Magyscar (but do not go in there, I'm just using it as a reference point).

From the entrance to Magyscar head east and change the screen. You should now be by an Evil Tree (and a wooden bridge to the north). South of that bridge will be a thorny bush, burn it and walk east through the hidden path. Follow this trail through the trees (you can't even see yourself at this point) and



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|           |           |           | chest, and the log row of '|' is a
|           |-----|           | stone table that sits exactly on
|           |           |           | that position on the game. This
|           |           |           | if what you need to do to get to
|           |           |           | the chest with the Ice Wand
|           |           |           | inside: p6 west, p5 north, p3 east
|           |           |           | p3 south, p2 east, p1 east, p6
|           |           |           | east, p6 north, p1 south, p5 east.
|           |           |           | After pushing the pillars in the
|           |           |           | way I indicated, jump on the stone
|           |           |           | table and from there onto the ice
|           |           |           | columns that are forming a make
|           |           |           | shift bridge of sorts. Some of the
|           |           |           | jumps are a little difficult, but
|           |           |           | all of them can be made. Jump your
|-----|-----|-----| way to the chest and open it to
get the Ice Want (this room is simmetrical in the left-right sense too, so what
I said the last time applies here as well).

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The Ice Wand behaves exactly like the Fire Wand. They cause the same damage, in the same time, in the same way. The only difference I can think of (besides the obvious elemental one), is that the charged ice attack will stay on the ground longer, potentially damaging enemies more). The Ice Wand is useful to put out torches, and to freeze certain fiery columns you encountered a good while ago (and will encounter again later on). Just like the Fire Wand, the Ice Wand will be outclassed in the damage department later on the game (I mean, a single hit with the Holy Sword is stronger than a single hit with the charged attack of either wand). Once you have the wand, head out of the Ice Manor.

(\*Note: now that you are hanging around this place, it might be a good idea to go east into the Inspiration Point (next screen east from here) and destroy the stone head there, if you haven't already done so, that is. The stone heads will take 15 hits with any weapon to be destroyed. If you haven't done it, do it now.... you'll thank me later\*).

It's time to go to the outskirts of Tarn's Manor. Near the south west corner of the screen with Tarn's Manor (west of the bridge that leads to Lurvy's Store), you'll find a stone block. Destroy it with the Iron Flail and proceed north. Very soon (a little north east of the block you destroyed) you'll see a brown pot. Use the Spring Bean and use it to get on top of the cliff east of this pot. Walk east on this cliff and you'll encounter a gap and a thorny bush, jump over the gap and burn the bush and you'll get to a chest. Open this chest to find your third Magic Seed. Now return to the pot with the Spring Bean, this time head west onto the other cliff. You'll come across a chest, open it to find a Gilded Falcon. Head south from this chest and you'll find three chests together; all three of these chests have Herbs inside (how disappointing). From this chests head south some more and you'll get to a chest on a cliff. Open this one to obtain a Life Vessel (how cool). Now head over to Lurvy's Store.

In front of Lurvy's Store you'll see a well. Jump inside and move east as you fall; you will land by a thorny bush, burn it and proceed east to find yet another chest. This one has a Gilded Falcon inside, open it and then head out of the well. Once out head into the Desert of Despair. I don't know if you remember but now you must go to the room where you found the Sluice Key so long ago. If you do not remember, this cave is on the north west corner of the screen just before you get to Nirude's Lair (from Lurvy's Store, if you jump into the megalith portal and use the portal that lies on Nirude's domains, it will be the the screen directly south of Nirude's portal). Once inside that room (remember, the one with the tall wooden structure where you must make a



Assuming you made it all the way to the solid ground by the whirlpool, walk north from the whirlpool and you'll see a lever on the wall. Hit this lever and the waterfall to the left of the lever will become a staircase of sorts; jump into the water and go up these watery stairs. Keep heading north until you see a group of stone circles on the water. North east of these circles will be an entrance, go there now. Once inside you'll be in a room full of deep water, a lot of steel balls of various sizes, and some more stone circles for you to stand on. In here, jump into the water and swim to the north east corner of the room, while making sure not to run into any of the steel balls around. On the north east corner you'll find a chest, open this chest to receive an Herb. Once you have the Herb, head back out to the group of circular stone in the previous room.

Once there jump onto these stone and wait for a log to pass by. When it does, jump on it and ride it west. As soon as you see a chest standing by a wooden box, jump there and open that chest. Inside you'll find another Herb, now jump into the water and head south. You will be in a narrow corridor full of water (but the water is shallow, so you can walk on it). When you get to the first split on the road, take the left path; and when you get to the second split, take the right path. Follow this path until you get to a waterfall. Stay near the waterfall and wait for a floating platform to get near you, and when it does, jump on it (you can actually stand right on the edge of the waterfall, if you don't move, you won't fall). This platform will take you towards an exit on the southern section of this room. When you get there head south and out of this room.

If you've been following this guide, you just came out of a waterfall. You are on top of a high cliff so jump all the way down and then walk south. You'll get to a small square full of enemies you've never met before. These Fake Stones are very easy, and can't take much punishment before being destroyed. It does not matter if you kill them or not, but head south when you're done. South of the Fake Stones you'll find yourself in deep water again so swim your way east and to solid ground. Once on solid ground (notice the chest on the very high cliff) walk west along the road that hugs the southern wall of this room. Follow this road and you'll eventually walk by the place where you fought (or didn't fight) the Fake Stone, the difference this time is that you are standing on the solid ground above them. Head north and you'll see a lever, hit this lever to open a gate directly east of the lever. Walk to this gate and go inside.

In this room you'll fight your first group of Nirude Followers (the small guys with the sickles). At any rate, the only thing you need to accomplish here is to get to the north east corner of the room all the way up the high cliff. Be mindful not to break a certain wooden box that allows you to keep going up the cliff (this box is right before the second jump across the water canal that travels along the middle of this screen. If I were you I wouldn't break any wooden box on this room just to be safe). Once you've gotten to the very top by using the logs to jump across the water (wait for the logs before you make the jump), you'll see an entrance. Notice, however, how you need to walk behind a waterfall to get to that entrance. There is a secret entrance behind the waterfall, thus once Alundra is behind the waterfall, walk north to get to the secret entrance. Inside awaits a very small room with a chest on a high cliff and a rock nearby. Move the rock near the chest and use it as a stepping stone to get to the chest. Open the chest to receive a Wonder Essence. Once that is done, exit the secret room and head east of the waterfall to the next entrance. As soon as you enter you will be attacked by 4 Nirude Followers; as you fight them notice the working engine inside this room. Now, after you've killed the Nirude Followers, walk over the engine and destroy it. After you've blasted it, you'll notice that some of the water stop flowing (and you'll get a message too). After you've destroyed the engine, jump into the big hole behind it (there's water going down this hole too). You will land on top of the chest you

saw on the very high cliff a while ago. Open it to find a Gilded Falcon. Then jump down onto the solid ground, walk west and then head north and back to the room with the several steel balls (the one with the Herb on the north east corner).

Once back to the room with the numerous steel balls and the Herb on the north east corner (this room is directly north of the waterfall that became a set of stairs), you'll notice that the water has been drained. Now, walk north and out of this room. In the next room, all you need to do is head north up the stairs (know that there are steel balls on top of the stairs and they will fall and roll down the stairs when you get near them). Keep walking north and jump into the water when you get there. Once in the water swim north and out of this room (and out of the dungeon as well).

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Once out you'll notice that you are on the outskirts of Nirude's Lair (but in an area you couldn't access before). Get out of the water and head east, go up the stairs towards a single boulder that is standing on top of another boulder; touch this boulder and it'll fall on top of the other one, destroying them both in the process. Now you have access to the megalith portal in front of Nirude's Lair and everything. At any rate, north east of the boulder you pushed down, there will be an entrance on what appears to be a foot (by now we know it's a foot). Go into this door and get ready to tackle dungeon #15.

(\*Note: if for whatever reason you haven't destroyed the three stone heads that are scattered around Nirude's Lair, then the doors will be locked. If you have been following this guide they should be destroyed by now, but in case that you didn't do it, these statues are: near the door carved on Nirude's left foot, on the north east corner of this screen --you need the Spring Bean to get to there--, and on the Inspiration Point -- that is, on the north west corner of this screen, the only way to access this place is by traveling east from Torla Mountain--. The doors on Nirude's feet will open after all three stones heads are shattered.... you need to hit each head 15 times to completely destroy it\*).

-----[DG16]  
Dungeon #16: Nirude's Lair

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Nirude's Lair Overview

This place is not as bad as I remembered. Why do I say that? well, the first time I played through Alundra, I got stuck here for days. I could not figure out how to beat this place and I hated it so much (I still blame the language barrier). Now that I've gone through it again (for the 5th time or so), I've notice that it's not that bad.... in fact, it's kind of fun. Maybe it's just me but I have a blast destroying the stone heads. Here's the summary:

Items:        30 Gilders            x 2    Herb                            x 4    Strength Elixyr    x 1  
              Life Vessel            x 1    \*Gilded Falcon    x 1    Earth Book        (unique)  
              Aqua Cape        (unique)    Topaz Crest (unique)

Monsters:   Nirude Follower    - (3 HP)    Bug Bag    - (12 HP)  
              Boss Battle Nirude - (HP damage not applicable)

\* There is a Gilded Falcon in here, but if you have been following this guide, then you should already have it. I did mention where to find it again on this section though.

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Right after entering Nirude's Lair, you will be greeted by two Nirude Followers, who will try to scare you away and stuff. Head east through a passage and you'll go in a very small room with a single statue and a chest. Open this chest to find an Herb, and then head back to the first room. Back to that room, notice the statues sitting in front of the stairs on the north west corner of the room. Push the middle statue in either direction and walk through the small opening and towards the stairs and go up. You will enter another small room where a Nirude Follower will activate a trap, at which point nine Bug Bags will fall from the sky near your position (one of them will actually fall on you). Kill them all and a stone head will fall down into this room too. This stone head is different in that it attacks (unlike all the others you've met thus far). Its attack consists of releasing two homing fireballs (not difficult to dodge at all). Destroy it (or not), and use what remains of it to get to the stairs and the north east corner of this room, and go up these stairs.

This next room is interesting (but marginally annoying). You will notice the big hole in the middle is this room. Also notice the cracked floating platforms, the moving floating platforms and the steel balls near it. At any rate, grab the barrel standing in front of the entrance and, while carrying it, jump onto the moving platform by the steel ball. Dodge the steel balls (do not get hit, or you'll lose the barrel) and when the platform gets to its northernmost point, throw the barrel you are carrying onto the high stone section you will see. Once you've done this, ride the platform back to the entrance of this room. From there just west stepping on one cracked platform towards the other barrel. Pick up this barrel and carry it north over another gap. After jumping the gap you'll get to a high section of this room you can't get to. Use the barrel to get there and then head east. You'll see the barrel you threw a while ago, grab it and use it to get to the door on the north east corner of the room.

As soon as you enter the next room, some Nirude Followers will confront you and one of them will hit a lever. This will cause several Bug Bags to appear near your position and attack you. As luck would have it (or because this trap is actually infalible) these Bug Bags will constantly appear forever. No matter how many you kill, there will always be more on their way, this means that the answer is not to fight them to the death, but instead to flee. After the Nirude Follower activated the lever and you are attacked, make sure (I'm serious) that you kill at least one of the Bug Bags (feel free to kill more of them). After you've killed at least one, go out of these room, and then come back in. The same Nirude Follower will try to activate the trap again, but this time it will hit the other lever, which results in a set of stairs appearing, instead of the Bug Bags attacking. Seeing this, the Nirude Followers will flee for their lives (if you didn't kill at least one Bug Bag the first time you came in to this room, the Nirude Follower would have activated the trap lever again). At any rate, go up the stairs and notice the locked door to the south, you can't open it yet, but remember its here. Now head east and out of this room.

This next room is very simple. You are on a corridor in the form of a sideways 'U' with a floating platform floating over a section of spikes, and a big wall blocking your way to the exit of this room on the south west corner of the room (you start in the north west corner). O.k. when you step on the switch by the spikes, a barrel will fall down on the spikes and break. To preserve the barrel, time the press of the switch so that the barrel lands on the platform and not on the spikes. After doing this, jump onto the platform and grab the barrel. Ride this platform to the east wall and then use the barrel when you get to the high wall so you can jump on top of it then go down the stairs. You will enter a room with five sitting statues and some switches; also notice the big square stone blocking your exit. To solve this room, push west the statue closest to the entrance, and the statue furthest to the north. All the other statues must be pushed east. After you've done this, step on the last switch to



clear your way. Go to the north east corner and down the stairs.

You are now on top of a high stone structure; there are also two chests west of your position across a small gap (you've been in this room already. I don't know if you remember but, if you've been following this guide, this room is the first Nirude's Lair room you entered on the entire game. The Gilded Falcon of this dungeon is two rooms west of this room. But we already collected it a long time ago). At any rate, before jumping west towards the chests, go and step on the very narrow section directly south of the stairs where you appeared. By stepping there, a ladder will suddenly materialize out of thin air, this ladder may prove useful if you fall down, but it's totally useless otherwise. After doing this jump towards the chests and open them. They contain an Herb and a key. With the key in hand, head back to the locked door in the room with the two levers (I told you to remember that room). Once there head towards the door, open it, and exit.

Back again on the outskirts of Nirude's Lair, head north towards another door but do not go inside yet, instead head west along a narrow cliff. Follow this trail until you see two chests. Go over to these chests and open them to find 30 Gilder on each. From there head to the door I told you not to go in, this time do go in. As soon as you enter you will be greeted by another Nirude Follower, and unsurprisingly, it will activate another trap. This one consists of a stone head high on a cliff that fires fireballs that travel along a set path (a path you will have to walk through, of course). At any rate, as soon as you're in control again, head directly north of the entrance and into the save teleporter. Save, replenish your health and MP and then return to the dungeon.

Back into the dungeon, you'll notice that you are right inbetween of two high stone cliffs, and that in front of each of these cliffs, there is a statue. First, go over to the west statue and push it east, you'll see the ladder behind it is broken so you can't climb it. Now go over to the east statue and push it out of the way, behind it you'll notice a ladder. Go up these ladder and walk west (careful with the fireballs). As soon as you get to the second ladder, do not go up it, instead drop down onto the small section directly south of it. Walk south on this narrow section and towards the other statue. Use this statue to jump on the cliff on the left side of the screen, and from there head north and up this cliff. At the top you'll see a lever, hit it and the gate by the stone head will disappear. Now, jump down and follow the simple trail to the stone head (while dodging the fireballs, of course). Feel free to destroy it, and when you are done go up the ladder by it and out of this room.

On the next room you'll notice the many white pillars that are standing on the edge of a hole. The pillar right in the middle of this pillar formation can be pushed down into the hole (if you look carefully, you'll notice that the ground near it is torn). After pushing the pillar into the hole, follow on its steps and jump in yourself. You'll land on a small piece of ground by a statue. Push this statue out of the way and a doorway will be revealed. Walk inside and you will be standing in front of two statues, some switches, and a sign. Push both statues in the same direction (either both left, or both right) and then step on the last switch. Stay on it until you hear the bell letting you know that you have solved this small puzzle, then head either east or west (doesn't matter, they both lead to the same room) and down the stairs.

You'll be in room with an engine locked behind two gates and in front of each of these gates there will be a switch. When you step on one of these switches, the gate near the other switch will open, effectively preventing you from simply opening the gates and walking inside. You may spend hours trying to open one gate and quickly running towards it trying to get in (I know I did my first playthrough), but that task is impossible to accomplish. Instead, all you need to do is activate the switches in a certain patters. This patter is the

following: left, right, left, left, right, right (notice that the pattern: right, left, right, right, left, left should also work). After activating the levers in that order, the engine will start and you will be done in here (and yes, those levers by the engine are totally useless). Now, go back to the room with the white pillars (from where you jumped down) and this time head west and out of that room.

This next room is full of spikes, but there are some floating platforms that you can use to get around without having to take damage. As soon as you enter head north towards a doorway, and once you get there head east until you get to a lever. Now, use the lever to move the next platform, and keep doing this until you get to a doorway on the far east side of this room (there is a chest directly south of this doorway, it contains an Herb and can be gotten by using the levers to get to where it is, quickly opening it, and quickly getting on the platform before it returns). At any rate, after walking into the doorway, head east until you get to an idle stone head, and from there jump down and out of this small room. On the next room you will be attacked by some Nirude Followers. Kill them all and a chest will appear by the entrance. Open this chest to find a key, and after obtaining it head north and out of this room.

Back on the room with the stone head overlooking the small spike pit, you'll notice that this stone head has been activated and that it is attacking you now. It attacks by firing fireballs or by launching mortar like steel balls. It may be a little tricky to destroy this guy, but you should be able to handle it by now with no problems. After destroying it head back to the room with all the spikes; and once there, go all the way to doorway on the north west corner of the room. Once inside head west and then south (careful with the steel balls). On the southern section of this room you'll see a statue that needs to be pushed out of the way, so do it (once again, careful with the steel balls). Once you've done this, head south and into a small room.

Once inside head south, and after walking a little a Nirude Follower will appear and close a gate, blocking your progress. You have a key, so open this gate and proceed south. After crossing the now open gate, the same guy who closed it just now will do it again, effectively trapping you inside. You are now on a very small section of the room together with five small squares that appear to be on some sort of rails. At this point you need to push this squares in the south direction, but you need to do it in a certain order. This order is very simple, actually. All you need to do is start with the square directly south of the sign on this small room, and then work your way left. Immediately after you've done this, boulders will start to rain down on this room. Luckily for you, some of these boulders landed on the locked gate, destroying it in the process. You are now free to exit this room, so head back to the save transporter. I recommend saving now, but you don't have to. From the save teleporter, head south and outside to where the sun is shining.

As soon as you exit, some boulders will come rolling down the stairs heading your way. Alundra will dodge them himself so don't worry. After the boulders are gone, head west up the stairs until you get to Nirude's hand. Jump over the arm and head west some more until you see a chest. Open this chest to find the Book of Earth (!!). Now, head back to where the boulders rolled down, and go up the stairs again but this time keep going up until you see a door that you will need to go into. On this next room you will be attacked by five stone heads. These stone heads shoot fireballs that will travel on straight lines, but will turn either left or right once, trying to get you. You do not need to destroy these stone heads, but I do it anyways. Once you are done here, head east and to the next room.

On the next room head south and push the statue out of the way, then head north and push the other statue out of the way. Lastly, head west and push the statue

by the hole out of the way; and after you've done this, jump down into the hole and get ready to duke it out against seven special stone heads. You will land in a somewhat spacious room, and soon after your arrival, seven stone heads will appear and start their attack. Six of the seven heads will attack by shooting those fireballs that will change direction only once, but the last one (the one right in the middle of them) will shoot a super powerful beam of death that will inflict an incredible 11 HP of damage. Basically, whatever you do, do not get hit by that beam. To top it all off, you need to destroy these statues in certain order.... what I mean is that only one of the seven will be vulnerable at any given time. So, if we count them from left to right, the one furthest to the west will be number 1, and the last one to the east is number 7 (and the one that shoots the powerful beam is number 4). So anyways, the order of vulnerability is 6, 3, 2, 1, 5, 7, 4. After destroying them all, a chest will fall from the sky, open it to find a key. An elevator will appear, so ride it out of this hole.

Once you're out of the hole, head west and into the room where you were attacked by the 5 stone heads and from there head south and back outside. Once outside, walk west towards the locked door on the wall; open this door and go in. As soon as you enter, a Nirude Follower will activate another trap, this one will make a spiked platform to descent on your position. All you need to do in this room is quickly walk north and then west away from the spike platform. After the spiked platform has descended enough, jump on top of it and as fast as you can, head over to the north east corner of the room, where you will need to step on a switch to open the gate directly south of it. After you've done this, go through the now open doorway.

As soon as you enter this room, you'll see four statues just sitting there. Walk over to the lower left statue and push it west to reveal a chest, this chest contains a Strength Elixir. Now, walk over to the upper right statue and push it west. Underneath it you'll see a switch, activate it and a stair case will appear north east of the group of statues. At this point go up the stairs that just appeared. On the next room head south and then go west up the stairs. Now use the small bridge and walk into the big square in the middle of the room. After crossing the bridge, you will be attacked by some more of Nirude's Followers. Kill them all (not a hard thing to do) and a statue will appear near the north west corner of the section you are on. Walk over to this statue and examine it to have your health replenished. Also, after examining the statue two chests will appear. These chests contain a Life Vessel and an Herb (the Herb might now be worth getting). After you're done head to the south east corner of the room and up to the stairs to meet Nirude, and to have a friendly trial against him (if you fall down, just go back and in again to reset this room).

After meeting Nirude, he will test you with a very simple trial that you must overcome. This trial is kind of the boss battle of this place, so....

!! [ BB11]  
Boss Battle: Nirude (HP damage not applicable)

This is not really a boss battle seeing that you don't even need to attack the good Nirude. But anyways, due to its unique nature, I decided that it deserved its own section. Nirude will transport you to a special space, as soon as you appear there, run north and meet him. At this point Nirude will start to move south, trying to run into you. As he moves, the narrow bridge you're on will shatter but you can't fall off it so don't worry. If Nirude touches you, you will suffer 5 HP of damage (which is not much, really). As to how to beat him, well.... when you get the chance, run like hell south. As you run, stones will fall on the bridge slowing you down. Jump over or dodge the small stones and break the big ones. After doing this for a while, Nirude will have taken enough

damage by having stones fall on him (and by destroying a stone bridge with his chest....that can't be good for your health) that he will stop and this trial will be won.

!!

After the fight Nirude will talk some more when all of the sudden he is interrupted by Zorgia (you will get to know him well). After talking a little, Zorgian will deal a fatal blow to Nirude and then leave. Before vanishing into nothigness Nirude will ask his followers to aid you and then he's gone. Now walk north and onto the transporter. You will be on the outskirts of Nirude's Lair again, and Alundra will walk to a chest an open it to find the Topaz Crest. After that, Miming will talk to Alundra and will give him the Aqua Cape and then he'll leave. Finally, one of Nirude's Follower will apologize for trying to kill you like a hundred times and will give you 50 Gilder. With this, Nirude's Lair is over.

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At this point, the next stop for story purposes is Inoa. But before we do that, it's time to go into an optional (and short) dungeon. I recommend going there becuase at the end you'll reveice a new and powerful weapon. To get there, head over to King Snow's statue and stand directly north of it. From there head west and as you cross the first bridge you come across, head south and into the water. Swim south a little and go into the small whirlpool. This whirlpool will take you to another section of this river where you will see another, much bigger whirlpool. Go into this whirlpool and you'll be taken to the optional dungeon I was talking about just now.

~~~~~[DGEX]

Optional Dungeon: Fairy Pond

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Fairy Pond Overview

The Fairy Pond is a very short dungeon with few enemies (the lizards will make another appearance, but you're carrying the magic wands now so they should pose no threat anymore). This place is very short so I'll keep my explanations short too. Summary:

Items: Herb x 4 Life Vessel x 1 Fiend Blade (unique)

Monsters: Lizard - (12 HP)  
No Boss Battle

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All right, from the teleporter you appear on, head north and jump into the deep water when you get to it. Swim north a little and go up the stairs, once on firm ground jump across the small gaps east, then walk a little north and jump the rest of the gaps west. Then head north until you get to the wall, and from the wall head east. Following this path you will get to a place where the road splits into three different ways. To the north you'll have some stairs, and to the south you will have two different path; you should head south through either path. Both of these paths will take you to a small pool with deep water, go into the water and stand on the teleporter south east of the moving steel balls to be taken to a whole new room.

On this room you will be standing at the very top of a very high cliff. The first thing you should do is jump south all the way down to the bottom of this room. At the very bottom of the room you'll see a switch. Activate this switch and you'll receive a message telling you that you've heard the noise of some boulders moving. Now jump your way to the top where the transporter is, and as

you climb, open the treasures you'll find. There are only two and n then you'll find (from the botom up: Life Vessel and a Herb). Once you get to the top (you can destroy the chains holding the steel balls, but there's really no point to doing it) get on the transporter and return to the room with the two transporterts by the steel spikes.

From the transporter you just came out of head north all the way to where the road splits (there is no need to go into the other transporter). Once there take the south east path; follow that path until you get to the cliff that overlooks the deep water you were in just now. From there head south east through the seemingly solid wall until you get to a transporter. Once you get there, step on it to be taken to a new section of this dungeon. After being teleported, you'll be underwater once more. From the transporter head east (careful not to fall down) until you get to a big boulder right on the edge of the stone bridge. Push this boulder east and it'll fall on top of another one, both will be destroyed upon contact.

After pushing the boulder jump north towards a small, square platform (use your shadow to judge when your over it). From that square platform jump south east towards the next one, and from there jump south again towards two square stones together. From those two jump south yet again towards a stone square you can't see, but you'll see it once you get close to it. From it jump east once, and then north towards the chest on the ledge. Open this chest to find another Herb. Now, get back on the stone square and jump south twice, then jump east twice, then south twice more to get to the teleporter on the cliff on the south section of this room. Step into the transporter to be taken somewhere else (if you fall at any point while jumping, you'll land in a room just as big as the one you were in just now. In that room there are no chests and all you need to do is to find an exit that will take you up again. The exit may be a transporter that will make you appear by the two steel balls in the first room of the dungeon, or you might have to ride a bubble all the way up. These bubbles appear after you've gotten some vases out of the way. You can't ride all bubbles, only the big ones. I recommend not falling down at all and not dealing with this.... it's just easier that way).

O.k. after stepping on the teleporter on the southermost section of the room with all the jumps you will appear in a room with air once again. Head south from the teleporter and jump down the waterfall. Once down kill the Lizards and then head east until you see another teleporter, step on it to be taken under water again. From where you appear, jump west twice and then jump south onto a stone column. From there you'll see a chest to your left, jump there and open it to find an Herb. Return to the last platform and then jump south once, and then south west to get to another chest (the second jump is a kind of a jump of faith, but believe me when I tell you that you'll get to another platform with a chest on it. Open that chest to receive another Herb, and after acquiring it jump north until you get to the two stone columns directly west of the teleporter you used to get here.

From there jump north west onto the small section with the big hole (from where the big bubbles are coming from). From that small section, jump east over the spikes (use the bubbles) until you get to another teleporter, go inside to be taken to a small corridor full of water. Swim north past the steel balls and into the cave at the end. As soon as you enter an event will take place where you will meet Stenia. She will talk for a while until she is interrupted by Melzas (apparently, he doesn't show up, just causes the cave to start to fall apart). After this happens, a chest will fall in the room amd Stenia will leave the small room. Open the chest to receive the Fiend Blade (very strong weapon). And then leave this place.

As soon as you exit the cave its entrance will be blocked by some boulders.

Swim south and into the teleporter there. From where you appear jump north west and onto another teleporter which will take you to a familiar place (west of this teleporter is another chest that contains an Herb, you decide whether to get it or not). After being transported jump down the waterfall and then walk west and into the other teleporter. You will appear in the room with the huge hole in the middle, the quickest way to the exit here is to jump onto the square north west, then jump north past the second stone square and into the hole. You'll fall down near a teleporter, use it to appear by the two teleporters near the steel balls in the first room of the dungeon. From there head to the exit teleporter and out of here. And with this I end this section.

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Once out, you'll notice that the whirlpool will disappear, meaning that you can not ever go back to the Fairy Pond (not that you'd want to). Head over to Inoa now. Once in Inoa go to Lutas' House and talk to him. After talking to Lutas head out and you'll be intercepted by Meia. She'll suggest you go over to the Sanctuary to destroy Melza's statue there. Go to the Sanctuary and talk to Ronan. After the confrontation with him (purely verbal, not a fight) go back to Inoa and into Jess' Hosue. Talk to Jess if you want (you never know....) and then go up to your room and into your bed (might want to save). As soon as you 'walk' into your bed, the game will take over.

Next morning you're woken up by Meia with some awful news, Jess is death (!!!!) Next thing you know you are in the cemetery standing over the fallen Jess and everybody is gathered around (notice Giles standing behind Ronan...) The burial is next, everybody pays their respects and leaves, Ronan is the last one to go (...) and then you're all alone. After the burial you'll be in Jess' House (which I guess is now Alundra's House). Septimus will give you Jess' last gift, a small key. This key will open the blue chest inside the house. Open the chest to find two things: Jess' Diary, and the Broken Armor. After receiving these items, Aludra will reminiscer about Jess and then the next thing you know you are sleeping in your room.

The morning will come and Alundra will wake up. For the first time and after somebody dies, you won't wake up to the sound of Jess working on a new tool for you (...) Save and go out of the house. As soon as you exit the house, Gustav will intercept you and ask you to please save Elene, who has fallen to the nightmares. At this point the next stop for story purpose is Gustav's House, but before we go there we need to make a pit stop. With the Broken Armos in your posetion, head over to Lurvy's Store and talk to him. He'll fix the Broken Armos, which will become the Ancient Armor (to get him to fix it for free all you have to down is climb the cliffs of despair and jump inside his house through the chimney). After you've gotten the Ancient Armor, it's time to go to Gustav's House and tackle the second to last nightmare-dungeon in the game.

Once in Gustav's house go up to the second floor and talk to the people there, when you're ready talk to Elene and Meia will ask you if you'll allow her to go into Elene's dream with you, say yes and then talk to Elene again. This time Septimus will ask you if you want to go into Elene's head, say yes and then the dungeon will start.

-----[DG17]  
Dungeon #17: Elene'Dream

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Elene's Dream Overview

Mmm.... Elene's Dream, a very interesting place indeed. This dungeon has it all: platforming, fighting, puzzles, items, backtracking, Meia, water, fire, ice, desert, a recurring boss, and a hell of a lot of herbs. A new monster

also makes an appearance here, which is a good thing. The puzzles are not that hard, and the battles are not that difficult, but the boss is slightly annoying (which is not the same as difficult). An enjoyable place overall I should say, and as I already mentioned, the penultimate dream dungeon.

Items: Herbs x 11 30 Gilders x 1 Strength Elixir x 1  
Life Vessel x 1 Gilded Falcon x 1

Monsters: Gragg - (9 HP) Sand Worm - (6 HP)  
Turtle - (15 HP) Tentacles - (36 HP)  
Boss Battle Hidden Eye - (135 HP each)

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O.k. you will appear in front of a teleporter but you won't be in control, Alundra will simply walk into the teleporter on his own. After that Meia will appear and follow you into the same teleporter. As soon as you are in control, you will find yourself in a platform with a teleporter and. From there you can take one of two different paths, one set of steps going up and the other going down (where some monster will be waiting for you). Disregard the steps going down for now and head up until you get to a platform with an arrow pointing south. From that platform follow the arrow and jump down, you will land by a switch (and to the left of the monsters I just mentioned). Activate the switch and head west back to the teleporter. You should really kill those new monsters so you get used to fighting them (36 HP each).

Once you've reached the teleporter, head up again, this time go all the way up until you get to four platforms grouped together, each one of them with an arrow on it (two pointing north and two pointing south). Some steel balls will come rolling down as you jump up there so be careful. I will refer to this exact location several times so remember it well. At any rate, once you're standing on one of those 4 platforms you should go and stand on the top left one, and follow the arrow (that is, walk north). You will fall down and land by a chest, open it to find a Strength Elixir. From the chest drop down to the narrow path to your right and as soon as you do that you'll see Meia walking into another teleporter far to the north west of your position. Once you're in control again head north and into the teleporter waiting for you there.

You'll appear in a small room together with two Tentacles monsters and a Soul Eater. Kill them (or not) and walk north to the switch on the platform. Activate the switch and then jump north and go into the sort of hidden teleporter behind the gargoyle statue. You will appear on top of the four platforms with arrows and Meia will appear and talk a little and go through another teleporter. When you can move Alundra again, head up through the steps to the north west until you get to another platform with a single arrow aiming north. Drop down from this platform (follow the arrow) and follow the path to the teleporter Meia just used.

You will appear in a big room with some lava pools, a locked door, two chests on high walls, and Meia standing in front of the locked door. There will be a small scene where Alundra jumps on top of Meia and uses her as a platform to reach the top of the left high wall (you'll be doing some more of this jumping on Meia's head later on) and activates the switch that opens the door. After that Meia will leave and you'll be in control again. From the switch walk south towards the chest and open it to find an herb. After you've gotten this herb (or not, you're probably full of them) walk to the north east corner of the room and use the small steps there to climb the right high wall. Walk to the chest and open it to find another herb. After you've opened these two chests follow Meia through the teleporter.

You will appear, yet again, on the four platforms with arrows in opposite

directions. Head up through the steps to the north west of your position, but this time go all the way up to the teleporter at the top (once again, careful with the rolling steel balls that will come your way as you jump up there). Go through it and you will appear in a long and narrow room. Meia will be there and she'll explain what needs to be done here. Once she's done talking, just time your jumps so that you land on the small platforms that will appear as she steps on the switches. There's a little jumping here but it's not difficult at all. Once you get to the end Alundra will activate the last switch on his own and Meia will leave. Follow her through the same teleporter.

Unsurprisingly enough, you'll appear on the four platforms with the arrows (now you know why I told you to remember this place, but don't worry, this is the last time). This time jump down following the arrows aiming south and you'll land by some Tentacles monsters. Fight or flee your way east through this very simple path until you get to a teleporter; needlessly to say, step on it to go advance.

From where you appear head west past some waterfalls until you get to a chest you can reach. Open it to find some more herbs, from there head back to the first waterfall and stand directly to the west of it. Now, this next part is slightly annoying but not difficult. If you are standing directly west of the first waterfall you will be able to walk north through an unseen path (blocked by the by pool of water). From this point on you can't see Alundra or the path he's walking on, but you can still move. Your goal here is to reach a lever far to the west but first you should get to, and open, three chests laying about. The first one you should have already seen, it's on a ledge directly east of the water pool; the second one you can sort of see it, it's by the first chest you opened in this room (it's half visible) but the only way to get to it is to walk through this unseen path; and the last one is to the far west, standing on a ledge north of the lever you're supposed to hit to advance. Except for the chest north of the lever, which contains a Gilded Falcon, all the other chests in this room contain herbs. Once you've gotten all the chests try to reach the lever and hit it, a block will move out of your way and you can continue your progress to the next teleporter behind the block that just moved (there is another "exit" out of the hidden path near the half visible chest, you don't need it but it's there).

After you're done with the rather tricky last room you will appear in the very first room of the dungeon (the one where Alundra simply walked into the teleporter). This time, however, you are standing on the high cliff on the southern part of the room and Meia will be near the teleporter walking back and forth (after she finishes talking, that is). All you need to do is use Meia as a moving platform (jump on her) and cross the chasm. Once you've crossed the gap climb the ladder next to the east wall of this room, and use the barrel to get to the switch. Activate the switch and two big blocks will raise on the sides of the teleporter; now, pick up the barrel and carry it to the west side of this room (use the recently raised blocks, don't fall all the way down to where Meia is). Once you're on the left side of the room throw the barrel by the platform with the chest, climb the ladder, and use the barrel to get to the chest. Open this chest to find a key, and now with the key drop all the way down and open the locked gate in front of the teleporter. There is a teleporter behind this gate, take it to be taken to the second section of this dungeon.

You will appear in a small, square, room with five teleporters, each blocked by a colored crystal. Meia will also be there and she will explain that since Elene suffer from split personality, she also has several nightmares that must be taken care of. Once you're in control again you will have to choose which section of the dungeon to tackle first. It doesn't matter which one you choose since they are all separated (they are not completely separated, but for this guide's sake, I'll treat them as if they were). You will still get to every



chest and do everything possible, it just might take longer because after you are done with each crystal you'll have to come back here and go from there). At the end of the first three crystals you chose you'll have to face the boss from this place. I won't put a description of the boss after each section, I'll just put it once at the end. At the end of the last crystal you chose you won't fight anything, instead you'll find the last of the personalities of Elene and then the dungeon will end. Do know this, though, at the end of the water crystal (blue crystal on the north west corner) and at the end of the desert crystal (yellow crystal on the south west corner) you will have to face not one, but two bosses at the same time. So if you don't like fighting I recommend you leave either the water or the desert crystals for last, that way you will only fight 4 Hidden Eyes (the boss) instead of 5. At any rate, when you are ready, hit the middle crystal when it's color matches the one you want to go through first. Both of them will break granting you access to the save teleporter (middle) and whichever one you chose. Save and then go into the teleporter of your choosing. Since I don't know which one you chose I'll do them separatedly. One last note, after each section you should really get back here and restore your health and magic.

Purple Crystal (ice, on the south east corner): you will appear on a room whose surface is covered with ice. That means that you will walk with difficulty and you will slide after you've stopped moving. I recommend simply jumping a lot, that way you have more control of Alundra's movements. At at rate, from the teleporter head north west and you'll see a chest, open it to find a Live Vessel (you should have 39 HP by now). Head back to the teleporter and head east towards another teleporter on the south east corner. Don't go in though, instead walk north from it and use the Iron Flail to smash the ice pillars that you will eventually find (4 of them). From the ice pillars you just smashed head north and you'll see another teleporter. South of this teleporter you'll see a rather big rectangular hole, walk over and jump inside this hole. You'll land on a small platform with narrow walls going in all directions. Do not fall from these walls (if you fo you'll have to get to one of those eye things on the floor which will take you to a teleporter, which will take you back to the room with the rectangular hole, through which you'll have to jump again so that you can try again). At any rate, your goal in this room is to activate five switches spread about. There's one on each corner and one roughly in the middle of the room. You are going to have to use the narrow walls and the ice pillars to reach all of theses switches.

From the location you landed in head west towards an ice pillar, push this ice pillar west and it'll fall on the ground below, now use the pillar to jump across the gap and reach the western wall, once ther walk north until you get to the switch on the north west corner. Trace your steps back to where the ice pillar used to be (don't fall). From there walk south on top of the wall until you get to a pair of ice pillars. Push one of them south and the other one east (you'll know which one to push in which direction since they can only be pushed in that direction). Using the pillars you just pushed jump onto the southern wall and get to the switch on the southwest corner of the room. Once you've done this get back to where the pillar you pushed east was and follow it. After you've jumped east once walk towards the south east corner of the room (do not fall), you will come across another ice pillar, you can either push it east so that it activates the switch or you can smash it and activate the switch yourself. Trace your steps back a little towards an ice pillar still on the wall, push this one north and follow it. Use to to get to the switch in the middle of the room. At this point you should have activated 4 of the 5 switches in the room. Trace your steps back to where you fist appeared in this room (by the teleporter. And don't fall, use the walls to get there). Once there smash the ice pillar you'll see and follow the path behind it all the way to the north east corner of the room. As soon as you activate this switch you'll hear a sound and you'll be done with all this

switches.

Now, from the last switch you pressed (the one on the north east corner), there will be a teleporter a little to the south of your position, now you should jump down and walk into this teleporter. You'll appear in a rather big room and Meia will be there trying to activate a switch, but she can't since it appears to be stuck. All you need to do is use the little column north east of Meia to jump on her head and with the combined weight of Alundra and Meia the switch will budge and activate. A pillar will raise off the ground and Meia will make a sarcastic comment. You are done here so go back through the teleporter. Once back to the room with the ice walk north of where you appeared and into the small eye thing on the floor, this will teleport you near another teleporter. Use this teleporter to get back to the first room of the ice crystal section.

From where you appeared you will see a rectangular hole west of your position by some ice columns (the hole closest to you). Jump into this hole. You will land once again in the room with the switches, but this time by a locked door and a teleporter. Walk over and step on the teleporter (not the eye thing, the big teleporter). As soon as you reappear you will be attacked by some Gargg that you should simply kill. After you're done with them walk north across the wooden bridge until you get to two chests on top of high columns, use the rocks and the pillars nearby to reach the chests. The chest on the left contains a key and the chest on the right contains an herb. Once you have the key drop down, walk south and back to the ice room. Now you can open the locked door with the key you just acquired. Open the door to walk inside. If you decided to do the purple crystal last then after Elene says a few words the dungeon will end, otherwise you'll face one Hidden Eye.

With this the purple crystal section is over, if it wasn't your last crystal then after killing the Hidden Eye you will have to break the crystal on the southern section of this room. This crystal will change colors and the color it has when you break it will be the one that will be broken in the room with the 5 teleporter. Take your pick and return to the room with the save teleporter.

Blue Crystal (water, on the north west corner): you will appear in a cave like room with a lot of deep water and some small stone platforms. There will be a teleporter on the south east corner of this room but you should ignore it for now. You will also notice that big steel balls periodically come floating downstream so if you fall into the water, don't get hit by them. When you are ready use the platforms to travel north until you see a switch. This room will put your jumping skills to the tests. As soon as you press that switch you just saw, another one will appear on another platform. All you have to do is follow the switches as they appear, but don't take too long because they will disappear if you are too slow. If you fall exit this room and enter again. You might fail a couple of times but it's not that difficult to do really, and by now you've accomplished way harder jumps (and when I say that I'm referring to the one inside the Underground Waterway, you know what I'm talking about). As I was saying, once you've activated all the switches the small waterfall on the northern wall of this room will stop and the steel balls will stop coming. You will see two teleporters by the north wall, right now you want to go into the teleporter on the north west corner of the room.

In this next room there is some more deep water, some more switches, and some more platforming; you will also notice the locked door on the northern wall. For now simply jump into the water and swim your way to the teleporter on the south east corner of the room, once you get to it step on it. You will be taken to a room with a switch and a pillar, activate the switch and the pillar will raise all the way up. At this point return to the first room of

this section (the one where you chased the switches around and the big steel balls). Once back in that room take the teleporter on the south east corner. As soon as you teleport you will be attacked by two Garggs. Kill them and then make your way north, climbing as you go (careful with the rolling steel balls and the falling steel balls). When you get to the top you'll be greeted by two more Graggs and two chests. Kill the Graggs and open the chests to find a key (on the right chest) and a herb (on the left chest). With the key in hand return to the room with the locked key (that is, walk south into the teleporter and then on the next room take the teleporter on the north west corner).

As soon as you enter this room (again) Meia will be waiting for you. After she's done talking jump north and activate the switch. As soon as you do this more switches will start to appear. All you need to do is activate them not too long after Meia activates her respective ones (you can activate them before she does with no worry so just try to be as quick as you can). Once you two have activated all the switches in the room the two water sourcer on the north wall will stop and you will be able to get to the door. Open this door with the key and walk inside.

If this isn't the last crystal then you'll have to face two Hidden Eyes at the same time. It's rather enjoyable, but if you would rather not fight two at the same time then I recommend you leave this room or for last. You will have to fight two of them at the same time sooner or later though). Once you've beaten the Hidden Eyes break the crystal on the southern wall and return to the room with the 5 teleporters.

Yellow Crystal (desert, on the south west corner): you will appear in room full of sand, a teleporter on each corner, and a high platform in the middle with two chests. As you walk towards the middle of the room several sand worms will show up (6 HP each, they die in one hit with the Fiend Blade). Walk over to the teleporter on the north west corner and you'll appear in a similar room. This time there are only three teleporters in the room: the one you just came out, one of the north east corner and one on the north west corner. There are some hidden holes in this room so as soon as you appear equip the sand cape and use it to reach the teleporter in the north east corner of the room. You will appear in a room with a switch, stand on the switch and a pillar will raise off the ground. Return to the previous room and use the sand cape to get to the teleporter near the southern wall. Do not go into this teleporter though, instead walk (no Sand Cape, simply walk) north of the teleporter (kill Sand Worms as they show up) and you'll eventually fall down one of these hidden holes.

You'll land on the high platform with the two chests that you saw when you started the desert section of the dungeon. The chest on the left contains a herb and the other one 30 Gilders. Drop down and go into the teleporter on the south west corner of the room. You will appear by four pillars (one of which is of different colors), also notice the chest near the bottom left part of your screen. At any rate, walk east and you'll see some steps, use these steps (careful with the big steel balls that will come rolling down) to get on top of one of the pillars and from there get to the pillar with the different color. From that pillar jump towards the chest and when you reach it open it to find a key. With key in hand (third time I've used that sentence I think), return to the room where you used the Sand Cape, and when you get there use it again, but this time to go into the teleporter on the north west corner of the room.

You'll appear on a high cliff and you'll see a switch a little north of your position, drop down to where the switch is and once you've activate it at least once, get close to the southern wall of the hole you're in. Meia will

appear and she'll talk some more, after that you'll be controlling Meia and you will have to jump on Alundra's head (use him as a moving platform) to reach the other side of the hole Alundra is in. Once you've gotten to the other side, walk over to the switches on both sides of the screen and activate them. After you've done this the way to the teleporter will be cleared so try to get close to Alundra. You will regain control of Alundra at this point, so use the new platform to climb your way to where Meia is and then go into the teleporter to the north.

You'll appear in a narrow room full of sands and with some indestructible stone columns. To progress north all you have to do is kill all the Sand Worms that will appear (they come in groups of three). After killing a group one of the columns will go into the ground and you can make your way north. At the end you'll see a door, open this door with the key and walk inside. Elene will be waiting for you, and if this isn't the last crystal then you'll have to face two Hidden Eyes at the same time. If it is the last crystal then the dungeon ends. After beating the Hidden Eyes break the crystal in the lower part of this room and then return to the room with the save teleporter.

Orange Crystal (fire, on the north east corner): You'll appear in a big, seemingly deserted room. Walk north until you get to a big pool of lava, and use the moving platforms to cross it. Eventually you'll get to a pair of levers on the left side of the screen and a big stone block on the right side of it by some steel balls. To get the stone block out of the way you need to hit the levers in a certain order, and that order is (the lever further north is the north lever; the lever further south is the south lever): south, north, north (first south, then north twice in a row). The stone block will raise and you'll be able to get to the teleporter that it was blocking. Use this teleporter and you'll reach a room with a switch and a pillar, activate the switch and the pillar will go into the ground, then return to the two levers you were playing with just now and walk north.

You'll get to another big pool of lava and some more moving platforms. This time there are also some stationary platforms and some Turtles. Jump your way north until you get to two teleporters and a Turtle, at this point you want to take the teleporter closest to the north west corner. You will appear in a room and Meia will be there too. She'll mention how some stone blocks are... well... blocking her way. Walk over to where she is and hit the stone block in front of her once with the Iron Flail. Half the block will shatter and half will remain. Use this half to get on Meia's head and then from there jump on the column with the chest. Open the chest to find an herb and then use the big wall between the two teleporters to get to the other chest. That chest also contains an herb. Once you've opened both chests drop down and completely demolish the stone blocks. Meia will say something and leave. Walk over to the teleporter on the north east corner and step on it. You will be taken to a narrow room, in this room walk south across the wooden bridge and as soon as you cross it you'll see two rows of pillars on both sides of the bridge. There will also be a gap on both of these row of columns. Walk through the gap of your preference (I recommend the left one), and you'll land by a couple of chests on some high pillars. Open these chests to find a key, and an herb. Once you've opened these chests drop down and head north towards the teleporter there.

You will appear in the room with the big lave pool again. Disregard the turtle and walk into the teleporter directly west of the one you just came out of. You will once again appear in the room where Meia was trapped behind the stone block. This time you want to take the teleporter on the north west corner of the room.

This is the last room of the fire section and it's kind of hard to describe.

In front of the teleporter you used to get here there will be a sign, and around the sign will be six rocks that can't be either lifted nor destroyed. There are also many little holes in the ground out of which flames will shoot periodically. By the north wall of the room you'll find four liftable rocks, and a big stone column that it's obviously blocking something. Your goal in this room is to throw the 4 liftable rocks on top of certain holes in such a way as to stop the flames from coming out of all holes. Here's a rough sketch of the room for visualization purposes:

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----- The capital 'R's are the unbreakable, unliftable rocks;
| r r  |||  r r | the lower case 'r's are the liftable rocks; the 'S' is
|              | the sign, the 'T' is the teleporter you used to get
|              | here; and the row of '|||' is the big stone column
|    R5        R6 | blocking something. There are also numerous flame
|              | spitting holes around but there are too many to draw
|              | (and if I did it would be too cluttered to be useful).
|    R3        R4 | At any rate, the four holes that need to be plugged
|              | are: the hole closest to the north east corner of this
|    S          | room, the hole directly north east of the sign, the
|              | hole directly west of R1, and the hole directly south
|    R1        R2 | west of R5. After you've put a rock on top of each of
|              | these holes all the flames should stop from coming out
|    T          | and the big stone column by the north wall should go
----- into the ground and grant you access to the locked
floor behind it. Open this door with the key and step inside.
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If this is your last crystal then after Elene finishes talking you will be taken out of this dungeon. If this isn't your last crystal then you will face a Hidden Eye and after defeating it you will have to break the crystal by the entrance to this room and return to the room with the save teleporter.

And with that I've gone through all four of the crystal sections. Now it's time for the boss of this place, which by the way, is a piece of cake.

!! [BB12]  
Boss Battle: Hidden Eye - (135 HP each)

A familiar boss with a twist. The Hidden Eye is basically the Gelatinoid from the second dungeon, but its only vulnerable spot is the floating eye inside the big slime. This is an extremely simple boss because it has no attacks other than simply running into you, which is easy to avoid (though somewhat damaging, taking 4 HP of your health per hit, and that's while you're wearing the new Ancient Armor). Seriously folks, at this point in the game I would have expected a more involved boss, but what can we do but fight what we are given. At any rate, to hurt it you need to hit the slime so that the eye inside moves closer to the ground allowing you to hit it with your weapon. The further you hit the slime part of the boss the lower the eye will go, eventually reaching the floor (but you don't need to get the eye that low to actually hit it). Technically speaking all you need to do is hit it once and then jump and hit the eye. That however might be a little tricky (especially with the limited range of the swords), so I recommend hitting the slime part of the boss twice and then jump and hit the eye.

Once again, magic proves to be the best way to deal damage to this guy. The reason is that magic can hit the eye part of the boss outright without having to lower it close to the ground. Also, and needless to say, magic hits hard. The best magic spell to use here is the Water Book. A single part of the water shield will hit the eye for 32 HP of damage, and the water shield will hang around longer than its period of invulnerability so you should be able to easily hit the eye with two water shields per casting for a total of 64 HP of damage per casting. By now you should have three Magic Seed so you should be



before going to the Murgg Woods. I already went over how to get it (please refer to Exploring #8 for details) so just search for it a bit and you'll find it. I must say, however, that you should have really obtained the elemental wands by now.... but who am I to judge?\*) .

(\*Note: from this point on, Kohei will have his third phonograph ready. You can now listen to some more of the music in the game\*).

-----[DG18]  
Dungeon #18: Murgg Woods

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Murgg Woods Overview

Well, technically not a dungeon since all the action takes place right on the Torla map but I decided that I should call it that and don't think about it much. Regardless, it's an o.k. place I guess. It's in here that you will face for the first time the Super Murgg, along with some new classes of Murgg fighters. This place is not too complicated or hard, but the fights are kind of hard since these new Murggs hit hard and often. I like fights so I don't mind this place but some people might. You do get a new wepaon in here. Also, the boss is a piece of cake.

Items:        30 Gilder        x 1     Herb                    x 3     Strength Tonic   x 1  
              Streght Elixyr   x 1     Wonder Essence   x 1     Life Vessel       x 1  
              Gilded Falcon    x 1     Willow Bow (unique)

Monsters:   Super Murgg        - (15 HP)   Archer Murgg   - (15 HP)  
              Boomerand Murgg - (15 HP)   Evil Mushroom - (18 HP)  
              Boss Battle Stone Golem - (75 HP)

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From the simian gate you can see a boulder on a cliff standing above a couple of boulders. Walk north over to that boulder and push it on top of the other boulders to destroy them all, this will allow you to go in and out of the Murgg Woods without having to go all the way to the Fire Manor and climb those cliff that you just climbed. Return to the simian gate and walk west from it, when you see a wooden fence get as close as you can to it and walk west along it and into the trees. You will get to a chest kind of hidden among the trees (you can also see another chest, but that one cannot be opened at the moment). Open the chest to receive some Herbs. Return to the simian gate and walk north west from it until you are stopped by some Murgg. They will try to crush you with a big steel ball but they'll miss, at which point they wil flee.

South west of the steel ball they just dropped will be a thorny bush with a cave entrance behing it. Inside that cave there is a chest with some Herbs and that's all there is in that cave. You don't have to go in there ever, but since this is a guide and all I'll go ahead and describe it. Go inside and walk north along the easter wall until you see a chest on a ledge. In front of this chest there will be a hole with a switch at the bottom. From the cliff you are standing on you should jump towards the chest and open it. Inside you'll find some Herbs (surprise). Now, you should jump back from the ledge with the chest back to the cliff you were on just now. However, if you fall into the hole you will have to activate the switch, at which point some Murggs will appear and drop on you 4 Evil Mushrooms. Kill them all and your mean to scape will appear. Jump out of the hole and leave this cave to be done with it. Once out, return to the steel ball the Murggs tried to kill you with.

Climb the cliff south east of the steel ball and follow that path until you come across an cave entrance on a ledge. Don't go there yet, instead keep

walking north until you get to a thorny bush, burn it and continue walking in that direction until you get to another cave entrance, this one you will want to go in. Inside you will be in a rather small space and there will be a big stone block directly south of a stone pillar. Hit the stone block with the Steel Flail and it'll move a little to the south. Now, get out of this cave entrance and then go into the cave south east of the first thorny bush you see (which is the last one you burned).

Inside you'll see a switch to the left of the entrance, walk over that that switch and activate it. As soon as you activate it walk north as quickly as you can (careful with the moving steel balls) because the platforms that appeared because of the switch will not stay there for long. At the end of this room (to the north) you will see some stones blocking your way so use a bomb to blow them away and continue your way north. As soon as you appear in the next room you will be greeted by more Murggs. This time they will find (one will flee though). You will have to face 4 Archer Murggs (15 HP). Kill them all and then head west until you see a floating stone block. Walk under it and enter the cave north of it. Inside you will be in a narrow room with a wooden bridge, cross the bridge (careful with the falling rocks) and at the end you'll get to three chests. Open these chests to receive, from left to right, Herbs, Strength Elixyr, and 30 Gilder. Cross the bridge again back to the previous room.

Once back walk under the floating stone block again and head west until you get to the wall. When you get to the western wall walk north and you'll see a lever on the wall. Hit the lever and quickly run east towards the raising flames on the other side of the room. Climb those steps and when you get to the top quickly head west again (this time on top of the cliff). Walk past the now grounded stone block and you'll get to three moving steel balls. Run past them until you see some platforms that allow you to jump south. Use them to get to an exit across the gap (only two easy jumps). Once outside walk south until you see a chest, open it to receive a Life Vessel. Now return to the cave you just came out of.

Back in the cave, jump your way back to the cliff with the moving steel balls and then follow the path west (don't fall) until you get to a door on the north west corner of this room. Once inside, head south west as you kill all the Evil Mushrooms you come across, after you've killed them all walk over to the stone block blocking your way and kill the Evil Mushroom surrounded by the wooden fence. The stone block will disappear and you can continue to walk south. When you walk past the now disappeared block there will be a short event with 4 Super Murggs and a mushroom (normal mushroom, not an enemy). After the event they will attack you and you must kill them all. Once you've killed them head west across a wooden bridge.

After you cross the bridge you will get to a crossroad of sorts, with a wooden path going west seemingly into the wall and another going south. You want to go west so walk north and west into the walls. There is a hidden path of sorts here so walk east behind the wall until you can't walk east anymore and then jump north up the steps. You just reached a small room with some stairs leading to a lever. Go down towards the lever and when you get close to it you will be attacked by some Super Murggs, kill them all and hit the lever. You will see a stone block will float out of the way to the west. Quickly get there and walk under the stone block (it'll come down after some time has passed). Beyond the stone block is another small room with a single Boomerang Murgg waiting. Get close to it and it'll say something then it'll flee. At this point return to the crossroad I just talked about above (by the way, to get out of this small room jump on top of the now grounded stone block).

Back on the crossroad, head south this time until you see a Murgg. This Murgg will flee seemingly into the wall. Don't chase it, instead head in the opposite



direction and follow that path until you get to the next room, which by the way happens to be the boss room.

!![BB13]  
Boss Battle: Stone Golem - (75 HP)

Pathetic, utterly pathetic. The Stone Golem is an exact carbon copy of the Ancient Guarding from Lars' Crypt and the Shrine Protector from the Ancient Shrine. Yes, an exact copy with the same attacks, the same health, the same tactics, the same everything. The only difference this time is that the room is rather small (smaller than where you fought the Ancient Guardian but bigger than where you fought the Shrine Protector). I won't bother with particular strategies because all that I've mentioned before applies here as well.

The battle against the Shrine Protector was already easy and by now Alundra is much, much deadlier. Let's put things in perspective here people. The Stone Golem has 75 HP of health and a regular hit with the Fiend Blade deals 8 HP of damage so 10 normal hits are enough to kill it. But nevermind normal hits, 4 charged attacks with the sword will destroy it, as will 13 normal hits with the Steel Flail and 7 charged attacks with the same weapons.

If you really want to get rid of this guy quickly then magic spells will totally decimate it. A single hit by the Earth or Water Book deals 24 HP of damage, and each casting will hit the Stone Golem twice for a total of 48 HP of damage per casting. You should have 3 Magic Seeds by now so 2 castings of either the Earth Book or the Water Book will kill the Stone Golem. The Fire Scroll does slightly worse, each flame hitting for 18 HP of damage and since it hits twice it'll do a total of 36 HP of damage per casting. The Wind Scroll is surprisingly bad though hitting only once for 12 HP of damage, I recommend you don't use it.

Since it's possible you are packing the Legend Sword by now, you'll be pleased to know that this thing will die in two hits from it. Yes, two hits.

!!

After kicking the Stone Golem's sorry ass walk north until you see a chest and a lever on the wall. Open the chest to receive a Wonder Essence and hit the lever. After you've done both of these things walk south to where you fought the Stone Golem and head west where you'll see some steps. Climb those steps and leave this room. Outside you'll see an Evil Mushroom, kill it (or not) and follow the path you are on until you are interrupted by some more Murrgs. They will talk a little and then they'll leave (notice how one of them dropped a chest). After they leave continue to follow the trail you are on and you'll get to a thorny bush, burn it and continue walking until you see another thorny bush. Burn this one too and walk into the cave behind it.

Inside you'll see a teleporter to the left of your position, you should notice a hole on the wall north of this teleporter. At any rate, stay on the path you are on all the way to another exit (basically, don't go into the hole in the wall yet, instead from the entrance walk north, then west all the way to the wall and then south all the way to the exit). Once outside walk a little to the south and you'll see a chest, open it to receive the Willow Bow, which is the improved version of the Hunter Bow (twice as powerful, has a charged attack). You must have already notice the Megalith Portal west of this chest, walk over to it and walk through it to activate it. You will be in the familiar portal room with the save book (might want to save actually). At this point all the Megalith Portals should be active. When you are ready return to the Murrg Woods through the same portal.

Back in the Murrg Woods, head back to the last cave you were in. Once inside

head over to the teleporter I mention not too long ago (this teleporter is standing directly east of a restoration point). You will notice that there are 4 stones around the restoration point, use one of these stones to reach the cliff where the teleporter is. After you've gotten to the teleporter step on it. You will appear in a narrow corridor by a switch and a floating stone block. Do not step on the switch, just walk north disregarding both switches you will see until you get to another teleporter, which you will want to step on. You will appear in a small room with some Super Murggs and some Archer Murggs. From the teleporter walk west and then south until you see another teleporter. Don't step on this teleporter though. As I'm sure you've noticed by now, there is another teleporter directly west of this one. There is a hidden hole in the wall that allows you to get to the teleporter south of a big group of vases so walk across the wall and into that teleporter.

You will again appear in a narrow corridor with two switches and a floating stone block. Activate the switch closes to the teleporter and then go back into the teleporter you just came out of. Back in the room with all the vases, walk east across the hidden hole in the wall and into the other teleporter (directly east of the one you just came out of). You will appear in a similar room, with the difference that this one is trembling rather strongly (and some stone boulders are falling on the ground and possibly on your head if you're not careful). From where you just appeared head east until you see another teleporter. Don't step on it yet, instead from it head south until you exit this room. Once outside walk south from the cave entrance and you'll see a chest. The chest is kind of hidden by the trees but you can easily get it from where you are. Open it to find a Strength Tonic. After you've done this forget about the thorny bushes to the left and go back into the cave. Once inside walk north and into the teleporter I told you not to go in just now.

You will appear in a narrow corridor with two switches (but this time the last one to the left). This time you want to activate both switches in the order you see them (so first the one to the north and last the one to the south). After activating both switches, all three stone blocks should be on the ground, creating a sort of makeshift bridge. After activating both switches step on the teleporter to the south (the only one you can use actually).

You are now on a high cliff with 3 group of Super Murggs around vases. If you don't want to fight them then simply jump down in the south east direction and then walk south towards the exit. If you do want to fight them then simply get close to them, they'll say something and then they'll attack. When you're done with them exit this room. Outside you will be behind a thorny bush, burn it and walk south until you get to the wooden fence at which point you should head east until you see a thorny bush. Burn this bush and travel north until you get to another thorny bush. Burn this one as well and then head into the cave north west of the bush you just burned. Inside you will be in a room with 10 Evil Mushrooms and 6 regular non-monsters ones. You can fight or flee, but when you are ready walk south and into the teleporter you'll eventually come across.

That last teleporter will take you to a familiar room. Simply walk east across the makeshift bridge and you'll get to another teleporter, this one will take you to a big room. As soon as you appear head east until you get to a wooden bridge. As you try to cross the bridge you will be, again, stopped by some Murggs. They will say something and then you will be attacked by 10 Murgg at the same time (5 Archer Murggs, 4 Super Murggs, 1 Boomerang Murgg. This fight is what the big room was for. By the way, if you're not big on the fighting thing, a single Earth Book usage should kill them all, unless you're unlucky). When they are all dead head east across the wooden bridge and exit the room.

Outside walk south until you get to a bigger fall than all the other ones (by a wooden fence) and from there head east (don't go down the big fall). You will

see a white pillar north west of the Megalith Portal, push this pillar east so that you can go back and forth from the Megalith Portal back to where you are and after doing that keep going east. You will come across some shattered rock, this is the entrance to the Great Tree Tower, and your next destination, but before going there continue your way east until you see a chest. Open that chest to receive a Gilded Falcon (what? You thought you weren't getting a Gilded Falcon in this area? Well, you were wrong). After getting the Gilded Falcon walk west again and when you get to the shattered rocks, walk north and out of the Murgg Woods.

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After leaving the Murgg Woods you will be right outside the Great Tree Tower. Walk north and some wooden spikes will raise out of the ground, effectively trapping you in. Some Murggs will appear and you will be taken into custody. After being captured you will be taken to a cell. As soon as they get you to the cell the next dungeon starts.

-----[DG19]  
Dungeon #19: The Great Tree Tower

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The Great Tree Tower Overview

I hated it at first, but it's grown on me after so many playthroughs. The layout is kind of confusing and the Murggs are sort of annoying to fight, but overall I'd say it's an o.k. dungeon. There is some backtracking involved here, which may annoy some people; and the boss battle is kind of simple, which may disappoint some other people... I'm saying a lot of bad stuff about this place but it's not that bad. The music in here is bad (for my tastes anyway), but I hope some people out there enjoys it.

Items:        1 Gilder            x 2    10 Gilder            x 1    30 Gilders            x 4  
              Herbs                x 8    Strength Tonic    x 3    Wonder Essence        x 2  
              Life Vessel            x 2    Gilded Falcon     x 1    Garnet Crest (unique)  
              Agate Crest (unique)

Monsters:    Super Murgg        - (15 HP)    Archer Murgg       - (15 HP)  
              Boomerand Murgg - (15 HP)    Fake Chest         - (15 HP)  
              Boss Battle Zazan - (255 HP)

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After the KeySmith finishes talking walk north towards the wall, you'll notice that it's cracked and stuff. Throw a bomb by it and when it blows up a hole will be created; this hole is your mean of scape so go through it. In the next room you'll find yourself in a huge maze of sorts. The walls are also rather high so it's difficult to see where you are or where you are supposed to go. I thought long and hard about how to explain the way around this place and I decided on the following. From the entrance to this place head north all the way to the north west corner of this room, there you will find a chest. Open that chest to receive 30 Gilder. Now from this chest head south until you come to a crossroad of sorts (there will be a path going north, one going south, and going going east. To the north is where you were just now, to the south is the jailcell you were in a while ago, and to the east is where you are supposed to go now).

Now, follow this instructions and you'll get every chest in this area and you will reach the stairs that lead out of here. From the crossroad travel east but take every south turn every change you get (that is, if more than one path exists, then take go in the south direction. Never go north unless you must). Following that strategy you should get to the chest by the entrance to this

place. Open that chest to receive a Wonder Essence. After getting the Wonder Essence head back to the crossroad. This time do the same but take every north turn you can, always go north when you can and only go south when you absolutely have to (that is, there is nowhere else to go). Following that strategy you should get to every chest in the area (along with a couple of Fake Chests monsters). Open all the chests you come across and you'll receive two items: Herbs and a Strength Tonic. Following that strategy you will eventually also get to a staircase that will take you out of this forsaken place. Oh, by the way, Murggs will attack you as you walk around this place. At any rate, when you get to the stairs, climb it and forget about this place.

The stairs will take you to a room with 3 Super Murggs by a table, when you get close to them they will attack. Kill them all and then walk over to the south west corner of this room and pick up the barrel you'll find there. Carry this barrel with you to the next room south and use it to get on top of the wooden structures. Once on top of the structures, head south while trying not to fall down to where the steel balls are. Eventually you'll see a chest west of the exit of this room. Drop down near that chest and open it to find some Herbs. Exit the room now (careful with the steel ball in front of the exit). After exiting the last room you will be, once again, outside the Great Tree Tower. First of all, notice how the Great Tree has three entrances, a big one in the middle, and two smaller ones to either side (you just came out of the eastern entrance). At any rate, the first thing you will want to do is walk in the main entrance (the biggest one, roughly in the middle of the tree).

Inside the main entrance you'll find yourself in a narrow corridor. Walk north as you fight the Murggs until you get to a big wooden door. Examine the door then go back out outside. Outside head west a little and go into the western entrance to the Big Tree. In this room head north and up the stairs and you'll see a chest. Walk over to the chest and open it to find some Herbs, and after that continue making your way north to the next room. There you will see a chest on a high platform surrounded by wooden fences. Walk towards the chest and open it to get 1 Gilder. After opening the chest you will be trapped in there and 4 groups of progressively harder Murggs will attack you. Kill them all and the gate will open, however, more Murggs will appear around the platform. Kill them all and the block blocking the stairs on the north west corner of the room will disappear, granting you access to the next floor. Go up, of course.

You are now in a room with two vases. Head south and you should be attacked by two Archer Murggs sort of hidden behind a wall. Kill them and the gate south of the room will open so go to the next room. There is nothing you can do at the moment in the room with the stopped moving platforms so keep going south until you are trapped in a room along with some Murggs. Notice the lever by the stairs in that room. Go down there and activate the lever, this will cause the gates to open again. Once done this head east and out of this small room through the eastern exit. You will find yourself in a small balcony with a grounded platform in the middle of a gap. Jump into the gap and head north until you get to a lever, which you will want to hit (notice the chest north of the lever, you are coming back here in a while). After hitting the lever you will be attacked by some more Murgg, kill them all. You will notice that the platforms that were previously idle are now moving about.

Head west towards the next room and use the wooden structure to get on top of a moving platform that will take you back to the room with the lever. Once there get on top of the other moving platform which should take you to the room with the pillar with a switch on top of it. From the moving platform jump onto the switch, which will cause the grounded platform to briefly float, and from the switch jump onto the platform and then quickly jump east towards the other balcony. Once you are on the balcony head east towards the next room. In the next room you will notice two moving steel balls surrounding a wooden structure

that just sits there. Jump onto that structure and from there jump north and out of that room. In the next room you will be trapped with two Archer Murggs and a Super Murgg on a high structure. Kill all three of them and proceed north to the next room. In that room you will see two chest side by side on the north east corner. Get near it and the chest to the right will be revealed to be a Fake Chest. Kill it and a real chest will appear where the Fake Chest was. Open those two chests to receive a Strength Tonic and some Herbs. Before heading up the stairs west of these two chests you will want to pick up the barrel south of these stairs and carry it all the way to the lever you used to get the platforms moving not too long ago. Once there use the barrel to get to the ledge where a chest is and open that chest to receive a Wonder Essence. From there feel free to head back to the room with the Fake Chest and up the stairs there.

On this next room head south and follow that path until you are trapped in a small room with 5 Super Murgg (you will be attacked before reaching the room with the 5 Super Murgg). Once trapped kill all the Murggs and the gates will open again so proceed south. You will be in a room with three chests on high wooden platforms that you can't get to at the moment (there's one in the middle one on the south west corner and one on the south east corner). Regardless of the fact that you can't get to these chests yet, remember this room well because you will come back to it later. At any rate, exit this room through the exit to the south. You will be once again outside the Great Tree, but on some sort of wooden path or something. Head west along this wooden path until you get to a wooden wall, then head south and drop down to another wooden path below. Head west on this wooden path as well until you get to the roof of a wooden house. Notice the chimney in the back and jump inside the chimney.

You will appear in a room with a chest that cannot be opened. There are some stairs west of the chest so head down these stairs. Downstairs head south and you will notice that you are back in the jail cells, the only difference is that this time you are on the other side of the fence. At any rate, get close to what was your cell and there will be 4 Murggs examining it. When they see you they will attack so kill them all. When you are done with the walk over to the cell of the Keysmith and he'll talk to you. Alundra will release him and he will leave. Follow him upstairs. There you will notice that he opened the chest that you could not and apparently he obtained his working tools back. He will then unlock the door to the south, which will allow you to exit this house. Once outside head west towards the western wall and when you get to it head south until you get to three wooden houses side by side.

The the right most house contains both restoration points (HP and MP) along with a save book, go there if you need to replenish your health and save your game. The middle house has nothing of interest, and the Keysmith is in the left most house. Go there and talk to him, you'll inform him about the big wooden door that you examined some time ago. He'll leave at this point. Now you should head to the main entrance to the Great Tree Tower (the middle entrance) and you will find him there hiding behind a pillar. Kill all the Murggs in here and then talk to him again. This time he will go to the door and open it for you, letting you know that should you need his help again, you should seek him out. Now that the door is open walk north past it and jump on the elevator.

After exiting the elevator head east and you'll find yourself in a small room along with a fireball spitting mechanism of sorts. This thing launches semi heat seeking fireballs so be careful. On the north east corner of this room you'll find a chest, open it to receive 30 Gilders then head south to the next room. This next room is kind of weird, there are several white pillars scattered around out of which Super Murggs constantly spawn. Don't bother fighting them, they will just keep coming, instead walk over to the western wall where there is a locked gate and you'll see two white pillars by this gate, push the pillar

closest to the gate north and the gate will open, then walk to the next room and head south towards the exit.

You will be again on a wooden path outside the Great Tree. This time head east until you see a ladder. North of these ladder will be a semi hidden chest, walk there and open it to obtain a Gilded Falcon. Having obtained the Gilded Falcon, head towards the ladder and use it to get to the path below. Once there you should see a switch a little further south. Walk there and activate this switch and a ladder will appear. This ladder goes all the way to the ground so now you can go back and forth without having to go through the some sections of the Great Tree Tower. At any rate, after activating this switch head west from it and eventually you'll come across an entrance to the Great Tree. Go inside and you'll find yourself in a room with a big hole in the middle, 4 wooden platfomrs, 1 moving platform and 2 Murggs (1 Archer, 1 Boomerang). From the entrance to this room walk east until you hit the wall and then walk north until you fall in the hole. You will land by the south eastern chest in the room with the three chests that you couldn't get before. Open that chest to receive a Life Vessel. Now, it is possible to jump from where you are to the platform with the middle chest, but the jump is rather diffult, if you fail then you'll just have to walk back to the room with the hole and jump inside again. The other two chests contain 30 Gilder and 1 Gilder. Decide yourself if you want to jump back again and get the Gilders.

At any rate, after obtaining the Live Vessel (and possible the Gilders) head out through the southern exit and you'll be in front of the Great Tree again, walk west until you get to the roof of the wooden house, drop down onto the grass and then walk east until you get to the ladder that appeared not too long ago. Once there climb it and walk back to the room with the hole. Once there use the moving platform to cross the gap and then continue your way north (you could kill the two Murggs in that room, but you don't need to). In the next room dodge the moving steel balls as you advance north towards the locked gate by a lever. Hit the lever and the gate will open, allowing you access. Walk past the now open gate.

You will see two chests on top of a wooden structure that you can't get to at the moment. Head west and eventually you'll be ambushed by 4 Archer Murggs, kill them and the continue walking west, where more Murggs will be waiting for you. Kill them all and a barrel will fall east of the stairs on the north west corner of the room. Pick up this barrel and carry it to the room with the two chests that you couldn't get to before. Throw the barrel on the ground and use it to get to theses chests. Open them to get 30 Gilders and some Herbs. After that head back to the room with the stairs. As I'm sure you've noticed by now, there is a weird rock directly east of the stairs. Throw a bomb by this rock to reveal a hole on the floor. Jump through this hole now.

You will land in small room with 6 chests, 2 of theses chests are Fake Chests so be careful. After killing the Fake Chests, open the other chests to obtain 10 Gilders, a Strength Tonic, and 2 Herbs. Having done all this head south and to the next room. As soon as you exit the last room the gate will close and you will be surrounded by 3 Archer Murggs. Kill all three of them and a small platform to the east will fall onto the ground. Use that platform to get on top of the wooden structures there. Once you are on top of the wooden structres, walk south while staying on it (careful with the moving steel ball). When you get to the gap, you should jump in the south west direction (towards another wooden structure similar to the one you are on right now). Once there walk south (once again, careful with the moving steel ball) until you see a switch, activate that switch and a gate to the east will open. Drop down and walk east through the newly opened gate.

You will be in a very small room with 3 Super Murggs. Kill them (or not) and

then go up the stairs on the souther part of this very small room. You will be in a very small room with 2 Super Murgg and 2 moving steel balls, kill the two Murggs and the gate to the north will open, walk through this gate and you will be in a small room with a wooden fences and a hole, walk along the fence and jump in the hole when you get the change. You will land in a narrow wooden ledge (well, everything here is wooden, yet I keep specifying). Walk north along this ledge and you will get to a closed gate by a switch, activate the switch and the gate will open, revealing a chest behind it. Open this chest to receive a key. Now, walk south along this very same ledge (don't fall) and you will come across a chest, open that chest to receive some Herbs. Continue walking south through an open gate as soon as you walk past it it will close behind you. You are in a familiar room. Walk south and exit this room through the gate to the west (not the stairs, the gate). On the next room head south towards the exit.

Once outside head west all the way to the end, where a chest will be waiting for you. Open that chest to receive a Life Vessel (yes, there are two Life Vessels to obtain in this dungeon). After obtaining the Life Vessel head north along the wooden path (...) and you will see a wooden cabin. Open the door to this cabin with the key you just received and walk inside. There you will have to face 5 Boomerang Murggs at the same time. Kill them all and a chest will appear, open that chest to obtain the Elevator Key. With this key in hand head out of this room and once outside head south until you hit the wooden fence. Look for a hole in the fence and jump down through it. When you get to the base of the Great Tree, head east towards the ladder by the eastern wall. Climb this ladder and then walk north towards the other ladder. Climb that one as well and then head west until you get to an entrance to the Great Tree. Walk inside that entrance and you'll find yourself in a corridor. Walk north across and you will see a big wooden door. Try to open the door with the Elevator Key, but it will not work, instead the key will be bent.

After bending the Elevator Key, head to the base of the Great Tree again and enter the small cabin east of the main entrance. Inside you will find the KeySmith again. Talk to him and he'll fix the Elevator Key for you. With the new Elevator Key in hand head back to the room with the big wooden door that you couldn't open just now (by the way, the boss is coming up soon, so I recommend you save now). Back in the room with the locked door, use the smaller Elevator Key and the door will open. Walk past it and onto the elevator that awaits you. This elevator will take you to a big room where more Murggs will be waiting for you. Kill them all then exit that room. Once outside climb the two ladders to the left and you'll reach the boss of this place: Zazan.

!![BB14]  
Boss Battle: Zazan - (255 HP)

The big white monkey himself. He looks imposing but he is not that hard. Only two attacks, with an indirect third one that will only be used after you have dished out 192 HP of damage or more. Let's go over that now. Zazan's main attack is when he spins around and charges at you, hoping to make contact and cause pain (though not much pain, only 3 HP). He moves at different speeds, sometimes going rather fast and other times going very slow. Regardless of how fast it's moving, you should be able to evade it by simply walking, though if you choose to run instead of walk, it'll work just as well. Do note that Zazan is completely invisible when he's spinning, nothing will hurt him. Nothing. Also note that he can only hurt you with his body, not with his arms. Zazan's other attack is when he jumps and throws a huge rocks that will split in 4 smaller rocks when it crashes. He's rather accurate with the rocks so you will have to get out of the way fast if you want to evade it; note also that the smaller 4 rocks can hurt you just as much as the big one (3 HP, not much I know). Interestingly enough, Zazan will throw the rock after landing so if you

manage to hit him after he jumps but before he hits the ground, he will be knocked out of the attack.

Zazan's last attack is an indirect one (and rather annoying too). He starts using it after you've done 192 HP of damage or more and he will only do it after being hit. The attack consists of Zazan doing his best Tarzan impersonation (along with chest pounding and everything), which results in 4 Super Murggs appearing to back him up. Keep this in mind, as long as at least 4 Murgg stay on the battlefield, Zazan will not use this attack again. However, should you kill one of the four initial Murggs, Zazan will do it again next time you hit him, resulting in 4 more Super Murggs appearing for a total maximum of 7 Super Murggs at the same time. Remember, Zazan will only use it if there are 3 or less Murggs on the battlefield. For that reason I recommend just forgetting about the smaller Murgg and focusing all your attacks on the head honcho.

Now, for a rather surprising note. Magic is not recommended in this fight. Not because it doesn't dish out the punishment (because it most certainly does), but because it'll miss more often than not. Remember when I said that Zazan is invincible when spinning? Well, I meant it. Magic will not hurt him while he's spinning, and he has the uncanny ability to start spinning after you use a magic spell but before the spell actually comes down causing the mayhem you had hoped. Unsurprisingly, though, the Earth and Water Book are once again the strongest spells (and in fact, the Earth Book is the best one to use for offensive purposes). Each hit by the Earth Book causes 24 HP of damage and it is possible (though improbable) to hit him three times per casting for a total maximum damage of 72 HP for the Earth Book. The Water Book also causes 24 HP of damage per hit, but you will only manage to hit him at most twice for a total of 48 HP of damage per casting. A flame from the Fire Scroll hits for 18 HP of damage and it's possible to hit him twice, but the first hit must be by the flames as they rise out of the ground. The Wind Scroll comes last once again with a rather pathetic 12 HP of damage per hit and it will only hit once.

And lastly, if it were me fighting this thing I would equip the Earth Book and use it when I was positive he couldn't dodge it (like when throwing stones or doing his Tarzan show). The main mean of attacking should be Fiend Blade charged attacks (24 HP per hit). And don't be afraid of simply hitting it with the Fiend Blade if you didn't have the time to charge it. I must reluctantly mention this once again, if you have the Legend Sword, 5 hits will do Zazan in.  
!!

After defeating Zazan two chests will fall from who knows where. Open these chests to obtain the Garnet Crest and the Agate Crests. You now have 5 out of 7 crests. At this point climb down the Great Tree and return to Inoa. And with those last words, this section is over.

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After entering Inoa there will be a huge tremor. At this point the next step for story purposes is dungeon #20, Torla Mountain but I wouldn't be against a short exploration of Inoa. Walk around and talk to everybody if you want and then go in and out of Naomi's store. Yuri will intercept you and talk about the Ice Wand. When you are ready head over to Torla Mountain. Torla Mountain is directly east of Magyscar. Go to the entrance to Magyscar and travel east from there. There will be a sign that says "Torla Mountain." Climb those cliffs and head east from there. You will walk across a wooden bridge and then there will be several small cliffs along with an Evil Tree. Keep going east and you will eventually get to the entrance to Torla Mountain. To get there use the stones that float when the geysers start erupting.

(\*Note: if you haven't gotten the Ice Wand by now you will be required to get



it. For more information on how to get the Ice Wand look for section Exploring #8.\*)

-----[DG20]

Dungeon #20: Torla Mountain

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Torla Mountain Overview

An o.k. dungeon. Torla Mountain is home to the first regular enemy in the game that can withstand a bomb to the face and survive it to well... take another bomb to the face. This dungeon is rather short and its puzzles are really not that bad. The monsters are kind of strong and annoying, and they all exhibit special characteristics. The Ice Wand kicks all sorts of ass in here, killing the Firebirds in a single hit and doing away with the Fire Turtle with much more ease than the other weapons. The boss is unique in that can only be hurt by the Ice Wand, and it looks very cool too. Nothing more to say, I guess.

Items:        Herbs                    x 1    Wonder Essence    x 1    Life Vessel        x 1  
         Gilded Falcon            x 1    Charm Boots (unique)    Fire Book (unique)  
         Emerald Crest (unique)

Monsters:    Firebird        - (35 HP. one hit kill with Ice Wand).  
              Lava Turtle - (60 HP. Willow Bow charged attack causes 4 HP instead of 5 HP. Ice Wand normal attack causes 14 HP instead of 4 HP. Its charged attack does 46 HP instead of 12 HP. And the bomb will inflict 18 HP instead of killing it outright).

              Boss Battle Wilda - (240 HP. Can only be hurt by the Ice Wand).

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O.k. from the entrance to the dungeon walk north and you'll see two unlit torches south of a locked gate. Use the Fire Wand to light the left torch (and only the left torch), this will cause the gate to open. Walk past the gate, freeze the fiery pillars with the Ice Wand and destroy them with the Steel Flail. After doing all this walk north to the next room. Once there you will find yourself on a cliff overlooking a lava pool. At any rate, from where you appeared in this room head east across the lava (don't fall down). Eventually you will see a chest standing in the middle of a lava pool. Now you want to jump down and open that chest to receive a Life Vessel (I know the game wants you to wait until after you've obtained the Charm Boots to open this chest, but I think its more convenient to just do it now). Afterwards head north and climb the cliff, then return to the south west corner of this room (where you first appeared).

This time jump your way north across the lava (don't fall). You will come across two moving fireballs that you can freeze in midair with the Ice Wand but you don't need to do it. After making your way north (6 jumps total) you will see an entrance blocked by a gate. South east of this gate will be another gate with a switch in front of it. When you press this switch the gates will disappear so you can go through. On the next room there will be a pool of lava with 5 fireballs bouncing up and down above it. Use the Ice Wand to freeze these fireballs and construct a makeshift bridge across the lava towards the exit on the north west corner of the room (this freezing of the fireballs is very annoying). After clearing the gap go into the entrance on the north west corner. On the next room you will have an entrance directly in front of you and two paths, one going north west and the other north east. If you go north west you'll come across a save teleporter, and if you go north east you'll go up some stairs (disregard the entrance directly in front of where you appeared for now). Head noth east and climb the stairs. Now you are in a room with some

machines that spit flames. Head west to the end of the room to find a chest, open it to receive some herbs. Then return to the stairs and head south to until you get to the room where you found the Life Vessel. Once there make your way towards the entrance on the north west corner (should you fall again, you will have to repeat the whole process to return to this room, and believe me, you don't want that).

After successfully making your way through the entrance on to north west corner of the room with the Live Vessel, you will find yourself in a small room with a chest to the west and another cave directly in front of you. If you fell down into the lava in the previous room you should have opened that chest already and discovered that it contains an Herb, otherwise I'm telling you that it only contains an Herb. I recommend disregarding it and jumping towards the exit right in front of you. This will take you to a rather big room where you will need to make your way north as you climb the cliffs (and dodge the flames). Those 4-way flamethrowers can be turned off if you jump on top of them. At any rate, make your way north until you get to a section of the room where you will be attacked by Firebirds (3 of them). Kill them all and the gate on the north wall will disappear, granting you access. Before moving to the next room don't forget to jump over to the chest on the north east corner of the room and obtaining a Wonder Essence (if you need it).

Your task in this room is to use those fiery pillars to reach the top of the cliff and continue your travels north. To do this first freeze the pillars then push them in this order (p1 is the left pillar, p2 is the right pillar): p1 east, p1 north, p1 east, p2 north, p2 east. Now you can use p2 to reach the top of the cliff. After reaching the top of the cliff head north and you'll reach a lava pool with 4 fireballs bouncing up and down above it. This time you need to freeze these fireballs in such a way as to reach the exit of this room, which is very high up. I can't give any directions to make this part any easier (it's just one of those practice things), though I do find it easier to just use the two middle fireballs to make my way up. After going all the way up to the top jump north towards the exit and out of this forsaken room.

You are now in a room with 9 unlit torches spread around, also notice the big block to the south west with a rock on top of it. All you need to do here is light all the torches to make the block recede into the ground, now go there and pick up the rock. Throw the rock in such a way as to make sure that you can use it to reach the top of the block once it raises out of the ground (I put it directly east of the block). Now use the Ice Wand to put out all the torches in the room. After doing this the block will raise once again so use the rock you should have thrown nearby the block to reach its top then head west to the next room. In the next room there will be several patches of lava around, as you walk deeper into the room you will be attacked by Firebirds (5 in total). Kill them all and a hole will appear to the north of the room. Walk there and jump into the hole.

You will land in a narrow water passage. Walk south until you go down a small waterfall then continue south until you get to the stone columns (you might want to kill the Slimes too). Use the stone columns to reach the cliff to the east with the lever. Once there hit the lever and the platform directly west of said lever will start to move. Quickly jump on it and ride it towards the exit to the south. After going through the exit you will find yourself on a small cliff overlooking a save teleporter (one you should have come across already if you fell down into the lava in the room with the Life Vessel). Notice the two chests on this cliff, open these chests to find a key and the Charm Boots (the ultimate boots in the game). With the Charm Boots in your possession you can now walk on top of things that would otherwise damage you (like spikes and well.... lava. Interestingly enough, after obtaining the Charm Boots and if you equip Nava's Charm, you will be invulnerable to everything in

this dungeon, except physically touching a Lava Turtle). After raiding the two chests jump down onto the save teleporter and save.

After saving and replenishing you HP and MP head south past two Lava Turtle until you see two entrances facing each other. You want to go north now through the entrance (not north east or south). In the next room just walk north past the flames shooting out of the wall towards the next room. There you will find yourself in a big room full of lava and some vertical spitting fire mechanisms. As you walk deeper into the room Firebirds will raise out of the lava and attack you. Kill them all and head north east towards a high cliff with a rock in front of it. Pick this rock up and carry it towards the cliff to the west. Throw in on the lava and use it to reach the top of the cliff; once there pick up the rock between the vases and then carry both rocks to the cliff tall cliff to the east. Using both rocks you can now reach the top of the cliff. Climb it and then head north towards the door. Open the door go to the next room.

This room is huge (and I do mean huge). Your goal in this room is to light the 7 torches spread about and then examine a panel on the floor somewhere in this room. It's really not that hard, just some walking around. Now, don't light any torches in here unless I explicitly say so, understood? Good. Anyways, from where you first appeared in this room head north past two open gates until you see a locked gate (by the north west corner of the room). After reaching the locked gate head east past another open gate and then head south until you come across the weird panel of the floor I just mentioned. From there head south past another open gate and you'll see a torch standing there. Light this torch and the gate behind you should close. Walk south and jump into the lava then head east. When you get to a couple of stone columns use them to climb the cliff to their left and once there head north past one open gate. You will see another open gate but don't walk past it, instead light the torch to its north east so it will close. After that walk south past an open gate and when you get to the torch, light it as well (3 lit, 4 unlit). Afterwards walk south and jump into the lava again. This time head west until you get to the cliff with the statue. Use the little stone step to get to the top of the cliff and light the torch there, then head west towards an open gate. Walk past this gate and light the torch in that small, narrow corridor, then walk north past another open gate. After crossing that last open gate head east and light the first torch you come across, then keep going east past the last open gate and light the last torch. At this point all torches are lit. From the last torch head south towards the weird floor panel and examine it. You will hear a voice and all the gates will disappear. At this point head to the north west corner of the room and the gate that used to be there is now gone so you can walk through to the next room.

You will find yourself in a room with a huge gap in the middle and a wooden bridge that crosses it. Before doing anything walk north and jump into the hole. You will fall in a room full of lava, with a teleporter on the south east corner, some Firebirds, several columns with Spring Bean pots on top of it, and a chest by the north wall. The first thing you should do is kill all the Firebirds, they will only bother you later, then go ahead and plant a Spring Bean in each one of the pots. After that walk over to the teleporter and use all the Spring Bean pots to jump your way across the lava and to the chest. Open the chest to receive the Gilded Falcon of this place. After doing all that walk back to the elevator and step on it to return to the room with the hole and the bridge. Once there freeze the two ice pillars then push one of them towards the other and then push that one north across the bridge. Follow that pillar north until you get to some thorny bushes. Burn them with the Fire Wand and then use the now clear steps and the ice pillar to reach the top of the cliff, then head north towards the next room.

On this next room there is nothing of particular interest to do, simply follow





I'll right, you'll start in a small room with three green statues and a save teleporter. Go into the teleporter to save and replenish your health and magic then go back out. Once out, head north to the next screen, but as you do that Meia will interrupt you and give you some advice. After she's done, continue making you way north to the next room. In the next room, you'll face 4 Super Murgg along with a single 4-way spitting fire mechanish. Kill the 4 S. Murgg so that the gate to the left opens. Once you've done that head west towards a new section (same big screen). As soon as you enter you will be shown a switch pattern (remember it). When you regain control, go into the teleporter in this small room.

You will appear in a very similar room. In fact, the room is the same except that the color has changed and what was right is now left. At any rate, you can see switches there so I think it's obvious what needs to be done. Step on the switches following the sequence you just witnessed, but remember to invert the left-right order. You need to step on the switches in this order: lower right, upper right, upper left, lower left. After you've done that, the gate to the north of the room will disapper so head north to the next section. Once again, as soon as you enter, you will witness a sequence where a fireball travels around a square platform in the middle. Notice the direction that the fireball is moving in and once you regain control head back south and into the teleporter.

Once you appear, head north until you get to the room with the square platform with the 4 switches surrounding it. You need to step on the switches following the sequence you just witnessed (but inverted in the left-right sense). Step on them in the following order: upper left, upper right, lower right, lower left. After you've accomplished that, the gate to the north will disappear, granting you access. Walk north across the wooden bridge and into the building at the other end of the bridge. You will get to a small room with some high platforms that you cannot get onto at this moment. Do not concern yourself with this room and instead head east into the next screen. On the new room walk east under the bridge and towards the next screen. Now, you are in a small room extrangely familiar room with a teleporter in it. Step on this teleporter.

Once you appear head east again, then keep going east under the bridge until finally you get to a room with a floating stone block, a barrel, and a switch. First of all, grab the barrel and carry it with you toward the switch, step on the switch and the floating stone block will lower itself into the ground blocking your way. Now, use the barrel to jump pass the blocked path and then head west. Keep going west under the bridge and into the room with the teleporter, and when you get there, step on the teleporter. Once you appear again, head west, then keep going west under the bridge, and finally you will get to the room with the stone block that was blocking your way before (now it is floating). Walk under the block, step on the switch and walk north towards the next room.

You are now in a room full of stairs. Walk up the stairs and exti this room. You will find yourself now in a room with a glass floor and a narrow path. Walk south until you come across a barrel and pick it up and keep walking south until you get to a mirror. All you need to do here is position yourself, and the barrel across the mirror, in such a way that when you throw your barrel onto the switch, the barrel across the mirror will also land on top of the other switch (it's not really difficult, just walk around until you get in the right position. Walk against the switch to make adjustments). Once you've accomplish this, the mirror will shatter and you will be able to walk through it towards the other side. Keep walking south until you exit this room.

YOU are now in a room with stairs again. This time, there will also be a switch that you must step on, so do it. After you step on the switch, you should

witness a short scene of a statue disappearing from one place, and appearing somewhere else. After you regain control, head south and towards the exit of this room. You will appear in a room with a switch directly east of your position. Head towards it and step on it to activate it. After you've done that head west towards the wall and wait for the moving platform to come by, once it does, jump on it and let it carry you across the gap. On the other side, jump onto solid ground and head south towards the next room.

Back on a wooden bridge. Head south across the bridge and you'll get to a small room with two switches and a teleporter south of the switches. Go towards the teleporter and step on it to be taken to a similar, but differently colored, room. Once you get there, watch the sequence on the two switches and try to remember it. Before jumping back onto the teleporter, head west towards a bridge you can't cross. To the south you will have a switch, head there and activate it, then head north towards the teleporter that lies there. You will appear by a similar bridge, head south and activate the switch that awaits you there then head back into the teleporter. Once you appear, head east towards the room with the two switches side by side and watch the sequence again. Then step on the teleporter in that room. You now need to recreate the sequence you just watched but, of course, inverting the direction (what was right is now left, and vice versa). If you don't remember, you need to step on the switches in this order: left, right, right, left, right, left, left, right, left. Once you've done all that, head south towards the next room.

In this room there are four torches that will come alive soon after you enter. Watch the order in which they do so and once they are done, step on the teleporter to the left. You will appear in a similar room, and what needs to be done should be evident by now. For the clueless, you need to use the Fire Wand to light the torches in this order: upper right, lower right, upper left, lower left. After doing that, a chest will appear and the gate to the west will disappear. Open the chest to receive a Key, then head north towards the wooden door and open it with the key. Now, head north all the way across the room with the switches and across the wooden bridge. You will get to a small room with a moving platform, wait for the platform and ride it north, then get off it and continue making your way north.

You will be in a room with stairs (again). Walk up the stairs and exit when you get to the top. You are again in a room with a glass floor. Walk south towards a group of switches and watch the sequence across the mirror of torches coming to life. Now you need to emulate the sequence inverting the left-right sense. If you need help, the order is: 2, 4, 1, 3 (assuming that the first to the left is switch number 1, and the last to the right is switch number 4). After doing that the glass will shatter and you will be able to walk south and out of this room. Walk down the stairs you will find yourself in, but don't forget to step in the switch in the room with the stairs (and what the statue disappears and reappears). Then head south and out of that room.

When you get to the room with the switch to your left, head west, then keep going west under the bridge, and then onto the teleporter. When you appear after teleporting, head west again, then west again under the bridge, and then finally south. Cross the wooden bridge and right after you cross it, head east. When you get to the bridge that you cannot cross, you will see a switch to the south and a teleporter to the north. Head south and activate the switch then head north and step on the teleporter. Once you appear, head south and activate the other switch, then head back to the teleporter. Once back, head west one room, then head south one room, and finally head east one room. You should be back in the room with the fire spitting mechanism. Now, head north in this room all the way across the stone bridge, and the wooden bridge.

You will get to yet another bridge, this one full of S. Murgg. Kill them (or



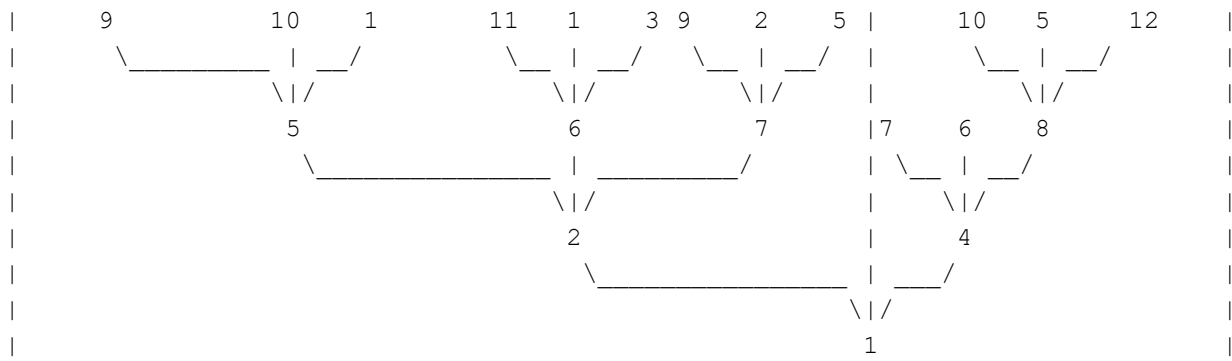












Now for some general information on how things work inside this dungeon, along with some notes on how to use the map. First of all, these room are rather small rooms with particular characteristics that will be discussed below. After entering a room, you will not be able to go back to the previous room, which means you are only able to walk forward (though, as you can see, the paths you can take eventually loop back to lower-numbered rooms). Each room has three exits: left exit, center exit, and right exit. No two exits in any one room lead to the same room. Now, I arbitrarily assigned numbers to the rooms. As can be seen in the sketch, I only write down the destinations for the rooms once. What I mean is that, there is only one '4' with its three destinations specified, I did that because a sketch which specifies all three destinations of every room every time it appears along the branches of the tree would not fit within the limits of the number of characters per line that I must use. Obviously, every time you hit for example '5' along any brach of the tree, you will be in the same number '5' room. Its kind of confusing, I know, and if I get requets later on, I will try again and see if I can explain it better.

Now, the goal in this dungeon is to hit a lamp in each of the 12 rooms, at which point the exit in room 13 will open. The problem is that the lamps will not appear until you have gotten to room 13 once and read the message on the wall blocking the exit. So, the first order of business is to make it to room 13. From there you will travel through the other 12 rooms activating the lamps as you go along. I have devised a path that will take you through each of the 12 rooms only once (no need to visit a room you've already activated the lamp in I say). Let's get to it then.

After entering the labyrinth you will be in room one. Kill the Big Bugs that get in your way and take the left exit. You'll be in a room with more Big Bugs. Once again, kill then if they get in the way and take the middle exit. This time you'll be in a room with more Big Bugs and four small platforms. You know the drill by now, kill the bugs that get in your way and once again take the middle exit. You have just reached room 13. Cross the shallow pond and walk up the steps until you get to the end. Read the writing on the wall and once you regain control head back down and take the left exit. This will take you back to room 1. Now I follow with a description of each room and what you need to do to activate the lamp in each.

- Room 1: this is a simple room with no cliffs and four Big Bugs. The lamp will be in the middle of the room just waiting for you to hit it with your weapon of choice.
- Room 2: similar to room 1, though there are some cliffs. This time the lamp will be waiting for you near the upper right corner of the room. Jump your way there (you need to get the barrel out of the way first) and hit it.
- Room 3: similar to the previous two rooms but with a big cliff in the middle and the lamp near the upper left corner of the room on a cliff. Jump your way towards the lamp and hit it.

- Room 4: room with 4 Big Bugs and many square tall cliffs. The lamp will be in the tallest cliff (which you can't reach). You don't need to kill the bugs but I strongly recommend you do or they will annoy you to submission. When they are dead, jump your way towards the cliff directly north of the cliff with the lamp, jump south towards the lamp, and hit it while midair. I repeat, you cannot reach the cliff with the lamp, or the one besides it.
- Room 5: Room with 3 Bug Bags and then holes with breakable stones on top. Use bombs to break the stones and reveal the exits underneath. The lamp is unnder the stone nearest to the upper left corner of the room. You know what to do with it once you've uncovered.
- Room 6: simple room with no cliffs and 5 Bug Bags. Kill the 6 enemies and the lamp will fall from the sky right in the middle of the room. Hit it and move on.
- Room 7: this room has some deep water in it along with 3 Killers (the fishes swimming around). The lamp is on top of the platform slightly raised off the ground by the middle exit. To lower the platform and gain access to the lamp, kill the three Killers. Once that is done, make your way towards the lamp, jump and hit it.
- Room 8: another room full of deep water. This time there is a barrel west of the entrance, four Killers swimming around, and the lamp is on the small island by the lower right corner of the room. The is also a small piece of solid land in the middle of the room with some wooden stairs that allow you go to directly from the water onto it. You can not get your feet on the island with the lamp so grab the barrel, jump on top of the wooden stairs in the piece of land in the middle of the room, and once there jump east towards the lamp and throw the barrel in midair towards it. The barrel should hit the lamp and you should be done with this room.
- Room 9: room with a big hole in the middle and a very tall cliff in the hole. Of course the lamp is on top of this tall cliff. Walk your way to the right exit and from there jump towards the cliff in the middle. Once there hit the lamp.
- Room 10: room with many cliff along with 4 Big Bugs and a chest and lamp that you cannot get to yet. Kill the 4 Big Bugs and the platforms under the lamp and chest will raise, granting you access to them. Open the chest to receive a Gilded Falcon. Then hit the lamp and move on.
- Room 11: small room with hidden paths. The entrances to the hidden paths are marked by those semi circular light.... markings. There are three of them, one by each exit. Take the hidden path by the left exit to get to the lamp by the upper right corner of the room. Take the middle hidden path to get to a chest containing some Herbs. The hidden path by the right exit leads nowhere.
- Room 12: another room with hidden paths. The lamp is in the middle of the big dark thing obscuring your view. Use the right hidden path to reach the lamp and hit it.
- Room 13: the room with the exit of the dungeon. The first time you are here you need to read the writing on the wall. The second time you get here is to leave the labyrinth.

At any rate, after reading the incription on the wall and taking the left exit on room 13, which brings you back to room 1, this is the order of rooms which I recommend you take: 1->3->4->8->12->9->2->6->11->7->5->10->13. If you follow that order you will not have to step on the same room twice. Why did do that? Because the map I made looks like a decision tree and I felt compelled to find the shortest path to the exit while stepping in each room only once.

Regardless of my reasons, after reaching room 13 again you will notice that all the lamps there are blinking. Climb the steps again and you'll find the exit blocked no more. Walk through to exit the labyrinth. You will be in a rather







go up these steps and you'll get to a stone block, from this block head west all the way until you see an entrance by a waterfall. Go inside. In this cave there is a single platform and 5 Pukus, get on the platform and use bombs to kill the Pukus (or magic if you can't be bothered with bombs). After each Pukus dies, the platform will raise a little. Killing 4 of them will be enough for you to reach the top. Follow this corridor west all the way to the very end, where you will see a wooden ladder that allows you to get out of the water and onto firm land. Do so and head north. Follow that path all the way to the end and you'll get out of the cave.

Once outside, head north until you get to a stand. This is the Emerald stand. Examine and place the Emerald Crest, once that is done make your way back to the entrance of the cave you were in just now (the one by the waterfall). Once there head east all the way until you get to the stone block, smash this block with the Steel Flail and head north. On the next screen head north until you get to another stand. This is the Ruby Stand, put the Ruby Crest in place and then head north east until you get to the Sapphire Stand. Place the Sapphire Crest and head west across the Ruby Stand until you get to a bridge. Cross this bridge north and you'll get to three stands: the Agate Stand, the Diamond Stand, and the Topaz Stand. Place the appropriate crests. Now, head south towards the bridge again. Stand in the middle of the bridge and jump west into the water. Slowly swim south until you get to a wooden ladder by a small island in the middle of the water. Go up these stairs and you'll reach the Garnet Stand. Place the Garnet Crest there. At this point you have placed all the crests.

After placing all the crests a short cutscene will occur showing the sunken shrine coming afloat. Alundra will somehow get back to the three stands by the bridge. From there walk north to find yourself in the still wet stone bridge. Walk north across this bridge and you'll get to the last dungeon of the game, the very imposing, very impressive, very hard, very good, very hated Lake Shrine. By the way, since the Lake Shrine is so big, I decided that I would split it into two separate dungeons: the Lake Shrine, and the Lake Shrine Interior.

-----[FDG1]  
Final Dungeon First Section: Lake Shrine

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Lake Shrine's Overview

A prelude to the end. The Lake Shrine is a short dungeon that comes right before the last dungeon of the game, which is the Lake Shrine Interior. Though the Lake Shrine is a short dungeon, it has some tricky parts that might confuse some people, so do not underestimate this place. The second strongest regular monster in the game also shows up for the first time here along with a couple of old faces that you haven't seen in a while. Also worth noting, the last Gilded Falcon and Magic Seed are found in here too.

Items:        Herbs                x 3    Strength Tonic    x 1        Magic Seed    x 1  
              Gilded Falcon    x 1

Monsters:    Reapers            - (9 HP)        Fake Chest        - (15 HP)  
              Soul Devourer    - (48 HP)       Metal Tentacle   - (72 HP)  
              No Boss Battle

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The first thing you see when you get to the Lake Shrine is a big closed gate that blocks your way. From that gate head east through the narrow stone path. Follow that path until you get to a big gap with a chest on the other side of

the gap. Jump in to the water and head north through an entrance on the water. You will not be in a small room with 5 barrels, a big ledge to the left, and two Metal Tentacles on top of the ledge. To get to the ledge, stack the barrels on top of each other so that you can get to the ledge (3 barrels will be enough). You are free to fight the Metal Tentacles (if you want), and when you are ready, head north up the stairs. You'll reach a small room and you will notice how Alundra's way is blocked by an unmoveable stone pillar. Equip the Willow Bow and shot the lever by the upper right corner of the room to lower the pillar and allow Alundra access to the room proper. After doing that, kill the Reapers and the Soul Eater. When all the monsters are dead the door will open and you will be able to exit the room.

On the narrow outdoors corridor simply make your way south and you will get to another small room similar to the one with the Reapers and Soul Eater just now. Once again, kill every monster in this room to gain access to the stairs that lead downstairs, however, do not go there yet, instead, exit this room through the west exit. Follow the path west and you'll get to a room with two levers by the north wall, three floating chests, and a staircase blocked by an energy wall. The two right-most floating chests are Fake Chests, and the left-most one is the real one. To lower the right most chest simply hit the left lever once, the chest will fall and you should open it to receive a key. If you want to fight the Fake Chests then after getting the key hit the right lever once and then the left lever again. With key in hand, head back to the last room with stairs (that is, two screens east).

Back to the last room where you cleared all the monsters. This time do head down the stairs. After walking down the stairs you will see a door directly to the right of the stairs. Walk there to get to another room. In this room there are two Soul Eaters, two barrels, and two switches on the northern section of the room. Kill the Soul Eaters and use the barrels to activate the two switches at the same time. After reading the notification that you have successfully activated both switches at the same time, exit this room through the southern exit to go back to the room you were in before this one. This time head down the stairs to where the Metal Tentacles are, feel free to kill them (a box to their head is fatal) and when you are done walk over to the locked door, open it, and enter.

You are now in a room with 3 energy walls blocking your way. Across these walls you will notice 3 moving eagle heads, and beyond the eagle heads you will see a floating eye. The goal here is to hit the eye with a regular arrow. The moving eagle heads will try to block your shot, and a charged arrow (the kind that pierces through objects) do not count. To achieve this simply stand in front of the eye and carefully observe the movements of the eagle heads, and shoot when you think you have a clear shot. After nailing the eye, it'll disappear, along with the energy walls, and you will be able to walk all the way to the chest by the corner. Open this chest to receive some Herbs. Now head back to the previous room.

Back to the room with the Metal Tentacles, head up the stairs and exit this room through the western exit. You will be in a narrow corridor, walk west until you get to a switch by a bug chain. Hit this chain twice with the Steel Flail to soften it up and then step on the switch. This should cause the chain to start moving. After accomplishing this head back to the room with the three floating chests and the two levers (if you can't remember how to get there: exit current room east, exit the next room north, then west, and west again). Back to the room with the floating chests, notice how the energy walls are gone now, which allows you to go up the staircase. Do so and exit this room.

Once again you are outdoors. Notice how you are on top of the locked gate you saw at the very beginning of the dungeon. At any rate, keep going west and you

will get to a room with two chests behind energy walls. There is nothing you can do about them now so keep going west across another narrow outdoors corridor and you'll get to a familiar-looking room with more Reapers and Soul Eaters. Not surprisingly, you need to kill every monster in the room so that the obstacle blocking the stairs is cleared. However, after killing all the monsters in the room, do not head downstairs, instead exit this room through the north exit. Back to another narrow corridor, keep walking north to get to another room. This is a small room with several spiked steel balls, a Fake Chest, a lever by the south east corner of the room, and another chest by the north west corner (which you can't get to from where you are). At any rate, make your way to the lever (careful with the Fake Chest) and hit it. When you are done with the lever, head back to the room with the stairs, and this time do go down.

You are in a cellar-like room again. Head down to where the monsters are hanging around (feel free to kill them). Notice the stone pillar that appears to be on rails? Well you need to push this pillar east. Once that is done, the gate west of the pillar will open, granting you access. Walk through the now open entrance to get to a room with a lever, two Reapers, and a barrel. Hit the lever and return to the previous room. Back to the cellar, head east up the stairs and through the entrance by the stairs. Inside await you 4 Reapers, kill them all and then walk to the stone pillar which appears to be on rails. Push it south and out of the way and then walk through the hidden path to the left of the pillar. This path will take you to the room with the lever and the barrel. Once there, head north towards the exit. That exit leads to a small room with two Metal Tentacles and a switch. Kill the Metal Tentacles and step on the switch to open a door to the right (you can't get there from where you are at the moment). Before leaving this room, walk east from the switch to and you will get to a hidden chest (you can't see it). Open it to receive a Strength Tonic. Once that is done, go back to the previous room.

Back to the room with the hidden path and the energy wall. Head east through the energy path until you get to the section of the room with the Reapers. Notice how the door to the north is open now. Walk through this door to get to a the small room with the two Metal Tentacles you were in just now (but you are on a different section of it). Once there, walk north up the stairs to get to a room you've already been to before. When you get there, walk west towards the chest and open it to receive a key. With the key in your possession, head back to the cellar (down the stairs, then south on the next room, and south again in the room with the Reapers).

Back in the cellar, jump down towards the locked door, open it, and enter. Inside you will encounter once again the moving eagle heads, the energy walls blocking your way, the eye that you must hit, and a chest. You know what to do now, just hit the eye with a regular arrows to disengage the energy walls. When that is done, make your way towards the chest and open it to receive more Herbs and then exit this room and return to the cellar. Back on the cellar, head up the stairs and go in the entrance directly above that one you just came out of (the one that leads towards the room with the 4 pillars and 4 Reapers. Once there, kill the four Reapers and then push the upper left pillar out of the way. Walk west through the hidden path and when you get to the other side, walk south and kill the two Reapers there. Grab the barrel and make your way back to the section of the room with the 4 stone pillars. When you get there (while carrying the barrel), throw the barrel on one of the switches by the northern exit, and then go and step on the other one. This will cause a chest to fall from the sky. Go ahead and open it to receive a key. Now walk south from the chest and return to the cellar.

Back in the cellar, head up the stairs directly to the right of the entrance you just came out of. Some Reapers await you in this room, feel free to kill

them or let them be. Head east out of this room and continue walking east until you get back to the room with the two chests that used to be behind every walls. Since the energy walls are gone, you can go up to them now and open them to receive some Herbs, and another key. With 2 keys now in your position, make your way back to the cellar. When you get to the cellar again, walk east and exit it, this will take you to a narrow corridor. Walk east and you'll get to two big walls. Touch the walls and Alundra will use the keys to get them out of his way. Keep walking east and you'll get to a chain by a switch. Hit the chain twice with the Steel Flail and then step on the switch to activate the mechanism that controls the gate outside. At this point the main gate by the entrance of the Lake Shrine has been opened so make your way back there (you accomplish this by jumping through a gap in the stone fence above the now open gate). When you get back to the gate, walk through it to move on to the next section.

What greets you on the other side of the big gate is a rather big garden maze. Walk north until you get to a locked gate, from the gate head east and follow the path until you get to a switch. Step on this switch and a short cutscene will occur showing you how a big torch to the north went out. When you regain control walk east pass a tall stone pillar until you get to a small gap in the hedgerow (roughly north west of the tall stone pillar). Walk through this gap and after crossing the hedgerow, walk towards the chest and open it to receive a key. Stand in front of the chest and walk west to walk through another gap in the hedgerow. On the other side, head west towards the locked gate. Open the gate with the key and then head north all the way until you get to a locked gate by two chests. Open these chests to receive the last Magic Seed, and the last Gilded Falcon. Once you've collected these pair of important items, walk down the stone staircase and head east.

While standing in front of the two dinosaur statues head east across a small fountain and up some stairs. Keep walking east and you'll pass by a locked gate that you should remember. At any rate, keep following that path and it will lead you to a switch. Step on the switch and the locked gate that you just saw seconds ago will open. Using the switch as a stepping stone, get back to the now open gate and go through. Inside you will find yourself in a small room with some water and a teleporter at the end of the room. Step on this teleporter to be transported back to Inoa (hard to believe). You are now inside the well in Inoa that is located to the left of what used to be Yustel's house. From this point on you can use this teleporter to go from Inoa back to the Lake Shrine without having to walk all over Torla. I suggested you do this in order to activate the teleporter in Inoa, if you don't use the telporter from the Lake Shrine then the teleporter in Inoa will not appear. Anyways, use the teleporter to get back to the Lake Shrine, walk out of the room with the teleporter, and head back to the switch you used to open the gate that lead to the room with the teleporter.

Back on top of the switch, head south until you can't walk no more and then walk west through a hole in the hedgerow. Once on the other side of the hedgerow head south and you'll get to another hole in the hedgerow. Walk through it too and you'll be in a small space with a chest to your left. Walk over to the chest and open it to receive a key then walk further west to find a locked gate, open the gate and then head north until you are standing right in front of the dinosaur statues once again. This time you should head west, though. Keep walking west until you get to a stone staircase, go up the staircase and walk a little west to find a gap in the stone fence. Jump across the gap and step on the switch on the other side, this will cause the locked gate by the north west corner of the screen to open. Feel free to go there and enter the now open room. This room contains a panel in the floor that will restore your health and magic to maximum if you step on it. After replenishing your health and magic exit the room.

You are once again on the garden maze. Head east until you see a teleporter. At this point you should make your way to the teleporter and step on it. You will appear in a very small space. Walk south through a hole in the hedgerow and then walk east towards what appears to be the edge of the screen. In actuality there is a hidden path there that will take you to a small ledge with a chest on it. Open this chest to receive a key, then head back west to where you came from. Back in the garden, head west through a hole in the hedgerow and then continue walking west until you get to another locked gate. Open this gate with the key you recently acquired and walk pass it. Keep walking west all the way to the end and then walk north through a hole in the headgerow towards another chest. Open this chest to receive yet another key. Then jump on top of the chest and walk north through another hole in the hedgerow. Now walk east and make your way back to the last gate you opened.

Back to the last gate you opened, cross it but this time head south. You'll get to another hedgerow with a hole in it, walk through it and then keep going south towards yet another locked gate. Open that gate and step on the teleporter that awaits on the other side. This teleporter takes you to a very narrow path that leads east. Head east along this path and you will get to another switch. step on this switch and watch how the other torch to the north goes out. Since you have turned off both torches, the entrance inbetween them is now open. Walk north through the hole in the hedgerow and make your way north towards the entrance. This entrance leads to the very last section of the game, the Lake Shrine Interior. Before going in, I recommend you use the teleporter to the east to go back to Inoa and save because there are no save diaries inside the last dungeon. Once you are set, return to the Lake Shrine and walk pass the entrance between the dinosaur statues to reach the lofty Lake Shrine Interior.

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No rest in between sections. Alundra doesn't rest and neither should you.  
I kid, I kid.

-----[FDG2]  
Final Dungeon Section 2: Lake Shrine Interior

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Lake Shrine Interior's Overview

Finally, the last section of the game. This place is really something else, if you don't know the what to do or where to go expect to aimlessly run around for hours trying to figure out where to go and what to do once you get there. First time I played through Alundra a long time ago, I got stuck in here for days. It truly is a confusing and tricky place. Alundra's dungeon desing finally reaches a crescendo, bringing together everything that made the other dungeons great into a massive, multi layered, complex dungeon. Expect to experience a little of everything in here: long lasting monsters, interesting puzzles, challenging platform jumping, many booby traps, and a string of three final boss battles to finish the game with style.... and the music is not bad at all either.

Items:        Herbs                    x 4        Strength Tonic x 2    Magic Elixyr x 2  
         \*Wonder Essence x 4        Life Vessel        x 1

\*One of them is given for to you for free after defeating the Black Dragon and before the first battle with Melzas.

Monsters:    Soul Devourer    - (48 HP)    Metal Tentacle - (72 HP)  
              Palace Guardian - (75 HP. Takes 10 HP from the Bomb)  
              Boss Battle Black Dragon - (Special Value - 75 HP)

Boss Battle Melzas - (Special Value - 68 HP)

Final Boss Battle Melzas - (Special Value - 75 HP)

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All right, this is going to be rather involved so let's just get down to it. From the entrance simply walk north across the huge stone torches (they are off at the moment) and through the only open door, which is by the torches. Inside you'll have a little conversation with Melzas where he does the regular bad guy stuff (you know, talk smack, belittle the hero, being overconfident, etc). After getting kicked out of the room and regaining control over Alundra, it is time to get to work. Now, before I proceed, this room with the 6 now light stone torches is an important room, so from now on I will refer to this room as the atrium (in honor of a room in the game Vagrant Story, which by the way, I highly recommend to everyone. Oh, and don't mind the likely wrong use of the word atrium in this instance).

Notice the two staircases to your left and right, walk over to the left stairs case and walk up it towards the entrance at the end, go in there. You will find yourself in a narrow corridor with 4 suits of armor; these suits of armor can be smashed with weapons to reveal whatever they contain inside. Walk over to the western most suit of armor and smash it to reveal a switch. Step on the switch to move a wooden gate a little to the south. After stepping on this switch walk east all the way until you get to the last suit of armor, then walk south towards the first entrance you see and go in (it is directly east of a wooden gate). Now, this is a small room so simply walk north until you see a chest on top of some furniture. Use the furniture by the east wall to make your way to the chest and open it to obtain a key. With key in hand, make your way back to the atrium.

Once there, exit the room through the east exit. You are now in the library. Walk a little east through a small gap in the book shelf and then walk north towards a barrel placed on top of a book shelf. Use the chair in front of the shelf to get to the barrel and grab it. Carry the barrel all the way to the chest on top of the shelf north of the entrance and throw the barrel on top of the chair there (make sure there is space for Alundra to stand on the chair as well). Now, using the chair and the barrel, jump your way towards the chest and open it to receive some Herbs. Jump down and grab the barrel again. Now carry the barrel south of our position until you get to another chair. Once again, throw the barrel on the chair and use them both to reach the top of the shelf to the east. Once there jump across the gap and then jump down towards the section of the room with all the chairs. Once there walk a little east and you will see a lever, hit it and a shelf will move out of the way granting you access to the west section of the room and eliminating the need to have to use the barrel to get to where you are at the moment every time. Now walk east and exit this room.

In this small corridor you will notice how the three Metal Tentacles are frozen in time. You can't hurt them but they can't hurt you either so simply walk east and exit this room too. Now you are in a room with 6 suits of armor. Feel free to smash all the suits of armor except the north east one (upper right). Under the north armor there is a chest, open it to find some Herbs, then jump on top of the chest, and from there jump on top of the suit of armor (top right). From the armor jump north towards the locked door, open it with the key and step through (by the way, under the lower left suit of armor there is a Palace Guardian. It's frozen in time too though). On the next screen simply follow the stairs and eventually you'll get to another room.

In this room walk east and you'll see three white pillars. Push the western most pillar north all the way and then push the middle pillar east all the way to clear your way towards the ladders behind the pillars. Climb the ladder and

then walk west towards some stairs (nevermind the Soul Devourers, they are frozen). Walk up the stairs all the way to the top (careful with the spiked steel balls, they are not moving yet, but they can still hurt you). At the top you'll find a ladder, climb it. This small room seems to be the inside of a machine or something (a clock I suppose). Open the chest there to retrieve a key, then hit the lever. After getting the key and hitting the lever, it's time to walk back to the atrium.

Back on the atrium. This time exit the atrium through the west exit, which leads to the dining room. There is nothing to do in the dining room yet so keep walking west and exit the dining room (south west exit, the north west exit is blocked at the moment). You are in another corridor with three more frozen Metal Tentacles; leisurely make your way west towards the exit of this corridor. The next room contains three suits of armor and a chest on a very high ledge. Smash the western most suit of armor to reveal a barrel. Grab this barrel and position it near the middle suit of armor. Use the barrel to jump on top of the suit of armor, and from the suit of armor jump towards the chest. Open the chest to receive a Strength Tonic. Now jump back down and grab the barrel again. Carry the barrel towards the locked door by the north west corner of the room, place it near the ledge and then use it to get to the door. Open the door and step through. (There is a Palace Guardian inside the middle suit of armor. He's frozen at the moment though). This leads to a narrow set of stairs. Simply continue on your way and towards the next room.

Now you are in a room with some boxes by a switch. West of the boxes is a barrel, grab it and throw it on top of the switch so that it stays pressed. Once that is done, jump down and throw the boxes out of the way to reveal a hidden barrel. Grab this barrel and carry it west towards the high ledge by the wooden furniture. Throw the barrel near the ledge and use it to get on top of the furniture and from there jump north towards the section with the frozen Soul Devourers. As soon as you get there, walk north towards a switch and pressed it. This one stays pressed after the first time so walk back towards the barrel on top of the first switch you saw in this room and grab it. Carry this barrel with you and make your way back towards the second switch. Don't let go of the barrel and head east and up the stairs there. Climb the stairs all the way to the top, and once there throw the barrel near the very high ledge. You'll need a three level barrel tower to be able to reach the top, so after throwing the first barrel, return to the two barrels you saw while climbing the stairs and use them to complete the three levels. Before moving on return to where the barrels used to be and walk south so that you fall from the stairs, you should land by a chest. Open it to receive some Herbs. Then go back to the three barrels and use them to get to the ladder by the north east corner of the screen. From there simply climb the ladder (be careful not to hit your head against the big spiked steel balls when you jump towards the platform with the ladder).

You are again in a room like the ones you saw during the cutscene showing Melzas freezing time. Walk over the chest and open it to receive a key, and then walk over to the lever and hit it. After hitting this lever, time will start to move again in the Lake Shrine Interior. Now all the monsters start to move and will attack. At any rate, notice how the switch by the chest with the key is moving up and down now. Wait for it to get near the floor and jump on it to activate it. This causes the door in that room to open. Walk through this door now. You will find yourself outside, notice how there is a small gap in the stone wall right in front of the entrance Alundra just came out of. Walk through this gap and jump down. You should land either on top of a switch or near it. Step on it to turn off one of the big stone torches in the atrium (1 down, 5 to go). From there walk north into the building again. Keep walking in the only direction available and towards the next room. You are now in a narrow corridor. Walk south until you get to a locked door by a lever, hit the lever

to open the door. This is a shortcut that you may use, but if you do everything exactly as I say here, you won't need it. After hitting the lever and opening the door walk back north and then head east towards the next room, which is a very small room with nothing on it, so walk south and exit this room.

You are once again outside. Walk up the stairs there and into the entrance in front of the stairs. This leads to corridor going east and another entrance right in front of where you appeared. Walk north and through this entrance. This next room has 4 square flamethrowers. Walk north east until you see a white pillar, move this pillar and place it on top of the switch by the west flamethrowers. Doing this makes the 4 balloons by the north wall to descend on top of the furniture by the north wall. Now, walk to where the pillar initially was and use the furniture there to shoot an arrow so that it hits all four of the balloons; now there should be only one remaining red ballon. Walk over to the top left flamethrower and jump on it, from there jump and shoot the last red balloon so that all of them are green. This will cause the chest to the right to descend so that you can open it. Open it to receive a Magic Elixyr. Now head head of this room. Once out, head east through the corridor until you get to a locked gate. Open it and walk inside.

This room might be kind of tricky (but it's really easy). First, even though it is not necessary, kill the Soul Devourers so that they don't bother you. Now, walk towards the lever by the north east corner and hit it once (once) so that the platform moves close to the lever. Now, you need to place two bombs by the lever, so place one directly above the lever, and one directly below the lever. Make sure that they blast from the boms is able to hit the lever, but that the blast from the bombs do not hit the other bomb. As soon as you throw the second bomb quickly jump on top of the moving platform. After the first bomb explodes the platform should start moving, as soon as you get within jumping range, jump on top of the other platform. If everything worked out fine, the second bomb should be going off about now, which causes the second platform to carry you towards the switch by the south west corner. If it didn't work, then keep trying, it's really not that difficult. After reaching the switch, step on it and the second torch in the atrium will be turned off (2 down, 4 to go). After you regain control of Alundra, jump down and exit this room. Back on the corridor, head east towards the next screen.

You will appear in another corridor. Walk east and through the first entrance you see. This leads to a rather boring room with a lame rewards. At any rate, as soon as you enter the room, quickly walk north towards the white pillar. Quickly move it and place it on top of a switch on the ground (any switch will do, I prefer the western most switch). After a short time, the switches will slightly raise from the ground, making it impossible to put the white pillar on top of any of them, if you hadn't done so already. After the pillar is firmly on top of a switch, walk over towards the barrels and use them to activate four switches (one barrel per switch), and finally step on the last one yourself. I don't like this room because the collition detection on these switches seems to be messed up and you need to very pressicely place the barrels or the switches won't activate. And to bring further annoyance on players, the rewards that falls from the sky for doing this is a simply Herb. At any rate, after obtainign the Herbs (or not, you are probably full) head out of this room. Back on the corridor, head east and then north towards the pot by the gap in the floor. Use a Spring Bean to plant a Spring Plant on the pot, and use the plant to jump across the gap (if you fall in the hole you'll land in the dinning room. From there head west and use the shortcut I mentioned above to get back to the pot by the hole). After clearing the hole head north and then west and go into the entrance directly west of the wooden door.

Now, this room required some dexterity. You will notice the nine flame spitting raised platfrom strangely arranged in the room and the two Palace Guardians.



First thing to do is to kill the two Palace Guardians. After that it is time to practice those jumping skills. The goal in this room is to get to the switch by the north east corner. To reach that switch it is necessary to use the flaming platforms. Also notice how each row of flaming platforms will spit fire at the same time and in a set order (from south to north, though if you hit the balloon with an arrows, this order will reverse). At any rate, follow this simply diagram:

----- This is a roough diagram of the room. The numbers are the  
|        b    S | platforms, the Fs are the wooden furniture by some of these  
|                | flaming platforms, the S is the switch you want to get to, the  
|  3F  4    9 | the b is the balloon that reverses the order of the flame, and  
E                | the E is the blocked exit that you want to go throuh. To get  
|  2    5    8 | through this simply jump through these platforms in the orden  
|                | I organized the numbers, from lowest to highest. Make sure to  
| F1    6F  7 | time it so that you do not get hit by the flames because they  
----- will push you off the platforms (you can wear Nava's Charm to  
block the fire damage though). After getting to the switch the exit labeled E  
will open, so go through it.

You are now in a small room with two suits of armor and a moving steel ball directly above switch. Time the movements of the steel ball and quickly step on it and get out of the way. This causes the door to the south to open, so disregard the stairs left of the switch and head south and through the door you just opened (there is a vase under the southern most suit of armor, just thought I'd let people know). You are back on the corridor with the gap by the pot. Walk west and towards the next screen. There you will find yourself in another corridor, walk all the way to the west and through the only open entrance.

That last entrance leads to a rather annoying room. Notice the four moving platforms rotating near a moving spiked steel ball; also notice the switch by the north west corner of the room. The goal here is to make your way towards the switch and step on it, which causes the exit on the east wall to open so that you can leave. Walk north east and use the vase there to get access to the top of the tall wooden piece of furniture there. From there jump on top of one of the moving platforms, time it so that the moving platform passes through the moving steel ball when it is close to the floor so that it can't hit you (you also need to be standing close to the edge of the moving platform). After clearing the moving steel ball, quickly move towards the north edge of the moving platform and jump north towards the wooden furniture (this jump can be very tricky so aim carefully) close to the switch, from there jump west towards the switch and step on it, then jump down and exit through the east exit. (Before I move on, if you can get pass the moving steel ball while on the moving platform without getting hit, it also works if you simply suck it up and take the hit on purpose but position yourself on the platform so that when Alundra reels back from the hit, he does not fall. Sure, it's very unbecoming but it's effective).

In the next room you will find six suits of armon organized in two rows. Smash all the suits of armor to reveal 6 torches. Now, equip the Fire Wand and light all six torches, just make sure that the last torch you light is the north east one (top right). After lighting the last torch (which should be the top right one) a chest will fall on that torch. Now walk north and use the furniture there to make your way towards the chest. From the furniture jump on top of the lighted torch with the chest on it (that fire won't hurt you, you can thank the Charm Boots for that) and open to chest to receive a key. With key in hand head south and exit this room. You are back on the corridor now, walk east towards the next screen, and once there walk into the first entrance you get to, which brings you back to the room with the two suits of armor and the moving steel ball on top of the switch. Walk north and up the stairs.

This next room has 12 switches organized in a particular pattern. The goal is to activate all of them to open the door by the south east corner. The trick is that shortly after stepping on a switch, it will lower itself into the floor so you must jump quickly from one to the next or you will fail (if you do fail simply go out and back in to reset the puzzle). The switches are organized in the following fashion:

```
----- Each number represents a switch, and the number in
|         04         | each switch is the order you should activate them
|                 | in. There is more than one possible order but the
|         05  03     | one provided here works and is the one I use when I
|                 | have to do this.
| 12  11  10  06  02  01 | After completing this puzzle, the door by the south
|                 | east corner will open, so head over there and exit
|         09  07     | this room. This leads to another corridor. Head
|                 | west until you get to a locked door. Open it and
|         08         | walk inside .
-----
```

This next room is slightly annoying, all because the placing these white pillars on top of these moving platforms seem to cause some problems. At any rate, notice the three moving platforms and the white pillar by the north east corner. Make your way over to the pillar and then when you get the chance, push it on top of the moving platform. Now the goal is to push the pillar on top of the next platform until you manage to get it across all three platforms and on top of the section by the switch near the north west corner (this might prove to be frustrating, but keep trying). After successfully pushing the pillar all the way to the switch, push it on top of the switch to reveal another switch behind some stone columns by the north wall. Walk over to the switch and step on it to turn off another torch on the atrium (3 down, 3 to go). After that is done walk south and exit this room. Back on the corridor, walk south towards the exit right in front of you.

You are in what appears to be a cellar or sorts. Walk east towards a switch and when you see it don't step on it, instead walk south and follow that path until you get to a couple of exits (they both lead to the same place). Go outside and then walk east until you hit a wall, then walk south and jump down from the ceiling and you should land by a chest. Open that chest to receive a Wonder Essence. Then keep walking south and jump down. Now head west and make your way back to the cellar you were in just now (in case you don't remember how to get there: walk east towards the first entrance you see, then walk east through the corridor towards the next, which is the one with the spring pot by the hole, use a Spring Bean to get across the gap and walk north towards the second entrance west of the wooden door. Once inside walk north and up the stairs, then walk south east towards the exit in the room with the many switches, which gets you to another corridor, walk west on this corridor and when you reach the end walk south to go back to the cellar).

Back on the cellar. Walk east until you get to a switch, step on this switch and a wooden door south of the switch will change positions. Now head back west and exit the cellar. Back on the corridor, head east towards the entrance at the end of the corridor. Continue making your way through the room with all the switches and go down the stairs by the north west corner. Then walk south through the room with the couple suits of armors and exit that room to finally get to the corridor with the hole by the spring pot. Walk over to the hole and jump down through it. You will land in the dining room. Walk over to the south east corner and you'll find a lever. Hit this lever and 8 unlit torches will fall on top of the two long tables. Now, your goal here is to use the Fire Wand to light all the torches, however, make sure you light all the torches from right to left starting with the top table (light all the torches in the top

table from right to left), and then do the same with the torches in the south table. After you've done this you will hear a sound and the gate by the north west corner of the room will open. Now walk there and exit using that door.

You will reach the kitchen now. There are three Soul Devourers in this room that you need to take care of. After killing all the monsters a chest will fall from somewhere. Open it to receive the last Life Vessel (50 at last). With full health now, head east and exit the kitchen. Now go back to the atrium (just exit east on the dinning room to get back to it). Back on the atrium, walk up either set of stairs and exit north. Back on the corridor with the four suits of armor, head east towards the last suit of armor and follow that path until you get to an entrance by a hole in the floor (directly east of the wooden door). Walk inside, there you will find two barrels and a switch, forget about the barrels and step on the switch, this causes a door on the east wall to open. Exit this room through the east exit. Now, you are in a room with two switches on the floor and some stone blocks in front of a white pillart. Use the Steel Flail to smash the lowest two stone blocks in front of the white pillar (or just one, it doesn't matter), and then use the remaining blocks to jump on top of the white pillar. From there jump down behind the pillar, and from there smash the remaining stone blocks with the Steel Flail. After clearing the way, push the white pillar south and place it on top of eaither switch, and then walk over and stand on the other one. This causes the door on the south of the room to open. Exit through this door.

Notice how you are on the other side of the hole. Walk east towards the next screen. Once there walk east a little and go in the first entrance you see. Inside you'll have to face a group of Soul Devourers. Kill them all and a chest will fall from the ceiling (I still wonder where the hell they come from). Open this chest to receive a key. With key in hand, head back on to the corridor and then head west back to the other corridor. Once there go into the entrance east of the hole on the floor. You are back on the room with the two switches on the floor, walk north and up the stairs.

Welcome to platform jumping hell. This room is similar to a previous room that you've seen, however, this one is much harder to do. It has 14 switches that you must activate in order to continue on your way. I guess a drawing is in order:

```
----- O.k. get ready for some frustration. This
|      04      06 07      09  | jumping challenge can get annoying. First,
|                               | my way is not the only way, but it is the way
| 03                               10| that I like to do it, and it works so let me
|      05      P---- 08      | explain. Each number represents a switch,
| 02                               | obviously they are organized so that you can
|                               | see in which order you need to activate them
|      01      14 13x   12  | in. The P is the white pillar that you need
----- to move. I place this pillar directly east of
switch number 13 (where the x is) because you'll need it to make that jump
between 12 and 13. There is no trick to this room, you just need some skill
controlling Alundra. Some tips, don't get overexited, don't panic, get as close
as you can to the edges of the switches, you have some time to position Alundra
correctly before the platforms starts to descend so take advantage of that,
and keep your cool. Anyways, when you finally do it, the door by the south west
corner will open, so walk there and exit this room.
```

On the corridor you now find yourself in, walk east being careful not to get hit by the moving steel balls. When you get to the end of the corridor, open the locked gate and walk inside. As soon as you enter equip the Steel Flail and go to town on all the stone blocks you see there (start from the stone blocks on the west side and destroy your way east). If you did it quickly enough (not difficult), the moving stone block should have made it all the way

to the north east corner of the room before a vase magically falls from the ceiling (if the moving stone block didn't make it in time you'll need to try again). After the vase falls, use it to jump on top of the stone block and from there walk over to the white pillar. Move this pillar and place it on the south west corner of the moving stone block (now it is still). After placing it there push it down onto the lower level. Once that is done, push and place the pillar on top of the switch in the middle of the room. This reveals a switch behind two stone columns to the north. Go there and step on it to turn off yet another of the torches in the atrium (4 down, 2 to go). When you are done, exit this room.

Back on the corridor, simply walk south go to the next room. This room is another cellar like the one you were in before. Walk west until you get to a switch and step on it. This causes the wooden door to switch positions. After that is done, go back to the corridor. When you get there walk west through the moving steel balls and return to the room with the switches and the pillar. Go down the stairs in that room and you'll get to the room with the two switches on the floor and the pillar behind some breakable stones. Exit this room west to return to the room with the two useless barrels and a switch. Exit that room south to get back to the corridor with the 4 suits of armor. Once there walk over to the eastern most armor and smash it to reveal a switch, step on it and the wooden door south of the switch will move. Now, walk south from these switch and jump across the small gap on the floor and keep going south. When you reach the end you'll see three exits, take the south one.

Back outside the castle, head east and you'll get to a chest, open it to get a Magic Elixir, and then head back inside. Back inside the shrine walk a east and go into the entrance by the wooden door. There you will find a high platform with 9 moving balloons (the one in the middle is still though). Use the Willow Bow to turn all the balloons green (if you stand directly east of the high platform you will be able to hit the balloons as they come near you). When all the balloons have been turned green, a chest to the north will descend to the floor, open it to receive a Wonder Essence. When that is done, head back to the corridor. Now, head back to the atrium (either by jumping down the hole in the corridor which leads to the library and then going west; or by jumping across the gap and then exiting through either exit by the suits of armor).

Back on the atrium, only two more torches to go. It is time to head to the top of the west tower (where you hit the lever to unfreeze time). In case you don't remember how to get there: exit west on the atrium, then south west on the dining room, then west on the corridor next to the dining room, then smash the western most suit of armor and use the barrel there to exit north, then follow the stairs. You should be in the room before the top of the tower (where you actually climb the stairs to get to the top). You know what to do, make your way north (perhaps killing the Soul Devourers along the way), until you get to a switch by an open entrance (do not go in). That switch is used to very slightly raise the steel balls to the left. Continually step on it until the steel balls have raised all the way to the top and then quickly run up the stairs towards another switch. This one does the same thing as the one before, but with the last set of steel balls. This part is slightly tricky. Hit the switch until the balls have risen to the top, and then walk east and when you hit the end jump south west and try to land on top of the moving platform, which will take you to the ladder that leads to the top of the tower. (Note: if that last jump is being troublesome, simply man up and take the hits that the steel balls give you while you measure the jump carefully. If you do it this way the jump is almost guaranteed, but Alundra is suffering).

Once you get to the top of the tower, exit through the south door to go outside once again. Back under the sun, walk up the stairs to the east all the way to the top, and when you get there walk east and jump down the ledge there. You

will land in the ceiling by a couple of small entrance. Go inside now to return to the first cellar. Once inside, make your way east (fight if you want), at the east end of the room is an exit, go out again. You are again on the ceiling though this time you will walk south and drop down to the ground below. From there head east towards another entrance, and when you get there go inside. Perhaps surprisingly you are back on the atrium, but on a section of it you had never been before. Walk east across the bridge and exit on the other side. Back outside notice the spring pot by the entrance. Use a Spring Bean on it and use the resulting plant to jump on top of the high ceiling. Once you get there walk north all the way to the end and then head east and jump down from the ledge. You will again land on the ceiling by an entrance. Go inside to get to the second cellar. In here you just need to head east until you get to the end, where you will once again exit to the ceiling. Back outside, walk south and drop down to the ground below. Walk east and south towards the last entrance to the east (disregard the first entrance for now).

That entrance leads to a small room, walk north and go to the next room which is a corridor. Walk east on this corridor until you get to a entrance that goes north, walk inside. Follow the stairs and you'll get to an exit, go outside. There you will find another switch, step on it to turn off the penultimate torch on the atrium (5 down, 1 to go). When that is done, walk back inside, then follow the stairs to return to the corridor. Back on the corridor, head south and you'll get to a lever by a locked gate. Hit the lever to open the gate, then go through it. You are in the room before the top of the east tower (remember this entrance you just came out of, you'll be returning here very soon). Walk east up the stairs (careful with the moving steel balls, you may use the switches by the stairs to slow them down). When you get to the top use the ladder there to read the top of the tower. Once you get to the top of the tower, you will notice the switch moving up and down, wait for it to come close to the ground and jump on it. This will cause the door there to open. Walk through this door. You are outside again. walk up the stairs to the left and you will see a semi hidden chest, go there and open it to retrieve another key. With this key in hand, return to the entrance I told you to remember (back inside, down the ladder, down the stairs). When you get there walk through it.

You should be back to the lever you hit to open that door. From there head north and then west to get back to the small room. In that room head south and go outside again. When you go outside again walk west until you see the entrance that you didn't go through before, but this time do go inside (right in front of the stairs). You are again in a corridor. Walk west on that corridor pass a locked gate and to the next screen, there you will see a switch and a wooden gate. Step on the switch to move the gate then go back to the locked door you just passed. Open the locked door with the key and step inside.

This is a room with two big holes, two Palace Guardians and two exits on the east wall. There is no need to fight yet, simply head east and exit this room through the south east exit. This leads to a small corridor with 4 switches, activate the four switches from left to right as quickly as you can. If you did it correctly, the four gates north of the switches will open and stay open. After you've done that, go back to the room with the previous rooms. This time exit the room through the north east exit. You are back in the room but this time by the now open gates. Walk through the gates towards a switch, and when you get there step on it to turn off the last torch in the atrium (6 down. We are done). Once that is done, walk back to the previous room. Now, first kill the two Palace Guardians. After that is done walk over to the north hole and stand directly east of it. Use the Steel Flail to get rid of the stone blocks closest to you. After that is done go and stand in the piece of floor closest to the platform across the gap (that would be the small space diagonally closest to it). From there jump north west towards the platform. Hopefully you made it because if you didn't you'll fall to a room with 4 suits of armor and



damage, or shot fireballs in a semicircle pattern from its mouth for 4 HP of damage per hit.

This is how to deal with every of its attacks. While flying, if it is breating fire then just move about trying to stay out of the way, if you wish to run to dodge the fire then do so but it is not necessary. It it goes for the quick body slam then quickly move left or right out of the way, the problem is that for it to attemp the quick body slam you have to be very near it so it is hard to dodge although it should never try to do it if you don't stay under it for long. Now, if it flies high into the air and goes for the big body slam then you need to make a quick decision. I only know of two ways to get out of this one; one, you can hit triangle to get ready to run and as soon as the dragon's yell ends then quickly run in any direction other than north; second, you move away from the dragon and way for it to make its usual yell, right after it is done and you know that its coming for you then quickly jump and attack, if you timed it correctly then your attack will hit the dragon before it hits you and you'll stop the attack cold while dealing damage at the same time.

When the dragon is on the ground then it is easier. If you are not right in front of it then it will move around the battlefield tring to run into you, however, as soon as you stand right in front of it it will stop, aim, and shot three series of fireballs in the semicircle pattern I mentioned a while ago. If you are not close to its mouth then just go left/right to get out of the way, if you are too close to the dragon and you know that you can't dodge by moving left or right then you can always jump over the fireballs. By the way, the flamethrower and the fireballs can be nulled if you equip Nava's Charm, which makes you invulnerable to fire. :)

Now that its attacks are covered, this is how I think this fight should be fought. While it's flying just dodge the thing and if you want to use magic then bring out the fire or earth book and let the sparks fly. Once it lands do not, I repeat, do not attack it right away, instead way for it to move a little and then attack it. You don't want to attack it as soon as it lands because if you do you run the risk of the dragon rising back to the air immediately and we really want the dragon to stay on the ground so that it can be smacked around. While on the ground try to be in front of the dragon to bait it into its fire ball attack, once it stops to shot the fireballs quickly get close to it and hit it with your weapon of choice. After hitting it then quickly move back to its front and try to bait it again into going for the fireballs. Keep doing this until the dragon returns to the same spot where it landed, at which point it will start to fly again. Repeat this procedure until it's dead.

O.k. here's the way to take advantage of knowing what's ahead. If you really want to get rid of this guy quickly then as soon as the battle starts equip the Fire Book and do four casting (you did collect all the Magic Seeds didn't you?). Then use the Wonder Essence to restore your magic and then use the Fire Book four more times. After eight hits with the Fire Book the dragon's health will be reduced to 11. Dealing 11 HP of damage should not take long (charged Holy Swords attack = 2 HP and 3 HP with Olga's Ring so go for that). I recommend using the Wonder Essence because after the fight you will get one for free so you might as well make use of it.

!!

After the fight you'll witness a short, and kind of moving, sequence where the villagers give Alundra some encouragement. You'll have you health and magic strength restored and you'll magically obtain that Wonder Essence I just mentioned. After everything has been said then its time to fight again, get your act together and get really for Melzas because he's most certainly ready for you.







Melzas in in less than 30 seconds, but if you wish to make a stand and fight it out with Melzas middle ages style then read on.

O.k. the only way to hit Melzas is to walk up the weird looking ramp right in front of his.... head and then you either jump and hit him or use the magic wands to hit him without the need to jump. The big problem is that when you walk up next to him you put yourself at a huge risk of getting either grabbed by either hand and suffering a lot of pain or getting eye smashed and suffering moderate pain. The only good thing about being right next to Melzas is that the things the eyes shoot will never hit you while you stand there. So, anyways, before you walk up to Melzas make sure you get rid of the hands. The HP value of the hands eludes me but it takes 8 hits with the Holy Sword to get rid of them, or 3 hits with the Legend Sword. You can also use magic to get rid of the hands, the Wind Book is an effective tool since it gets rid of the hands but doesn't hit Melzas (now if you want to get rid of the hands and damage Melzas at the same time then use the Fire Book, gets rid of the hands and deals 16 Hp of damage). Now that the hands are gone, walk up to Melzas and start hitting him.

Since you are next to Melzas now the eyes will try to eye smash you instead of shot you. However if you stand on the very left or right edge of the ramp that leads up to Melzas, the eye farther away from you will try to shot you (with no hope of hitting you since in that position their shots will never reach you). Basically, you can get one eye to shot you and the other to smash you in a loop. So you stand close to one eye, if you are lucky the other one will try to shoot you, at this point you move and stand close to the eye shooting stuff so that the eye that is trying to smash you will miss. Now, since you are standing close to the eye that was shooting you it will attempt to smash into you and the other one in turn will try to shoot you. You can keep this loop for as long as the hands are gone but as soon as they return you need to either get rid of them or get the hell away since they will grab you if you stay there for too long. In a nutshell, get rid of the hands and then bait the eyes into the smash shot loop all the while you are hitting Melzas with you weapon of choice. After 75 hits (with everything that is not the Legend Sword) you'll destroy him and you will have beaten the game.

If you get to this fight with no magic restoring items and your magic power empty then this will be the hardest fight in the entire game. However, since you have magic this fight ends up being very easy since spamming the Fire Book guarantees your victory.

!!

After the fight Melzas regrets his defeat at the hands of a mere human. At this point Lars will talk to you and inform you that all that remains to be done is to burn Melzas remains. So equip the Fire Wand, make your way towards Melzas and hit him with the Fire Wand one last time. Melzas says his last words and is finally defeated. I guess it must be mentioned, I felt kind of bad to have to deal the finishing blow to a kneeling and defeated Melzas, but oh well, he isn't a particularly good guy anyways. After Melzas is gone the entire Lake Shrine will start to collapse so quickly make your way out of Melza's room to end the game. The Lake Shrine Interior is over.

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Enjoy the movie and congratulations on beating the game.

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\_Item\_List\_\_\_\_\_ [ITEM]

The format for all the items is the following:  
- Name: name of the item.

Description: in-game description.  
Obtained: when/how this item is obtained.  
Damage: how much pain this thing dishes out per hit. Some items will not have this field since they cannot harm the enemies.  
Comments: just some personal comments on this item.

-Weapons-----[WPNS]

As I'm sure anybody who has played Alundra knows, there are no game assigned HP values for enemies and damage values for weapons. To compensate for this I basically created my own HP scale for everything in the game based on the least amount of damage that Alundra can do. This attack is a single hit with the Hunter's Bow and accordingly this attack does exactly 1 HP of damage. Every thing else in the game is based on this attack. It follows, then, that an enemy with 50 HP of damage would take 50 hits with the Hunter's Bow before going down, or 25 hits with the dagger since the Dagger hits twice as hard as the Hunter's Bow (2 HP of damage). Hopefully my little scale is not too complicated to understand and apply.

~Swords~

The swords are Alundra's preferred way of attacking and for most of the game they will be the strongest physical weapons available. They all have the same range but some of them have a charged attack that involves smashing the sword against the floor which causes 4-5 spirit swords to raise from the ground and smack whatever they hit around. A note on the charged attack: whe performing the charged attack with any of the swords (the ones capable of it) it is possible to hit the enemy with the actual sword as Alundra brings it down to the ground. If you hit the enemy with the sword and not the blue magic blades then the enemy will take damage for the regular hit, not for the charged attack hit.

- Name: Dagger.  
Description: Small dagger.  
Obtained: Alundra has it from the beginnig of the game.  
Damage: 2 HP normal hit. No charged attack.  
Comments: Weak weapon with nothing particularly good about it. This thing is so weak that tackling monster with the running attack will cause one more HP of damage. Oh well, you have to start somewhere.

- Name: Sword.  
Description: Traditionally crafted sword. Charge by holding 'squire'.  
Obtained: In one of the chests after defeating the 8 Mummy Guardians at the end of the Ancient Shrine.  
Damage: 4 HP normal hit. 12 HP charged attack.  
Comments: Now this is a real weapon. Twice as strong as the Dagger and with a charged attack that is three times as powerful as its regular attack. The charge attack is very cool, with the spirit blades raising from the ground to attack. Once again, a good weapon.

- Name: Fiend Blade.  
Description: .....(seems to have lost it, will add it when I find it)  
Obtained: From Stenia at the end of the optional Fairy Pond dungeon.  
Damage: 8 HP normat hit. 24 HP charged attack.  
Comments: Third strongest weapon in the game. Insane damage when you get it and the charged attack will seriously destroy things. I know it is optional but damn it, get it since its twice as powerful as the Sword. The animation for the charged attack changes

subtlety too, now with small shockwaves extending from the spirit blades.

- Name: Holy Sword.  
Description: Crafted from dreams. Charge by holding 'square'.  
Obtained: After defeating Ronan the surviving villagers will basically create it with their thoughts and then they will give it to Alundra before he sets off for the last sections of the game.  
Damage: 16 HP normal hit. 46 HP charged attack.  
Comments: Second strongest weapon in the game. Puts everything that is not a special reward item to shame in raw power being roughly twice as strong as the already powerful Fiend Blade. The animation for the charged attack not only has shockwaves now, it is also accompanied by lighting bursts of pure energy. Amazing weapon.

- Name: Legend Sword (Legendary Sword, Broad Sword)  
Description: Sword forged for King's Snow. Impressive destructive power.  
Obtained: Obtained from King Snow's statue north of the casino after you get the Power Glove. What actually allows you to get the sword is rather controversial. I know for a fact that King Snow will give it to you if you die and use the retry command a bunch of times (in the 16-25 range). I wonder if there is another way to receive the Legend Sword other than dying a bunch of times.  
Damage: 51 HP normal hit. Yes, 51 HP. No charged attack.  
Comments: The ultimate tool of physical destruction, no other weapon comes close to the carnage this thing deals out. I guess King Snow was truly legendary at everything. The Legend Sword practically breaks the game since you can trade hits with almost anything and still come out on top. No charged attack, but with something so badass, who really needs it. An important note: you can get the Legend Sword before the Fiend Blade and the Holy Sword, if you do, you will never be able to use neither of those weapons since the Legend Sword is stronger thus it takes precedence.

~~~~~  
~Flails~~~~~

Poor flails, they really got the short end of the stick since swords totally outclass them damagewise. On the bright side of things, the Iron Flail will be your strongest weapon for a short while, which means it'll get some action. They are capable of pulverizing stone though, which proves to be of critical importance since otherwise you would be stuck forever. The charged attack is also very cool looking with Alundra hitting everything around him. Oh, by the way, their range is about twice as long as the swords'.

- Name: Iron Flail.  
Description: Excellent attack power. Can pulverize stone.  
Obtained: Jess creates it for you after Nadia dies.  
Damage: 3 HP normal hit. No charged attack.  
Comments: When you get it you'll use it since it will be the most powerful weapon in your inventory. Also, since its range is greater than the swords it provides a tactical advantage over the sword. Good weapon when you get it, gets ouclassed fairly soon however.

- Name: Steel Flail.  
Description: Fantastic attack power. Charge by holding 'square'.  
Obtained: Obtained from Gustav after finishing Elene's dream.  
Damage: 6 HP normal hit. 12 HP charged attack.  
Comments: Too weak by the time you get it to be really useful. I mean, you should already have the Fiend Blade which is stronger than this thing. The charged attack is very cool though, and it is capable

of hitting more than once which can multiply the total damage very easily (bosses, of course, are impossible to hit twice with the same charged attack). Looks badass though, so it gets points for that.

~~~~~  
~Bows~~~~~

The weakest of the weapon classes. Bows are useful because they have unlimited range and, due to the peculiar behavior of the last string of bosses, they prove to be surprisingly good for them. They also show their worth when solving some puzzles and the charged attack of the Willow Bow pierces through enemies which means that it can do things than no other weapon can.

- Name: Hunter's Bow.  
Description: Contains Kline's soul. Good range but weak atack.  
Obtained: Jess makes it for you after Kline dies.  
Damage: 1 HP normal attack. No charged attack.  
Comments: The base of my scale and the weakest weapon in the game. This truly is the less useful thing you can bring to a fight in this game. I mean, it doesn't even have the charged attack of the Willow Bow. The range is nice though.

- Name: Willow Bow.  
Description: Long range but weak. Charge by holding 'square'.  
Obtained: Chest in the Murgg Woods. You have to walk by it but you can choose not to open it (but why would you?).  
Damage: 2 HP normal hit. 5 HP charged attack.  
Comments: Much better than the Hunter's Bow, still weak, but the charged attack really makes it stand out. Not because the amazing damage (2 HP for a normal hit, which is the same as the Dagger, and 5 HP for the charged attack at the point you get it is not a lot), but because it just goes through enemies and continues to cause damage until it leaves the screen. Extremely useful in the fight against Ronan. Good weapon for selected occasions.

~~~~~  
~Magic Wands~~~~~

These things are actually very cool. Their attack power is on the low side of the scale but some enemies are weak to them which makes them the best weapons for those encounters. The really amazing thing about the magic wands is that their attacks cannot be blocked, which means that Lizards went from annoying fights to extremely easy fights. Their charged attacks look very similar to their regular attacks but they stay on the ground for a while which allows them to hit more than once. The Spirit Wand is a interesting tool since you can't directly attack with it but you get infinite magic which really breaks the game because it makes you a walking god of destruction (and you can't die since the Water Book will save you every single time). A good addition.

- Name: Fire Wand.  
Description: Bellows bullets of fire. Charge by holding 'square'.  
Obtained: Inside the Fire Manor after you get the Spring Bean from Nava.  
Damage: 4 HP normal hit. 12 HP charged attack.  
Comments: Not too powerful but of critical importance for puzzles and the plot. Use it to burn down thorny bushes and to light unlit lamps. It gets massive points for being extremely powerful against Melzas in the first fight against him.

- Name: Ice Wand.  
Description: Blasts sheets of ice. Charge by holding 'square'.  
Obtained: From the Ice Manor after you get the Spring Bean from Nava.

Damage: 4 HP normal hit. 12 HP charged attack.  
Comments: Extremely similar to the Fire Wand except that it shoots ice, it owns everything inside Torla Mountain, you can use to freeze things like fiery pillars and jumping fireballs, also puts out the fire in a lit lamp, and its charged attack stays on the ground longer than the Fire Wand's. I think it looks cooler too but that's subjective.

- Name: Spirit Wand.  
Description: Creates magic energy. Prevents direct attacks.  
Obtained: From Merrick's shop if you give him all 50 Gilded Falcons.  
Damage: 0 HP. You can't attack with it.  
Comments: God mode anyone? Seriously, the fights in Alundra are not very difficult at all and after you get the Spirit Wand there is nothing that will be able to beat you. If you die when you have the Spirit Wand it will be because you wanted to die not because you couldn't survive. Provides infinite magic which allows you to cast magic forever. Magic Seeds will not be used when the wand is equipped and if you don't have any more Magic Seeds you will still be able to cast magic. The best attack item in the game by far.

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-Armors-----[ARMS]

Nothing to special to talk about here, you always want to have the latest model, and when you do yo, you won't be able to go back to the older ones. Considering how much damage the last bosses do, you will want to be wearing the best armor at all times.

A note on the boots. They don't beef up your defenses, instead, each pair of boots gives you additional abilities.

~Chest Armors~

They seem to only cover half of Alundra's chest though....

- Name: Cloth Armor.  
Description: Comfortable cloth protector.  
Obtained: Alundra is wearing it from the very beginning.  
Comments: Of course it exudes manliness to go off into battle bare chested, but deep inside we all know we wouldn't do it either. Basic set of clothes.

- Name: Leather Armor.  
Description: Trendy vest of Chamois leather.  
Obtained: Buy it from Lurvy's store for 120 Guilders.  
Comments: Hey! At least it's not made of soft cloth anymore. Get it before going to the Desert of Despair.

- Name: Ancient Armor.  
Description: Heavy vest made of copper.  
Obtained: Take the Broken Armor to Lurvy so he'll fix it.  
Comments: This is more like it, now that you're using metal to protect yourself. Also, you should get it to honor Jess and so that it is the last thing Ronan sees before he fades to nothingness. By the way, you are going to want to get into Lurvy's house through the chimney or else he'll charge you quite a bit for the job.

- Name: Silver Armor.

Description: Holy vest of silver.

Obtained: Get it from Naomi's store after most of Inoa is burned down. Or wait for Naomi to seek refuge in the Sanctuary and steal it (borrow damn it, borrow) form the shop when it's unattended.

Comments: The best armor in the game. You will want to have it for the final fights in the game, though I will understand if you want to wait until Ronan is defeated to get it. Of course you want to wear the Ancient Armor against Ronan. Why? For justice!

~~~~~  
~Boots~~~~~

These things are awesome, from giving you more mobility, to letting you swim in deep waters, to just making you invulnerable to spikes and lava, you'll always smile when you get a shiny new pair of boots. Their abilities stack too, so the best pair of boots can do everything all the other ones can.

- Name: Short Boots.  
Description: Regular leather walking boots.  
Obtained: Alundra comes equiped with them.  
Comments: I wouldn't be surprised if these things allowed Alundra to jump or something. Sure, we don't know since he always has them, but that makes about as much sense as being able to swim by getting new shoes, doesn't it?

- Name: Long Boots.  
Description: Makes walking in sand easier.  
Obtained: Chest in the Ancient Shrine.  
Comments: Good stuff, these things allow you to walk normally in sand and (the description forgot to mention) shallow water. You can't swim yet but at least you can run around the water in hot days with ease.

- Name: Merman Boots.  
Description: Allows one to swim in deep water.  
Obtained: Chest in the Coastal Cave.  
Comments: Can I get a "Hell yeah?" Seriously, after I got these things for the very first time I just swam back and forth through the beach as if I had nothing better to do. Opens up a bunch of stuff around Torla.

- Name: Charm Boots.  
Description: Protects wearer from damage.  
Obtained: Chest in the Torla Mountain.  
Comments: The best boots in the game. They do everything all the previous ones do and now they protect Alundra from environmental damage as well. Feel free to walk on fire, lava, spikes, whatever, with impunity. Torla Mountain is one of thsoe dungeons that after they are over you can't ever go back inside, make sure you get the Charm Boots before you deal with Wilda.

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-Tools-----[TOOL]

Includes anything from healing items to attacking tools like the bomb and the magic scrolls, accesories, and others.

~Healing Items~~~~~

Will save you when you least expect them. Use them if you're low on health or if you want to make space in your inventory to pick up something from a chest.

There is an overabundance of some of them, like Herbs.

- Name: Herbs.  
Description: Refreshes physical strength. Minimum HP 5, maximum 9.  
Comments: Recovers a small amount of HP. You can almost use one of these things after every hit and you'll still have trouble fitting all the Herbs you'll come across into your backpack.
  
- Name: Strength Tonic.  
Description: Recovers up to half max HP. Minimum HP recovery is 10.  
Comments: I guess it's useful, but really, by most people's nature they will always use their supply of Herbs first, and then realize that they didn't need to use the Strength Tonic. This basically means that the first Strength Tonic you get might as well be the same one you'll have when you beat the game.
  
- Name: Strength Elixir.  
Description: Restores HP to max.  
Comments: Has a greater chance to be used than the Strength Tonic since you will likely use it when you are really low on health instead of using a bunch of Herbs.
  
- Name: Magic Elixir.  
Description: Replenishes MP.  
Comments: Very useful since magic is mostly overpowered. Keep one on you at all times.
  
- Name: Wonder Essence.  
Description: Restores HP and MP. Resurrects instantly upon death.  
Comments: Amazing item. It's like being able to restart after death in the same spot you died instead of the last save point. And since it triggers itself when you die you don't even have to worry about it. It restores your magic too! It even seems... cheap. Also keep one on you at all times.

~~~~~  
~Offensive Items~

The magical items and the bombs. Everything here rules.

- Name: Bomb.  
Description: 'circle' sets the bomb. Once lit throw it immediately!  
Obtained: Jess makes it for you after Olen dies.  
Damage: One hit kill against most regular enemies (except two). 5 HP for most bosses. 1 HP for last string of bosses.  
Comments: I said it once, I'll say it again. This thing rules so hard it is not even funny. Only two regular enemies in the game can take a bomb blast and survive it, everything else just dies in one hit. Also useful for puzzles and just to mess around. Careful, though, Alundra is vulnerable to his own bombs.
  
- Name: Fire Scroll.  
Description: Level 1 Fire Magic. Attacks with fire missiles.  
Obtained: Obtained after beating the Reptile's Lair.  
Damage: Effectively an instant death on every regular enemy you'll use it against (might take more than 1 fire missile though). Variable against bosses.  
Comments: Fire missiles (!! ) raise from the ground and then rain down on the enemy's head. Not my favorite level 1 spell since it seems very random where the fire 'missiles' (missiles? really? More like torches or something) land. Do notice that the missiles can



hit enemies on their way up.

- Name: Fire Book.  
Description: Level 2 Fire Magic. Attacks with burning magma.  
Obtaiend: Chest right before the fight with Wilda. You can chose to ignore it but you'd be crazy to do so.  
Damage: No regular enemy can withstand it. Bosses take variable damage but the Fire Book will never be weaker than any other magical attack.  
Comments: A dome of molten lava erupts around Alundra and burns everything to nothingness. Awesome attack. Let me say that again, awesome attack. Easily the best magical attack in the game, it's even kind of cheap for those boss fights where the boss can be hit twice with the same use of this item. As if the Fire Book were not awesome enough, Melzas is particularly susceptible to it.
  
- Name: Water Scroll.  
Description: Level 1 Water Magic. Water shield + HP recovery.  
Obtained: Obtained after completing the Coastal Cave.  
Damage: One hit kill for regular enemies (might take more than one shield, but you get three). Variable for bosses.  
Comments: Three water shields will surround Alundra for a while and then they will disperse in random directions. Each one can only hit an enemy once. Also heals Alundra like a Strength Tonic would. Good magic, and the healing doesn't hurt at all.
  
- Name: Water Book.  
Description: Level 2 Water Magic.  
Obtained: Chest between two stone columns north east of the Fire Manor. See Exploring #8([EP08]) for details.  
Damage: One hit kill for regular enemies (strong enemies will take a couple of shields to go down). Variable for bosses.  
Comments: This time six water shields will surround Alundra and all his health will be restored. Extremely good magic since it works like a Strength Elixyr and it hurts things at the same time. All is not well, though, since plenty of bosses will be immune to the Water Book, but those that arent' usually take a big damage from it.
  
- Name: Earth Scroll.  
Description: Level 1 Earth Magic. Rains huge boulders.  
Obtained: Obtained from a chest at the end of Lars' Crypt.  
Damage: Effectively a one hit kill for regular enemies. Variable for bosses.  
Comment: My favorite level 1 magic attack. A big number of boulders burst forth from Alundra's position and basically smash eveything to dust, it really looks cool. Not only that, it can hit some bosses more than once and it covers a big area of the screen. Use it often and don't feel guilty about it.
  
- Name: Earth Book.  
Description: Level 2 Earth Magic. Rains huge meteorites.  
Obtained: Chest inside Nirude's Lair. Get it before you complete the dungeon.  
Damage: Effectively a one hit kill for regular enemies. Variable for bosses.  
Comments: Seriously, huge meteorites fall around the screen causing massive explosions. Very cool magic attack and the second strongest in the game after the Fire Book. It is also easy to hit most bosses twice (sometimes even three times). It kind of

losses the spotlight when the Fire Book is introduced, but while it has it, it really shines.

- Name: Wind Scroll.  
Description: Level 1 Wind Magic. Generates deadly lighting.  
Obtained: Obtained at the end of Magyscar.  
Damage: Not a long. Some regular enemies will survive it. Variable on bosses.  
Comments: Lighting bolts rain down around the screen. Can only hit once, it is by far the weakest magical attack in the game. I never use it.

- Name: Wind Book.  
Description: Level 2 Wind Magic. Generates a huge tornado.  
Obtained: North west of Nava's hidden hut where the battle with Zorgia takes place. Get it before you fight Zorgia or miss it forever.  
Damage: One hit kill on regular enemies. Variable on bosses.  
Comments: A huge tornado forms around Alundra and messes up things very badly. Much better than the Wind Scroll since it hits hard, very hard. The problem is that most bosses after you get it are immune to it which makes it probably the least useful spell in the game. Zorgia, however, is afraid, very afraid, of it.

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~Accesories~~~~~

These items you need to have equiped to have any effect. Most of them come from Merrick's shop.

- Name: Nava's Charm.  
Description: Increases defensive power.  
Obtained: Solve the puzzle in the basement of Cepha's house. See Exploring #8 for details ([EP08]).  
Comments: Well, the description is wrong, it does not increase your defensive power, it just makes you invulnerable to any and all fire attacks, which makes certain portions of the game trivial. Awesome accesory for some fights. Get it, cherish it, use it.

- Name: Olga's Ring.  
Description: Increases attack power. Fashionable as a pinky ring.  
Obtained: Obtained from Merrick as a reward for giving him 20 Gilded Falcons.  
Comments: Generally speaking it adds 3 HP of damage to every attack you do. However, its behavior varies depending on the boss from Ronan on. I hold it in high regard though, and it's not difficult to get it.

- Name: Silver Armlet.  
Description: Increases defensive power.  
Obtained: Obtained from Merrick as a reward for giving him 30 Gilded Falcons.  
Comments: I couldn't figure out exactly how the Silver Armlet works, for all I know it depends on the attack Alundra receives and not on set numbers. Might prove useful for later boss fights where the damage you get is ridiculous (I'm looking at you two hands in the last fight).

- Name: Recovery Ring.  
Description: Recovers HP if equipped. Recovers 1 HP every 3 seconds.  
Obtained: Obtained from Merrick as a reward for giving him 40 Gilded Falcons.

Comments: Nearly useless since standing still for 3 seconds is usually a dumb thing to do. I can be useful in the last fight in the game where there is a safe zone where no attack can reach you. However, while you won't die while you wait to regain your health from any attack, you might just die of boredom.

~~~~~  
~Others~

Everything else that I couldn't categorize in one of the other categories. Only four things.

- Name: Sand Cape.  
Description: Enables wearer to dive under sand. 'circle' controls diving / rising.  
Obtained: Cave in the Desert of Despair. See Exploring #5 ([EP05]) for details.  
Comments: Cool item but only usable on sand. Alundra really dives under the sand (which makes him invulnerable) and is able to move around the sand and to pass under holes in walls. Not used a lot after completing the Desert of Despair and the Ancient Shrine.

- Name: Power Glove.  
Description: Allows heavy items to be lifted.  
Obtained: Jess creates it for you after Sybill dies.  
Comments: Another passive item that grants you its ability as soon as you get it without having to equip it. It allows you to lift those huge rocks with what appears to be some sort of writing in front of them. Needed to get the Legend Sword and some other stuff.

- Name: Spring Bean.  
Description: Seed of the mystic tree. If planted properly they grow.  
Obtained: Gift from Nava before setting off to Nirude's Lair.  
Comments: Use them like you would use the bomb, however, they only do anything when you drop them in those brown pots that you've seen scattered around at which point a spring plant grows in the pot and allows Alundra to jump very high. Cool stuff.

- Name: Aqua Cape.  
Description: Allows movement in whirlpools. Possession activates this.  
Obtained: Obtained from Miming after Nirude disappears.  
Comments: Item with a single use, to be able to enter the Fairy Pond. Enter the Fairy Pond by going into to big whirlpool west of the King Snow's statue with the Aqua Cape in your possession, you don't even have to have it equipped.

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-Plot Items-----[IPLT]

Sorted by the order in which you get them.

- Name: Book of Elna.  
Description: Guidebook found in Tarn's Manor.  
Obtained: In Tarn's Manor. The reason why you went there in the first place.  
Comments: Take it to Septimus.

- Name: Bouquet.  
Description: Jess' bouquet.  
Obtained: Jess gives it to you after the mine disaster.  
Comments: Take it to the graveyard.

- Name: Ruby Crest.  
Description: Blood Colored crest.  
Obtained: Lars provides it to you at the end of Lars' Crypt.  
Comments: First of seven.
  
- Name: Sluice Key.  
Description: Key from the Desert Shrine.  
Obtained: Inside the cavern on the north western corner of the Desert of Despair.  
Comments: Unlocks the big stone gate that blocks your way in another cave in the Desert of Despair. Needed to activate the Megalith Portals.
  
- Name: Sapphire Crest.  
Description: Blue-green crest.  
Obtained: Obtained at the end of the Reptile's Lair.  
Comments: Second of seven.
  
- Name: Secret Pass.  
Description: Opens door to opportunity.  
Obtained: Inside Lutas' house. Go in through the chimney when there is no smoke coming out it. This happens a couple of times throughout the game, the first one is after Magyscar but before the Sanctuary. Do note that you can permanently miss this item if you don't get it before Inoa gets burnt down.  
Comments: Take it to the casino and open the door to opportunity (and frustation).
  
- Name: Book of Runes.  
Description: Strange book from the Sanctuary.  
Obtained: In the Sanctuary. Needed to get to Ronan.  
Comments: Used to unlock the way to Ronan's little hiding place.
  
- Name: Book of Verses.  
Description: Strange book from the Sanctuary.  
Obtained: In the Sanctuary. Needed to get to Ronan.  
Comments: Used to unlock the way to Ronan's little hiding place.
  
- Name: Curious Key.  
Description: Ronan held this key.  
Obtained: Found in the Sanctuary. Needed to get to Ronan.  
Comments: Used to unlock the way to Ronan's little hiding place.
  
- Name: Topaz Crest.  
Description: Yellow Crest.  
Obtained: Obtained at the end of Nirude's Lair.  
Comments: Third of seven.
  
- Name: Small Key.  
Description: Key Jess was clutching.  
Obtained: Obtained from Septimus after Jess' burial.  
Comments: Why Jess, why!!!!? Use it to open the strange blue chest in the first floor of Jess' house.
  
- Name: Jess's Letter.  
Description: Touching good bye note.  
Obtained: Inside the blue chest in Jess' house.  
Comments: ...

- Name: Broken Armor.  
Description: Stored in Jess' special chest.  
Obtained: The description says it all.  
Comments: Jess's inheritance, I guess. Take it to Lurvy and then shove it down Ronan's throat. I'm kidding, though you should wear it in the fight against him, just to spite him.
  
- Name: Tree Gem.  
Description: Captured from the attacking Murgg.  
Obtained: Obtained from Meia after Gile's death.  
Comments: Use it to go inside the Murgg Woods.
  
- Name: Agate Crest.  
Description: Deep brown crest.  
Obtained: Inside chest after defeating Zazan.  
Comments: Fourth of seven.
  
- Name: Garnet Crest.  
Description: Scarlet colored crest.  
Obtained: Inside chest after defeating Zazan.  
Comments: Fifth of seven.
  
- Name: Elevator Key.  
Description: Allows access to the tree elevator.  
Obtained: Inside the locked cabin in the Tree Tower.  
Comments: Use it to get to Zazan.
  
- Name: Emerald Crest.  
Description: Olive-Green Crest.  
Obtained: Obtained at the end of Torla Mountain.  
Comments: Sixth of seven.
  
- Name: Zolist's Stone.  
Description: Nava wanted you to take this.  
Obtained: Obtained from Nava before the fight with Zorgia.  
Comments: Put in in the pedestal on the north wall of Nava's hidden hut.
  
- Name: Diamond Crest.  
Description: Shimmering clear crest.  
Obtained: Appears after placing the Zolist's Stone in the pedestal.  
Comments: Seventh of seven.

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Monster List \_\_\_\_\_ [MONS]

The format for all the monsters is the following:

- Name: name of the monster.  
Description: just a basic description.  
HP: self explanatory.  
Comments: whatever comes to mind when I think about this monster.
  
- Name: Bee.  
Description: Pretty much a regular bee. Somewhat hard to see.  
HP: 1 HP.  
Comments: Yeah, this thing dies if you look at it wrong. You might get hit because you didn't see it though, very small bee.
  
- Name: Killer.  
Description: A fish. You mostly see its shadow unless it jumps out of the

water, then you see it's a rather ugly fish.

HP: 1 HP.

Comments: Very frail too. Can only harm you when they jump, can only be harmed when they are airborne.

- Name: Big Bug.

Description: Think of a huge grasshopper. Sometimes shoots you with needles.

HP: 1 HP.

Comments: Squash it like the bug it is. Expect to get hit if there are a bunch of them since they move around a lot.

- Name: Murgg.

Description: White monkey, jumps a lot.

HP: 3 HP.

Comments: Seriously, they jump a lot. Do not mind an ambush or two either. Get close and personal with these guys.

- Name: Sludge.

Description: Slow mudmen. May spit mud on you.

HP: 6 HP.

Comments: They are slow, very slow. Not a big threat.

- Name: Sand Worm.

Description: A worm that lives mostly under the sand. Comes up to attack.

HP: 6 HP.

Comments: Extremely easy to see their attacks coming. Not particularly speedy either.

- Name: Nirude Follower.

Description: Small gnome-like being.

HP: 6 HP.

Comments: Moves and jumps a lot which might get them some hits in. They do not last long in a fight though.

- Name: Slime.

Description: A bluish slime. Kind of cute.... really.

HP: 9 HP.

Comments: Can only harm you when in very close range. They are everywhere around Torla.

- Name: Pukus.

Description: A purple slime looking monster.

HP: 9 HP.

Comments: The coward cousin of the slime. Can spit parts of itself on you. They are everywhere too.

- Name: Gragg.

Description: Brutish looking ogre with a variety of weapons.

HP: 9 HP.

Comments: They come in different flavors, none of them very difficult. Careful with the ones with the chain and ball and those with shields.

- Name: Reapers.

Description: Ghostly skeletons with scythes. Sometimes you'll only see their weapons.

HP: 9 HP.

Comments: Like to travel in groups. Not very dangerous.

- Name: Soul Eater.

Description: Insect looking monster that loves to teleport.

HP: 9 HP.

Comments: Annoying little bastards. They might prove difficult to hit since they teleport a lot. Not a lot of HP though so take advantage of that and hit them with charged attacks.

- Name: Lizards.

Description: Overgrown lizards. Go to battle very well equipped.

HP: 12 HP.

Comments: One of the more difficult enemies in the game since they block almost everything and can only be hurt while they are in their attack animation. Magic wands' attack go right through the shield though, keep that in mind.

- Name: Turtle.

Description: A turtle with retractable spikes on its shell.

HP: 15 HP.

Comments: Slow and like to breathe fire on Alundra. Interestingly enough, their fire breath will set off you bombs immediately. Can only be hurt when their heads are exposed.

- Name: Zombie.

Description: A zombie like those you've seen everywhere. Oh yeah, they can move quickly, very quickly.

HP: 15 HP.

Comments: Seriously quick movements sometimes makes it hard to dodge. Nothing more to say.

- Name: Fake Chest.

Description: Looks like a chest but shows its tentacles and teeth when you get close.

HP: 15 HP.

Comments: They might drop Gilders after each hit they take. Use weak weapons on them to maximize profit.

- Name: Super Murgg.

Description: Looks like a Murgg, moves like a Murgg, last way longer than the their inferior brethren.

HP: 15 HP.

Comments: You'll see a lot of these guys and you'll get hit a lot by these guys since they jump a lot and are somewhat hard to hit.

- Name: Archer Murgg.

Description: Looks just like the Super Murgg.

HP: 15 HP.

Comments: Give a bow to a Super Murgg and you get this.

- Name: Boomerang Murgg.

Description: If it looks like a Murgg.... well it is a Murgg.

HP: 15 HP.

Comments: They live in a tree, it was bound to happen they would get boomerangs. Careful with boomerangs on their way back, and they still like to jump a lot.

- Name: Evil Mushroom.

Description: It's a mushroom with bad intentions. Thus an evil mushroom.

HP: 18 HP.

Comments: It's main attack is a toxic cloud of gas or spores or something. You are safe from afar.

- Name: Bug Bag.  
Description: Looks like a mudman but has a bunch of bugs inside which somehow makes it more powerful.  
HP: 24 HP.  
Comments: Everytime they are hit they drop four small bugs, expect to take hits from these small bugs. You'll them see often too.
- Name: Mummy Guardian.  
Description: Like a mummy with a hook replacing one of its hand. Wooden leg too.  
HP: 30 HP.  
Comments: Slow but resilient. Should not pose a threat but it takes some time to get rid of them.
- Name: Fake Stone.  
Description: Monster that disguises itself like a stone.  
HP: Around 30 HP.  
Comments: Rolls around and smashes into Alundra. Will self destruct when they feel like it.
- Name: Firebird.  
Description: Bird made of fire. Flies around rather quickly.  
HP: 35 HP.  
Comments: They might prove difficult to hit since they fly high. Use the Ice Wand to kill them in one hit.
- Name: Tentacle Monster.  
Description: A thin, tall monster with many tentacles.  
HP: 36 HP.  
Comments: The pacifist of the bunch. Will keep to themselves until Alundra attacks them (or something else near them) at which point they will rush Alundra. One of the longer lasting monsters.
- Name: Evil Tree.  
Description: As seen in fairy tales everywhere.  
HP: 45 HP.  
Comments: Can take a massive amount of hits when you first encounter them. Not dangerous since you can keep them in the stun animation until they die fairly easily since they tend to be alone.
- Name: Soul Devourer.  
Description: Exactly like the Soul Eater.  
HP: 48 HP.  
Comments: Upgraded Soul Eater. Save annoying behavior. HIT them with charged attacks to maximize the window of opportunity.
- Name: Fire Turtle.  
Description: Color swap of the turtle.  
HP: 60 HP.  
Comments: Behaves just like the Turtle. Worthy of mention is the fact that they do not die in one bomb blasts, instead they take 18 HP of damage from it. Use the Ice Wand for massive damage.
- Name: Metal Tentacle.  
Description: Upgraded Tentacle Monster.  
HP: 72 HP.  
Comments: Stronger than the Tentacle Monsters yet still pacifists. Do not bother them and they will not bother you.
- Name: Palace Guardian.



Description: Upgraded Mummy Guardian.

HP: 75 HP.

Comments: Strongest regular enemy in the game. They are still slow though. They also can take more than one bomb blast since the bomb does 10 HP of damage to them instead of the usual one hit kill.

Miscellaneous [MISC]

~Life Vessels~ [LVSS]

[Where it is found].....[look here for details]

- 01. Naomi's Store for 500 Guilders..... [OTST]
- 02. Tarn's Manor..... [DG01]
- 03. Coal Mine..... [DG04]
- 04. Lars' Crypt..... [DG05]
- 05. Bonaire's Dream..... [DG06]
- 06. Chest north east of Water Mill..... [EP05]
- 07. Lurvy's Store for 400 Guilders..... [EP05]
- 08. Ancient Shrine..... [DG07]
- 09. West of the Swamp..... [EP06]
- 10. Coastal Cave..... [DG08]
- 11. Island south east from Tarn's Manor..... [EP07]
- 12. Kline's Nightmare..... [DG09]
- 13. Reptile's Lair..... [DG10]
- 14. Gile's Nightmare..... [DG11]
- 15. Magyscar..... [DG12]
- 16. Casino's Slime Buster minigame..... [----]
- 17. Casino's Monster Shooting..... [----]
- 18. Casino's Wheel of Fortune..... [----]
- 19. Sanctuary..... [DG13]
- 20. Meia's Dream..... [DG14]
- 21. North west corner of the screen where the Swamp is..... [EP08]
- 22. Circular platform inside cave hidden by huge rock..... [EP08]
- 23. North east (mostly east) of King Snow's statue..... [EP08]
- 24. Cliff south of Magyscar's entrance..... [EP08]
- 25. Behind fiery pillars in room where the Sluice Key was..... [EP08]
- 26. Underground Waterway..... [DG15]
- 27. Nirude's Lair..... [DG16]
- 28. Fairy Pond..... [DGEX]
- 29. Elene's Dream..... [DG17]
- 30. Murgg Woods..... [DG18]
- 31. Great Tree Tower..... [DG19]
- 32. Great Tree Tower (yes, two here)..... [DG19]
- 33. Merrick's Shop for 15 Gilded Falcons..... [MRSR]
- 34. Merrick's Shop for 25 Gilded Falcons..... [MRSR]
- 35. Merrick's Shop for 35 Gilded Falcons..... [MRSR]
- 36. Merrick's Shop for 45 Gilded Falcons..... [MRSR]
- 37. Torla Mountain..... [DG20]
- 38. Nestus' Dream..... [DG21]
- 39. Nava's Keep..... [DG22]
- 40. Lake Shrine Interior..... [FDG2]

~Gilded Falcons~ [GFLC]

[Where it is found].....[look here for details]

- 01. Outlook point west of the Swamp..... [EP01]
- 02. Tarn's Manor..... [DG01]
- 03. Wendell's Dream..... [DG02]

- 04. Olen's House before it is destroyed.....[EP03]
- 05. Olen's Nightmare.....[DG03]
- 06. Behind tree trunk north of Nava's Cabin.....[EP03]
- 07. Coal Mine.....[DG04]
- 08. Cliff south of the Coal Mine exit.....[EP04]
- 09. Lars' Crypt.....[DG05]
- 10. Bonaire's Dream.....[DG06]
- 11. House east of Coal Mine entrance.....[EP05]
- 12. Cliff south of Magyscar's entrance.....[EP05]
- 13. Chest north east of Water Mill.....[EP05]
- 14. Chest alongside pyramid in the Desert of Despair.....[EP05]
- 15. Ancient Shrine.....[DG07]
- 16. Desert of Despair.....[EP06]
- 17. Nirude's Lair.....[EP06].or.[DG16]
- 18. On the Swamp.....[EP06]
- 19. Coastal Cave.....[DG08]
- 20. Behind Nava's Cabin.....[EP07]
- 21. Chest north west of south west Megalith Portal.....[EP07]
- 22. Cave north west from Water Mill.....[EP07]
- 23. Cliff east of Lurvy's store.....[EP07]
- 24. Kline's Nightmare.....[DG09]
- 25. Reptile's Lair.....[DG10]
- 26. Gile's Nightmare.....[DG11]
- 27. Near one of the Crest pedestals.....[EP07]
- 28. Magyscar.....[DG12]
- 29. Casino's Slime Buster.....[----]
- 30. Casino's Monster Shooting.....[----]
- 31. Casino's Wheel of Fortune.....[----]
- 32. Meia's Dream.....[DG14]
- 33. Nava's Cabin.....[EP08]
- 34. East of Coastal Cave entrance.....[EP08]
- 35. South west from Tarn's Manor.....[EP08]
- 36. Inside Water Mill.....[EP08]
- 37. Cave north of Olen's destroyed house.....[EP08]
- 38. Beyond the huge rock east of Fire Manor.....[EP08]
- 39. Cave behind huge rock north of Fire Manor.....[EP08]
- 40. Hidden passage among some trees west of chest with the Water Book....[EP08]
- 41. Inside the Well in front of Lurvy's store.....[EP08]
- 42. Norht east corner of screen with the huge Nirude monument.....[EP08]
- 43. Underground Waterway.....[DG15]
- 44. Elene's Dream.....[DG17]
- 45. Murgg Woods.....[DG18]
- 46. Great Tree Tower.....[DG19]
- 47. Torla Mountain.....[DG20]
- 48. Nestus' Dream.....[DG21]
- 49. Nava's Keep.....[DG22]
- 50. Lake Shrine.....[FDG1]

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 ~Magic Seeds~~~~~[MGSD]

[Where it is found].....[look here for details]

- 01. At the end of Lars' Crypt.....[DG05]
- 02. North of Nava's Cabin.....[EP05]
- 03. South of Tarn's Manor.....[EP08]
- 04. Lake Shrine.....[FDG1]

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 ~Merrick's Shop~~~~~[MRSB]

Remember Merrick from the Clark? Well, if you don't he was the capital of that

forsaken ship. After the ship got destroyed he disappeared for a while but eventually he made it to the empty house south east of Inoa. He will open his shop (and stay open) after the Ancient Shrine has been completed. His inventory consists of three accesories, one weapon, and four Life Vessels that he is offering to part with for the obscene amount of 10000 Guilders. Since Alundra can only carry 9999 Guilders at any single time it is impossible to pay his price. What you do, instead, is exchange the Gilded Falcons you find for his wares.

To get him to exchange Gilded Falcons for his items you'll have to wait for the Casino to open and then go inside and talk to the sailors, one of them mentions that Merrick is looking for the Gilded Falcon, from that point on you are free to exchange them.

This is what you get for your trouble:

- Life Vessel = 15 Gilded Falcons.
- Olga's Ring = 20 Gilded Falcons.
- Life Vessel = 25 Gilded Falcons.
- Silver Armlet = 30 Gilded Falcons.
- Life Vessel = 35 Gilded Falcons.
- Recovery Ring = 40 Gilded Falcons.
- Life Vessel = 45 Gilded Falcons.
- Spirit Wand = 50 Gilded Falcons.

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~Kohei's Hut~~~~~ [KHHT]

South west of the Coal Mine entrance there is an empty house. This house will not remain empty forever though. After the Ancient Shrine has been completed the music composer Kohei (name after the real composer no less) will move into this empty house and will allow you to listen to a selection of music pieces from the game. Basically, Kohei will be the music test of the game. He starts with a small selection available but that selection grows as you progress further into the game. His music is split into four phonographs that you listen to by standing in front of them and simply walking into them. The music is distributed as follows:

- Phonograph 1: Field of Dreams (available after the Ancient Shrine)
  - Track 1 = Opening Theme.
  - Track 2 = Stormy Seas.
  - Track 3 = Wandering the Field.
  - Track 4 = A Holy Place.
  - Track 5 = In The Village.
  - Track 6 = Tower of the Great Tree.
  - Track 7 = Shifting Desert Sands.
  - Track 8 = Sail Away.
  
- Phonograph 2: Serenade of Souls (available after Magyscar)
  - Track 1 = Jess Arrives.
  - Track 2 = Underground Tomb.
  - Track 3 = Dust to Dust.
  - Track 4 = Tarn's Manor.
  - Track 5 = Workin' In A Coal Mine.
  - Track 6 = Dream Dungeon.
  - Track 7 = Boss Battle Part I.
  - Track 8 = Boss Battle Part II.
  
- Phonograph 2: Dungeon Adventure (available after Elene's Dream)
  - Track 1 = Lizardman Cave.
  - Track 2 = Nirude, The Giant God.
  - Track 3 = Man vs the gods.

- Track 4 = Kline's Nightmare.
- Track 5 = Gambling Fever.
- Track 6 = Coastal Cave.
- Track 7 = Inside Nirude.
- Track 8 = Meia's Dream.

- Phonograph 2: Dungeon Adventure II (available after Ronan's last bow)

- Track 1 = Flaming Assault.
- Track 2 = Torla Mountain.
- Track 3 = Ronan Attacks!
- Track 4 = All Hail King Zazan.
- Track 5 = Lake Shrine.
- Track 6 = Fairly Pond.
- Track 7 = Nestus' Dream.
- Track 8 = Coming Soon!

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 ~The Casino~~~~~ [CSNO]

!Coming up soon!

This deserves an indepth discussion. Well, not the whole thing, but certainly the damned Wheel of Fortune. I say that I'll do it soon but DMC4 just came out so....I'll try.

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Epilogue \_\_\_\_\_ [EPLG]

For those reading this, I want to explicitly thank you for reading thus far. It was hard work and just the thought that people will read it is enough to satisfy me. Now, if you read it and enjoyed it, thought it was useful, were entertained by it, maybe you chuckled once or twice, then I have no words to express my happiness.

It is amazing how many emails I still get about the guide, some with flattering words, others with suggestions or advice, and yet some others asking for even more detailed instructions. I really thought this guide would get almost no traffic since Alundra is an old game that really wasn't that famous to begin with but you out there have proven to me that it was indeed a worthy enterprise to write the guide. Special mention must go to gamers in the United Kingdom, I kid you not when I say most emails come from the UK, you guys rock. Well, I do not mean to single out any particular group, to anybody who has ever written me, you rock too (and if you have read the guide or even if you never bothered with the guide but still play Alundra, you too rock).

Lastly, please feel free to email me with more suggestions, advice, pointers, whatever; I'm really short on time these days but I try to get some progress on the guide when I get a chance. I think I've replied to every single Alundra related email I've received, but if you wrote me and I didn't reply then I apologize and I will try harder from now on.

Happy gaming and take care.

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