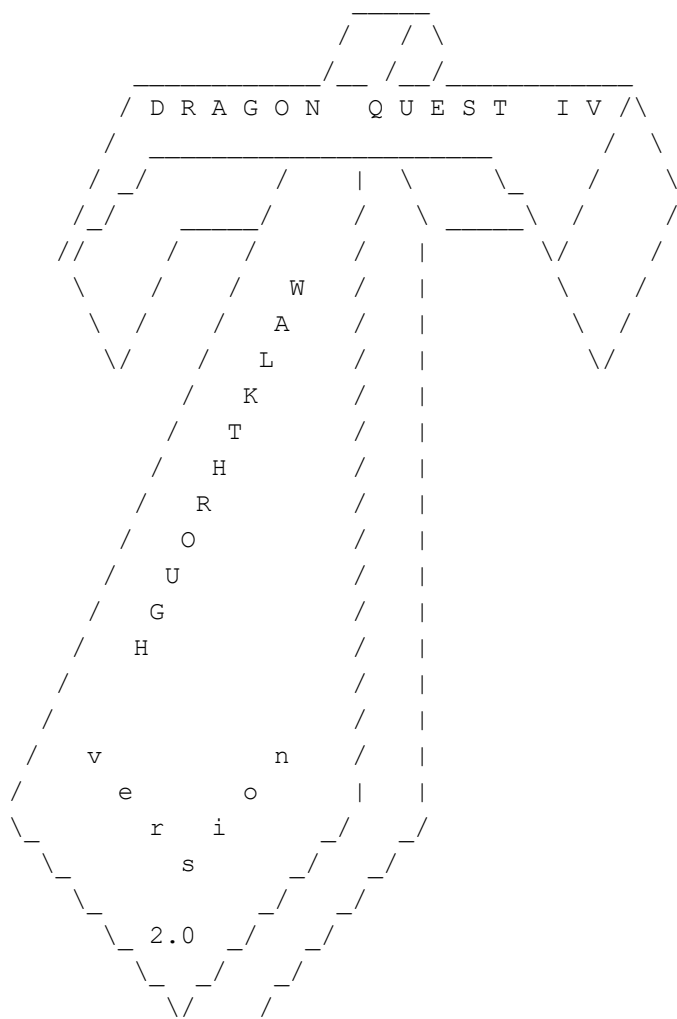


# Dragon Quest IV (Import) FAQ/Walkthrough

by Shdwwyvrn

Updated to v1.0 on Apr 21, 2006



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|Dragon Quest IV      |
|Square-Enix Japan   |
|Playstation (PSX)   |
|Created By: Chris McGowan |
|Date Started: 2/14/06 |
|Date Completed: N/A   |
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2/17/06: 'About This Walkthrough' section complete. The Walkthrough itself is complete through Chapter One, section C (Izmit Cave).

2/18/06: Chapter One section of walkthrough complete. Finished up to Chapter Two, section C (Tempe).

2/19/06: Completed up to Chapter Two, section I (Birdsong Tower)

2/21/06: 'Birdsong Tower' section of Chapter Two completed.

2/24/06: 'Road to Endor' section of Chapter Two completed.

2/26/06: Version 0.75 completed. Chapter Two finished!

2/28/06: Started Chapter Three. Completed up to 'Northern Cave'.

3/01/06: Walkthrough completed up to 'Foxville' in Chapter Three.

3/03/06: 'Foxville' and 'Bonmalmo' sections in Chapter Three completed.

3/05/06: 'Foxville's Truth' through 'The Royal Message' sections completed.

3/09/06: 'Endor Tunnel' section completed.

3/11/06: Version 0.80 completed. Chapter Three finished!

3/13/06: Began writing Chapter Four section of Walkthrough. Completed up to 'Haville' section.

3/15/06: Version 0.85 completed. Chapter Four finished!

3/17/06: Started Chapter Five. Completed up to 'Branca' section.

3/18/06: 'Branca' section to 'Bonmalmo' section of Chapter Five completed.

3/20/06: Changed the Table of Contents and the sections of the document to make it a little easier to navigate. I figured it would be a bit confusing to have five of each letter of the alphabet to label the sections.

3/23/06: 'Bonmalmo' section to 'Aneaux' section of Chapter Five finished.

3/25/06: 'Aneaux' section to 'Mintos' section of Chapter Five completed.

3/27/06: Completion up to the 'Soretta' section of Chapter Five.

3/30/06: Gave the title at the top a make-over to show off some of my ASCII skills (haha, skills... is that what you call them?). Other than that, nothing new.

3/31/06: Completed the 'Padequia Cave' section along with 'The Cure for Cristo'.

4/03/06: About halfway finished with Chapter Five! Version 0.9



////////////////////////////////////  
IV. DRAGON QUEST IV BACKGROUND  
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For those of you old-timers who enjoyed Dragon Warrior IV for the Nintendo Entertainment System (NES) back in the early 1990's, you'll definitely recognize this title as one of the best RPG's of all time. I, myself, loved the original Dragon Warrior IV for the Nintendo and I wasn't even into the gaming scene when this game was released! I played the original Dragon Warrior IV game a few years ago and enjoyed every bit of it.

Well, Enix (before they had merged with Squaresoft) obviously realized the success of this game back in the day and recognized the enjoyment Dragon Warrior fans of the United States got out of it, so they had planned a Playstation remake of this game to be scheduled for U.S. release in 2002. The game was first advertised on the back of the Dragon Warrior VII instruction manual and had Dragon Warrior fans in a fit of joy to see a classic game brought to modern technology.

But, due to the low success and profit of their latest release at that time (Dragon Warrior VII), the Dragon Warrior IV remake project for the Playstation game console was canceled for U.S. release. However, the main reason this game was canceled for U.S. release was because the game developing company, Heartbeat, decided to suddenly stop developing games leaving Enix without the ability or resources to make the right programming changes for an American release. As a matter of fact, the game had already been completely translated from Japanese to English when Heartbeat gave up game development and decided not to follow through.

The cancellation of Dragon Warrior IV for U.S. release of course made American fans very dissappointed at the time. To see such a great game and great progress gone to waste is a terrible thing to witness. However, even though Dragon Quest IV never came to American shores, this didn't stop the game from being released in its home country, Japan. The game's success soared in Japan as one of the top-selling RPG's of the time, and for a good cause.

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V. ABOUT THIS WALKTHROUGH  
////////////////////////////////////

Now, you may be asking yourself, "If this game never came to North America, how in the world am I supposed to play it? Better yet, I don't even know Japanese! So how am I going to be able to enjoy it?" Well, to answer the first question, you can use any Playstaion emulator on the net, but I would go with ePSXe. I used ePSXe version 1.5.2 with the following plugins and Bios:

- P.E.Op.S. Soft Driver 1.17 (video plugin)
- ePSXe SPU core 1.5.2 (sound plugin)
- scph1000 (Bios)

Just Google these and you should be able to find them and download them all without too much of a problem. Don't worry, it shouldn't take long to download them because they're not very big files at all. The only thing you may have a problem finding is the game itself (as an ISO). You can try using Google to find it, but good luck. I got the ISO sent to me in 7-Zip form over an instant messaging system. In order to extract the ISO from the 7-Zip file,

you need to download 7-Zip as well. 7-Zip (or 7Z for short) is just another form of WinZip that compresses the ISO to make it much smaller than it actually is. This will save a lot of space on your harddrive.

Now, to answer that second question about not knowing Japanese, you and I are on the same page. I, myself, don't know any Japanese at all, but that really didn't take away from my enjoyment of the game. There isn't a patch for this ISO yet, so we can't have the pleasure of playing this game in English, but you can always check out Red Scarlet's Translation FAQs for all the chapters to get an idea of the menu options, the monsters you encounter during that chapter, the items that the shops have for sale (with prices), and the battle menu options. He really did a great job with translating everything, so props to him! So anyway, the bottom line is you can still enjoy this game without having to know the slightest bit of the Japanese language.

If you have questions about any of this, please don't hesitate to contact me and ask.

As for the way this Walkthrough is constructed, I've decided on using the names of towns, monsters, characters, and items that were used in the original Dragon Warrior IV for this remake. For the most part, the translations in Red Scarlet's FAQs will match pretty close, but for the sake of confusion for you and me, I'll use the original names from the NES version. This way, for the lot of you that played the original and are familiar with all the names from that game, it won't confuse you.

Now, on to the Walkthrough!

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VI.  W A L K T H R O U G H
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*****
*           0.           *
*           *           *
*   Prologue:   *
*           *           *
*   Our Hero    *
*****
```

```
<| 0.01) Our Hero |>
  \            /
  | LVL: 01 |
  \            /
```

| Items Found | Monsters |
|-------------|----------|
| Herb x2     | (None)   |
| STRSeed     |          |
| 3G          |          |
| Antidote    |          |

The game begins with the sounds of sword fighting and slashing. You'll notice a man (or woman depending on the gender you chose) with green

hair on the ground. This is you! Seems like you've just been beaten in a duel with a trainer of some sort. Skip through the dialogue until he leaves and then start smashing the cluster of barrels and pots in the bottom corner of the room. You will obtain a Herb and a STRSeed after you've sorted through them all. Move north a little and you'll notice a few more on the left. Smash these and you will obtain 3G coins for your effort. Head up the stairs and outside and you will find yourself amongst more barrels and pots. Smash the one on the right to obtain an Antidote and then head across the little bridge right next to you. You'll be stopped abruptly by a frog that comes hopping out of the water. After speaking with the frog, follow it back downstairs and underground. When you get to the end of the corridor, you'll notice that it transformed into a woman! Speak with her and she'll begin morphing from frog to human until she turns into a rabbit and hops off. Weird...

Anyway, head back to the surface and explore the tiny town you're in. You can talk to people if you want, but it's just a waste of time if you don't know Japanese. Head inside the house on the left side of town (just below the farmer and his small patch of crops). Inside you'll find a man sitting at the table and a woman at the stove. Before speaking to them, break the pots along the wall to find another Herb. Talk to the man at the table and the woman will come over and put plates of food in front of you. After getting through the conversation here, this will end the short Prologue of this game.

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=====
*****
*           1.           *
*           *           *
*   Chapter One:       *
*           *           *
*   The Royal Soldiers *
*****
```

```
<| 1.01) Your Mission |>
 \_____/
  | LVL: 01 |
  \_____/
```

| Items Found | Monsters |
|-------------|----------|
| Herb        | (None)   |
|             |          |

Chapter One opens with what looks like a King and his minister briefing his soliders on a new mission, which is exactly what's happening. In this first chapter, you play the role of a Royal Soldier of Burland named Ragnar. As you might have already guessed, you're the guy wearing pink armor =P

Your mission is simple: Lately, the children of a small town to the north (Izmit) have been turning up missing. Your job is to find the source of this problem as well as find the missing children. Sounds pretty easy, right? Well, after the King's briefing and soldiers' dismissal, a woman will run up to you and say something. Skip through this dialogue and let's explore the castle a bit. To be honest with you, there's not a lot going on right now. The only thing to be found in here is a Herb in the room on the bottom right corner of



the castle. Check the dresser on the right and you'll find it. After this, head outside the castle and we'll explore the town of Burland.

```
<| 1.02) Burland |>
  \_____/
  | LVL: 01 |
  \_____/
```

| Items Found    | Monsters    |
|----------------|-------------|
| 3G             | Slime       |
| 5G             | Giant Worm  |
| Leather Shield | Diverat     |
| Herb           | Stag Beetle |
| STRSeed        |             |
|                |             |

Head south and into the town itself. At first, you'll notice the Item Shop and the Weapon Shop to the right and left. You don't really have enough money right now, so don't bother looking at what's for sale. Ragnar comes equipped with a Copper Sword and Leather Armor, but we'll be able to buy better equipment for him later. Compared to other Dragon Quest games, you actually start pretty well-prepared as far as weapons and armor goes.

Smash the barrels along the side of the Item Shop for 3G coins, then head to the right and you'll see the Armor Shop. If you rotate your camera angle, you'll notice a door on the right side of the building. Enter this door and head upstairs to find a boy's room with a dresser and a closet. Check the closet for a Leather Shield and go ahead and equip this item for +4 Defence bonus (hey, every little bit helps).

Head back downstairs and leave the house. There's a smaller house just south of the Armor Shop that has a man in it sitting at a table. Behind him are two pots that can be smashed for 5G coins. Heading back outside, you'll see three barrels lined up along the side wall of the Inn. Break these open to find another Herb to add to your inventory. Just across from the Inn you'll see what looks like a very nice two-story house with what looks like some sort of fountain in the yard. Inside the house and around the wall next to the stairs, you'll find a treasure chest. Pry this baby open for a STRSeed (very useful for a physically strong character like Ragnar).

You've found all the free items in Burland, so the only thing to do now is head out and fight around outside town for awhile. I would keep fighting until you get to about level 3 or 4 (occasionally heading back into town to rest at the Inn). Save your Herbs for later in the chapter unless your HP is in dire jeopardy. By the time you level up 3 or 4 levels, you should have enough money to get some armor. You can keep saving money if you want though, because the next town you come to will have some of the best equipment for this chapter.

Once you've gotten a bit stronger and you've purchased what you want, leave Burland and head to the cave in the northwest (can't miss it; it's not far at all). This cave is a passage to the town of Izmit where the children began missing.

```
<| 1.03) Izmit Cave |>
  \_____/
```

| LVL: 03 |

\\_\_\_\_\_/

| Items Found | Monsters    |
|-------------|-------------|
| Herb        | Slime       |
| 40G         | Healer      |
|             | Diverat     |
|             | Stag Beetle |
|             | Giant Worm  |

From the cave's entrance, head north and pretty soon you'll see a small pond in the center of the cave as well as a soldier pacing around. Just to the south of the soldier is a treasure chest with yet another Herb inside. Head back over to the pond and follow the path to the left of it. Keep following this path and you'll almost immediately see another chest. Open this one for the best treasure you've found yet: 40G coins! After you've gotten these two treasures, exit the cave via the staircase to the north (directly above the soldier).

You'll now find yourself on the other side of the river separating Burland from Izmit. Just head east a little bit and the town will come in to view. Let's check this place out...

<| 1.04) Izmit |>

\\_\_\_\_\_/

| LVL: 03 |

\\_\_\_\_\_/

| Items Found | Monsters    |
|-------------|-------------|
| 3G          | Slime       |
| Herb x4     | Babble      |
| Clothes     | Diverat     |
| 5G          | Giant Worm  |
|             | Demon Stump |
|             | Stag Beetle |

Upon entering the town of Izmit, walk to your right and bypass the Item Shop and you'll notice two barrels along the side of the house. Break these to add 3G coins to your wallet, then head into the Inn right across from the Item Shop. Once inside, head through the doorway directly in front of you and you'll see two dressers along the wall to your left and a hot spring to your right. Check both dressers for a Herb and some Clothes. Don't even bother equipping the Clothes because they'll only bring your defense down, so just sell them.

Rest at the Inn if you need to, then head back outside. There's a house just to the northwest of the Inn with a fence and a tin roof. Go inside here and check the closets along the left wall for another Herb. Heading back outside, you'll notice the Weapon and Armor Shops on the north side of town right next to each other. If you rotate your camera angle, you'll notice a pot just behind the Weapon Shop. Smash this pot for 5G coins, then behind the church straight in front of you (near the stairs leading underground) and you will see two more pots. Break the first one for a Herb, then go down the

stairs you see and you'll find yourself in an underground prison cell area. Break the two barrels along the wall for an ever popular Herb, then talk to the man, Alex, in the cell through the bars. Once you've done this, head back outside and make your way through Izmit Cave back to Burland.

When you've made it to Burland, speak to the blonde haired woman walking around in front of the house just south of you (the one with the fountain in the yard and all the flowers). This is Flora (Alex's wife). After skipping through what she says, she'll start to follow you. Lead her outside of town and head back to Izmit to see her husband.

When you get back down to the cell, Flora will leave you and run for the cell door to see her husband. After getting through their conversation, move forward and talk to each one of them individually. They basically tell you that there's some sort of secret playground 4 steps east and 4 steps south of the signpost just outside Izmit village.

Your next step is to level up to about 5 or 6 before you make your way through the Forest's Well. By that time, you should have enough money to buy a Sacred Knife for 200G or a Crossbow for 350G, then spend any other money you can on armor like the Chain Mail for 350G or a Wooden Hat for 120G. If you want to save a little bit of money for later, that'd be a pretty good idea because once you're finished with the Forest's Well, you'll have enough money to get the Iron Spear for 800G and some Bronze Armor.

```
<| 1.05) Forest's Well |>
  \_____/
    | LVL: 06 |
    \_____/
```

| Items Found  | Monsters      |
|--------------|---------------|
| Flying Shoes | Healer        |
| AGLSeed      | Sizarmage     |
| Herb x2      | Lethal Gopher |
| 15G          | Demon Stump   |
| LifeAcorn    |               |
| 580G         |               |

When you're ready to move on, heal up and save your game, then head outside Izmit. From the signpost just to the right, walk 4 steps east and 4 steps south and you'll find a well in the middle of the forest. When you walk forward a little bit, you'll hear voices calling out to you. Nevermind these for right now, just head to the northwest of the well and you'll find a set of stairs going down in the corner of a broken down wall. You'll find yourself underground in a "treasure room". Smash the pots and barrels in here for an AGLSeed, Herb, and 15G coins as a reward. Open the treasure chest in here for a LifeAcorn, but don't bother going down the second set of stairs for it leads to a dead end. Head back up and outside and enter through the well this time.

You'll fall down the well and find yourself in a cave. From your drop point, follow the path south all the way down to a small pond. Move to the left of the pond ignoring the stairs you see leading down just above you. Instead, head south of those stairs and follow the path to the right and you should hear another voice calling to you. Continue going east, passing the corridor you see leading down, and all the way off the screen. In this next area, just follow the path east, south, and all the way around to find a

treasure chest at the end with a Herb inside.

Head back the way you came and take that southern path in the first area and down the stairs you see almost immediately. You'll hear more voices as you follow this new path, but keep heading to the right and off the screen at the end. Follow this passage east, then north, and all the way around the moat blocking the treasure chest you see and you'll soon notice a Healer standing in the corner along the wall. Talk to him, but don't worry, he's friendly. He, Healie, will offer to tag along and help you out! You'll want to accept this offer of course, seeing as how he's your only means of healing other than the bag full of Herbs you have.

After Healie joins you, head back the way you came and back to the area you were in just before this one. Take the path to the north of the passage you're on now and you'll come to a 4-way intersection. To the left and right are a set of stairs that just connect to each other one floor below you, so ignore those and go north. You'll now be at a 2-way junction in which you want to go left first and follow the path up to a treasure chest near a pond of water. Open the chest here for the main thing we came for: The Flying Shoes.

Go back and head right this time at that 2-way junction and off the screen. Follow the small twisty-turn path south and you'll find that treasure chest that you saw when you got Healie to join you. Pry this chest open and you'll find the gold mine: 580G coins!

Well, you're finished with this place, so find your way out of here by retracing your steps and head back to the surface by falling down the pit on the first floor that you passed up after you fell down the well. When you land after falling down the pit, head up the stairs you see and you'll be in that first room with the pots, barrels and the treasure chest you opened before you actually went down the well. Exit this place by going up the stairs and you'll be on the surface again.

You might have noticed that tower to the west of Izmit when you were going to and from Izmit to Burland for Flora and Alex. Well, as you might have guessed, that's our next destination. But how are we supposed to get there? There's a moat blocking your way in. This is where your Flying Shoes come in handy, but before using them, you'll want to level Ragnar up to about level 7 or 8 before taking on Loch Tower. In there, you'll encounter the hardest enemies of this chapter, but with Healie by your side, it won't be nearly as tough. When you're at a comfortable level, it's time to spend all that cash you have. The best thing to buy for Ragnar right now would be the Iron Spear for 880G, the Iron Armor for 1200G, an Iron Shield for 650G, and a Wooden Hat for 120G. I realize you may not have enough for the Iron Armor, but the other stuff you should be able to get without much effort. If you don't have enough for the Iron Armor, then just stick with the Bronze Armor for 700G.

Anyway, once you're all healed up and ready, head outside and use your Flying Shoes. This will warp you up and directly on top of the tower.

```
<| 1.06) Loch Tower |>
  \_____/
    | LVL: 08 |
    \_____/
```

| Items Found    | Monsters |
|----------------|----------|
| Wing of Wyvern | Lilypa   |

|                 |  |               |  |
|-----------------|--|---------------|--|
| 640G            |  | Ozwarg        |  |
| STRSeed         |  | Giant Bantam  |  |
| Scale Shield    |  | Healer        |  |
| DEFSeed         |  | Lethal Gopher |  |
| Sword of Malice |  | Ducksbill     |  |
| _____           |  | Pixie         |  |
|                 |  | _____         |  |

You land on the top floor of Loch Tower and if you walk forward a little bit, you'll witness a scene where a monster takes off with the little boy further into the tower. After they go down the stairs, do the same. On the floor below, head north of the armor statue and around to the left and follow this short path south to a chest containing a Wing of Wyvern. Go back to the statue and take the path to the south of it and then to the right, passing the row of pillars. You'll notice a soldier standing here. Talk to him if you feel up to it, then continue the path past the soldier and north to the stairs leading down.

On this next floor, you'll notice a room in the center with entrances on two sides. Head through the door on the right side of the room and you'll be in a smaller room with a treasure chest containing 640G coins. Exit that room and take the stairs just above you to the floor you were just on. You'll find yourself in a tiny room with a treasure chest. Open this one up for a STRSeed, then head back down to the floor with the room in the center. Enter that room via the door on the south side and open the chest to your right for a Scale Shield.

Just north of you is a set of stairs leading lower into the tower. Take these stairs down one floor and open the big door right above you. Make a right and you'll see a treasure chest containing a DEFSeed, then go back and pass the big door to find a chest on the other side containing the best sword for this chapter: The Sword of Malice! Equip this weapon on Ragnar right away.

Go back through the large door you opened and walk south past the stairs you took to get on this floor and you'll see another set of stairs leading down to a lower floor. Take these stairs and you'll be in a room with what looks like a magic pond just ahead of you. Walk forward and step into the magic water here and your HP and MP will be fully restored! Exit this room and walk west from the stairs, then south, and then east all the way until you see a soldier laying on the ground in a room above you. Talking to him won't do anything, so just take the stairs near him down to the last floor of the tower.

Before you do anything, make sure that Ragnar and Healie's HP are at the max, because you're about to encounter your first boss fight here. Just follow the path east and then north and the game will stop you to trigger some dialogue and the little boy will run up to you. Walk past him and up to the monster in purple robes on the platform. Speak with him to engage in battle!

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| BOSS BATTLE |           Saro's Shadow & Giant Eyeball           |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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|           The first thing you'll want to do is take down the Giant Eyeball (kind |
| of obvious which one that is). If you don't, he'll just start changing      |
| colors which will cause him to deal critical hits to you and Healie. It      |
| should only take 2 or 3 hits for it to go down, then just focus all your     |
| attacks on Saro's Shadow. He has some pretty nasty attacks, but Healie will |
| be able to replinish your HP just as long as you keep him alive. If you have|
| some Herbs left over, you could always use those to heal Healie, but you     |
| really shouldn't have to because he will heal himself if his HP gets down to |

```

| yellow text. |

| |  
| After the two monsters are defeated, you'll get 108 EXP and 100G as |  
| your reward. |

<| 1.07) A Job Well Done |>

\ \_\_\_\_\_ /  
| LVL: 09 or 10 |  
\ \_\_\_\_\_ /

| Items Found | Monsters |
|-------------|----------|
| (None)      | (None)   |

The game will cut to a scene where you'll see the defeated monsters laying on the ground. Skip through what they have to say and they'll disappear, opening the cell door to your left. Another boy will run out of the cell and both of them will begin to follow you. Don't bother going into the cell to smash the barrel and pot, because they don't contain anything.

Exit this floor via the stairs that got you here and walk past the soldier laying on the ground. Continue walking west and you'll notice an open door to the south. Exit the tower through this door and you'll find yourself on the small island where the tower stands. Use your Wing of Wyvern to warp back to Izmit.

As soon as you enter Izmit, the children will run up to their mothers and thank you. That just about does it for this town, but I advise you to purchase anything and everything you can from the armor shop. Spend as much money as you can even though you don't need any of it, because when Ragnar unites with the Chosen Ones in Chapter Five, he doesn't keep any of his money, just his items. This way, when Ragnar joins your final party, you can sell the items you bought for extra cash!

Once you're broke, leave Izmit and head back to Burland. Enter the castle in the north of the town and walk up to the soldiers lined up in the center. The King will walk up and speak to you for awhile. He's basically saying that he is proud of you and Ragnar replies by saying that he wants to go on a journey to find and protect the Hero who is still young. After everything is said, the King gives you 3,000 EXP points! This should be enough to bring Ragnar up to level 14 or 15. Afterwards, Ragnar and Healie will walk forward and exit the castle, ending Chapter One.

```

*****
*           2.           *
*           *           *
*   Chapter Two:       *
*           *           *
*   Princess Alena's  *
*   Adventure          *
*****

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```

<| 2.01) Santeem Castle |>
  \_____ /
    | LVL: 01 |
    \_____ /

```

| Items Found | Monsters |
|-------------|----------|
| Feather Hat | (None)   |
| Herb x2     |          |
| Fairy Water |          |

Opening with Chapter Two, you witness a scene in the throne room of a castle where the King is speaking to a young woman. This young woman, Alena, is the main role you play in this Chapter (even though she will be accompanied by two other characters that you'll have control of). The King is telling you that you are not allowed to leave the castle anymore to go on any of your adventures to test your strength. After the King is finished with what he has to say, walk southwest a little and you'll see a small staircase leading upstairs. Take them.

You'll notice a blue door right in front of you that leads to the King's bedroom, which you may have recognized from Burland Castle in Chapter One. You can't open this door yet, so head to the right and enter the next door you see where you'll notice a man boarding up the wall on the right. Seems like this is how you've been sneaking out of the castle recently. Talk to him, then check both closets for a Herb and a Feather Hat. Go ahead and equip the Feather Hat on Alena, then head back down to the throne room.

Back down in the throne room, you'll notice an old man with gray hair standing right beside the big staircase leading down. This is Brey, one of the other two characters that'll join your party soon enough. Speak with him, then head downstairs to the first floor of the castle.

From the stairs, head west and then north into the kitchen. Break the line of pots and barrels along the wall for a Herb, then leave the kitchen and go east of the stairs this time. Head north into the house of healing once you reach the statue and you'll notice a man in a green uniform walking around. This is Cristo, the other character that will join your party in a while. Talk to him, then head through the doorway to the room behind the priest and check the closets in here for a Fairy Water (wards off weaker enemies when used). Going back to the main staircase, follow the red carpet south and you'll see that two guards are blocking your way out of the castle. Speak to both of them, then head back up the stairs, and then up the other set of stairs back to your room. You'll notice that the man who was boarding up your wall is gone. Search the boarded wall and a YES or NO option will appear. Select YES (the top option) and Alena will kick down the boards! Notice how the boards sort of exploded? I guess her shoes were filled with gunpowder...

Walk through the broken wall and you'll land on the outside roof of the castle. If you want, you can talk to the cat here just so you'll know how to say "Meow" in Japanese. Jump off the edge of the castle to the stone path below. You can't open the door to get back inside the castle, so just follow the pathway outside.

As soon as you leave the castle, Cristo and Brey will stop you and yell at you for a bit and then they'll join you. About 3 paces to the left, you'll see a town. Enter this town and we'll explore a little bit.

```
<| 2.02) Surene |>
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  \_____/
  | LVL: 01 |
  \_____/
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| Items Found | Monsters      |
|-------------|---------------|
| AGLSeed     | Red Slime     |
|             | Kaskos Hopper |
|             | Prank Gopher  |
|             | Elerat        |
|             | Troglodyte    |
|             | Giant Worm    |

This is a pretty small town, so there's not a whole lot to see for right now. Upon enter Surene, go ahead and check out the Armor Shop to the northeast. Go ahead and buy the Wayfarer's Clothes at 70G coins for Brey because his defence is just pathetic right now. You won't have enough to buy anything else at the moment, so let's just check the rest of this place out.

There's nothing inside the Inn, so there's no need to visit unless you've been through a few battles since you left Santeem. In that case, go inside and rest if you have to. Otherwise, follow the path north to the large building and take the left bridge across the moat and enter the door on the left side here (the Weapon Shop). Inside, smash the two barrels along the wall just ahead of you for an AGLSeed, then talk to the shopkeeper. The only thing you can really afford right now is a Club, so get one for Alena because she doesn't have a weapon at all at the moment. Don't bother taking the stairs up because they just lead to a section of the roof with nothing there. Exit the Weapon Shop and enter through the main door. You may have noticed a smaller door on the far right end of the castle, but it just leads to a dead end because in order to go any further, you'll need a special key.

Inside, you'll find yourself in a church. Take the staircase up to your right then go through the large door below you to the balcony. You'll see a man standing out here with a harp of some sort. Speak to him, because he'll play an important role in something later.

Once you're finished, head outside and fight around until your party is about level 3 or 4. Heal up at the Inn, then buy whatever equipment you can (I would spend the money I have now on armor) then head northeast of Surene and you'll see a signpost. Continue east of the sign and you'll see another town sitting between two mountain ranges.

```
<| 2.03) Tempe |>
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  \_____/
  | LVL: 03 |
  \_____/
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| Items Found | Monsters     |
|-------------|--------------|
| AGLSeed     | Red Slime    |
| Antidote    | Prank Gopher |
| Leather Hat | Elerat       |



|       |            |  |
|-------|------------|--|
| _____ | Troglodyte |  |
|       | Giant Worm |  |
|       | Rabidhound |  |
| _____ |            |  |

Enter the town and rest up at the Inn if necessary, then enter the house just above the fenced cemetery. In here you'll find a man sitting at the table in a purple uniform. First of all, break open the barrels along the wall here for an Antidote, then check the two closets along the back wall for a Leather Hat. You can equip this on either Cristo or Brey for +2 DEF bonus (I personally chose Cristo). Now speak to the man in the room.

This is the chief of the village. He basically says, in a nut shell, that the village of Tempe is being terrorized by a monster in the northern woods and the only way the monster will allow the village to thrive is if he is offered young girls. Well, it seems like his daughter is the next sacrifice for this monster, and he asks you if there's anyone strong enough to defeat it. By saying yes, he'll tell you to talk to the shaman. I guess we'll do just that.

Head back outside and check out the house to the west of the well in the center of the village. Inside, smash the barrel to the right of you next to the sink for an AGLSeed. Now exit this house leave the village to fight until everyone advances one more level (level 4). The reason for this is because you're not quite ready to tackle the next boss at level 3, plus you'll want to fight for more money to purchase better equipment. Therefore, this is the time to do it.

Once you've battled until level 4 and you've purchased what equipment you can, head back to Tempe and go inside the temple at the very back of the town. Speak to the shaman here and choose the YES option both times it appears and the offering transportation service will arrive. Hop inside the tent-looking thing and you'll be carried behind the temple and onto the platform. Nightfall arrives and the monsters take the bait! Time for battle!

```

+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| BOSS BATTLE |           Chameleon Humanoid & Rabidhounds           |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|           Your first priority will be the two Rabidhounds. They shouldn't be too
| scary because you've more than likely encountered several of these in the
| area. You'll want Alena and Cristo to use their physical attacks while Brey
| attacks with Icebolt. Once you've taken down the Rabidhounds, have Brey cast
| Sap on the Chameleon Humanoid and just attack physically the rest of the way.
| If you're unfortunate, he'll sometimes cast Heal on himself, but if you just
| hack at him long enough, he'll go down. Also, don't neglect Cristo's Heal
| spell when anyone's HP gets too low. The Chameleon Humanoid has some pretty
| deadly attacks and can put your characters at the critical point if you're
| not watching what you're doing.
|
|           For winning, you'll receive 150 EXP points and 100G as well as a
| LifeAcorn! This should be enough to bring everyone up to level 6.
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

Congratulations, you've defeated the monsters terrorizing the innocent village of Tempe. When the monsters disappear before your eyes, morning dawns and you find yourself at the entrance of Tempe. Head through the center of town and back into the temple. You'll notice that the village shaman has opened the passage behind the town. Leave the temple through the back and pass by the lady on the platform where you fought the monsters and out onto the world map.

You are now on the other side of the town between the two mountain ranges. Just to the northeast is the next town we will be visiting. So, make your way north between the mountains, then vier east (careful, the monsters in this area can be pretty tough). Soon enough, you'll see a town along the coast.

```
<| 2.04) Frenor |>
  \            /
  | LVL: 06 |
  \            /
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| Items Found | Monsters        |
|-------------|-----------------|
| 10G         | Demon Toadstool |
| Antidote    | Carnivore Plant |
| Clothes     | Healer          |
|             | Brahmird        |
|             | Blazeghost      |
|             | Troglodyte      |
|             |                 |

As soon as you enter the town, rotate your camera angle 90 degrees left and you'll see a small bridge to the left leading over to a small cabin with epitaphs along side. Head inside the cabin (I'm sure the owner won't mind) and break the three pots you see along the wall for 10G coins. Head back to where you entered the town and follow the stone pathway south. Enter the house on the left and break open the barrel inside for an Antidote.

Exit the house and head south a bit until you reach the fountain. You will immediately notice the group of people standing outside the Inn. Talk to them if you please, then head inside. Supposively, the Princess of Santeem is in town and she's being kidnapped. The whole town is scared right now, but wait, aren't YOU the Princess of Santeem? Looks like we have an imposter on our hands.

Inside the Inn, head up and around the wall and take the stairs you see here. You'll see someone lying on the ground and people screaming. Walk forward and you'll witness a scene where two kidnapers take off with a woman (the Princess Alena imposter) and say that the only way they'll hand over the "Princess" is if they are brought the Golden Bracelet as ransom. Well, looks like you don't really have any other choice than to cooperate, so why not?

The only problem is, where can you find the Golden Bracelet? Well, speak to the little boy near the item shop (southern end of town) and he mentions where you can fight it. The Golden Bracelet is hidden inside the cave to the south, but you're not quite strong enough to make it through alive. Before leaving the town, though, check the closet in the room upstairs in the Inn for some Clothes.

Leave Frenor and fight around the area until you reach level 9, then heal up at the Inn and buy whatever equipment you can. The only problem is, the Weapons & Armor Shop isn't open in Frenor right now, so you'll have to back-track to Tempe to get the stuff you need. If you want to buy some more armor, then I would go back to Surene because Tempe's shop only has the Leather Armor in stock.

When you're ready to move on, save your game and head directly south of Frenor for a while and you'll find the cave in the center of a forest.

<| 2.05) Southern Cave |>

| LVL: 09 |

| Items Found     | Monsters        |
|-----------------|-----------------|
| Wing of Wyvern  | Crested Viper   |
| 360G            | Demon Toadstool |
| AGLSeed         | Thevro          |
| Golden Bracelet | Somnabeetle     |
| Magic Potion    | Ozwarg          |
|                 | Vampire Bat     |
|                 | Orc             |

From the entrance of the cave, follow the path until you see the first passage leading south. Take this passage down to a dead end and a chest containing a Wing of Wyvern. Head back up and continue west until you see a pathway leading north to a chest with 360G coins inside. Take the treasure and head back and you'll see a treasure chest sitting on an elevated platform with four pillars around it. Pry open this chest for an AGLSeed, then go back and around the back of the platform and down the steps. Follow this path all the way around (passing the chest you opened with the 360G coins) and down the stairs.

Head south a little bit and make a right at the fork in the path. Follow this path south until you come to a room with an engravement on the floor and four pillars surrounding it. Continue south through the archway and rotate your camera a little bit and you'll notice a set of steps in the bottom corner of the elevated platform with the skulls on it. Take that bottom set of stairs and cross over the platform and down to a treasure chest containing the item you came for, the Golden Bracelet. Now go back to the room with the four pillars and the engravement on the floor and go west this time. Follow this short path to a treasure chest containing a vial of Magic Potion (restores some MP to a character when used).

Well, you got what you came for and cleaned out the treasures in the cave, so it's time to get out of here. Back-track your way out, then head back to Frenor and rest up.

<| 2.06) The Ransom |>

| LVL: 09 or 10 |

| Items Found    | Monsters |
|----------------|----------|
| Thief Key      | (None)   |
| 30G            |          |
| Wing of Wyvern |          |
| MysticNut      |          |

In the morning, head outside and walk around until nightfall arrives,

then re-enter the town at night. Remember that cabin immediately to the west with the graveyard? Go there and you'll see the kidnappers have arrived to make the exchange.

The kidnappers ask if you've got the Golden Bracelet. Select YES, then Alena will toss it over as the criminals leave. The fake Princess thanks you, removes her costume, and hands over the Thief Key as she leaves! This key will allow you to open all the blue doors that you've seen so far in your journey.

When dawn approaches, head outside and you'll notice that the Weapon Shop is back open for business. The only two weapons that should be of interest to you right now are the Chain Sickle (550G) and the Iron Spear (880G). Buy a spear for Cristo and a Chain Sickle for Alena, then cast Return (or use the Wing of Wyvern you got from the cave) to Santeem Castle.

Enter the castle (the guards are alarmed to see that you managed to escape, but let you back in) and head upstairs to the throne room. Go up one more floor and open up the King's bedroom (the room with the big blue door) with your Thief Key. Check the closet in the southeast corner of the room for 30G coins, then leave his bedroom and escape the castle just like you did at the beginning of the chapter (jumping through the hole in your wall on the roof, then off the roof of the castle onto the ground below). You'll now be able to open that blue door from the outside of the castle (the one with the torches on either side). Use your new key to get inside a room with an old man. Check his closet for a Wing of Wyvern, then break the two pots in the corner of the room for a MysticNut. Leave the castle then use your Wing of Wyvern to warp back to Frenor.

Our next destination is a big Bazaar being held in a desert far to the south. So, from Frenor, begin heading southwest (passing the Southern Cave) until you come to a desert area. You'll immediately see what looks like a large tent at the top edge of the desert. We're here!

```
<| 2.07) Bazaar |>
  \_____/
  | LVL: 10 |
  \_____/
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| Items Found | Monsters       |
|-------------|----------------|
| Dung        | Thevro         |
| Herb        | Kordra         |
| STRSeed     | Sand Master    |
| AGLSeed     | Orc            |
|             | Brahmird       |
|             | Crested Viper  |
|             | Armor Scorpion |
|             |                |

Well, maybe it's not as big as you thought, but this is still a place you wouldn't want to pass up. Take a rest at the Inn located directly below you in a small tent. This has got to be the most ghetto Inn you've seen yet, but it'll suffice. When you're done, check out the Weapons and Armor Shops because they have the best equipment of the chapter so far. Upgrade the party's equipment as much as you can (although by now you should be able to afford everything you need), then head inside the big tent to the left of the Armor Shop stand.

You are immediately stopped by a soldier from Santeem. He informs you with urgent news about the King and tells you to get back to Santeem Castle ASAP. Well, not to sound completely inconsiderate, but we still have some items to look for before we leave. So head inside the big tent and smash the two pots next to the sink for an AGLSeed.

Go back outside and southeast from the tent and you'll see a woman standing in front of a cluster of pots. Break all the pots here for a bag of Dung (how lovely), a Herb, and a STRSeed.

Alright, NOW we're ready to check up on the King. Leave the Bazaar and have Brey cast Return to Santeem Castle (first location on the Return list).

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<| 2.08) Emergency in Santeem |>
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| LVL: 10 |
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| Items Found | Monsters |
|-------------|----------|
| (None)      | (None)   |

Upon your return to Santeem Castle, head up to the throne room to see what's wrong with the King. When you speak to him, it seems that he's not responding back. Well, it turns out he's lost his voice. Speak with his minister and the other people of the castle, then head up to the third floor (floor with the King's bedroom and your bedroom) and jump out the wall of your room onto the roof. Remember that old man's room with the blue door where you found the Wing of Wyvern in his closet? Well, it's time to pay him another visit. Open the door to his room and talk with him. He'll tell you that you should consult the poet Marone about the King's problem. Marone? Who's that, you say? Well, remember that man in Surene with the harp who I said would play an important role later? That's him!

Leave the castle and head over to Surene. Enter the large building in the back and head up the stairs and out the door to the balcony. Speak with Marone here and he'll tell you about an elven medicine called the Birdsong Nectar that helped make his voice phenomenal. He also mentions that he found it in a desert bazaar during one of his trips. It just so happens we know of one, don't we!

Cast Return to the Bazaar and speak to the people if you feel like it, but to save you the cluelessness of not being able to understand Japanese, a few people will tell you that the Nectar can be found in a tower to the west where elves are said to still live. Sounds like that's where we'll be headed next, but before you go, fight around in the area until level 11 or 12. This way, Brey will learn a new spell (Snowstorm) that will really help you out with the monsters there.

When you think you're ready, rest up and head southwest from the desert Bazaar. Follow the peninsula all the way down to the tip and you'll find the Birdsong Tower.

```
<| 2.09) Birdsong Tower |>
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| LVL: 11 |
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| Items Found     | Monsters         |
|-----------------|------------------|
| STRSeed         | Spectet          |
| 1,200G          | Flythrope        |
| Wing of Wyvern  | Grislysaber      |
| Birdsong Nectar | Poison Lizard    |
|                 | Crested Viper    |
|                 | Pteranodon       |
|                 | Razor Wind       |
|                 | Butterfly Dragon |
|                 |                  |

When you first enter the tower, you'll notice what looks like some kind of prisoner walking around by a big door. If you enter the big wooden door in front of you and head down the stairs in the center of the room, you'll come to... an Inn? Yep, an Inn! Meaning if you some how get lost in here or you're really close to death, just cast Outside and enter the tower again and rest here. Pretty convenient if you ask me.

But, since you just came from the Bazaar and healed up there, leave the Inn and go back up to the first floor. Just to the left of the big wooden door is a big blue door. Open this one up with your Thief Key and head up the set of stairs you see to the second floor.

From the stairs, head southwest and through the arch to the left (the one on the right leads to a dead end surrounded by pillars). Follow the path to a set of stairs leading up and take them. Move north on the third floor to a room with two treasure chests side-by-side. The one on the left contains a STRSeed and the one on the right contains 1,200G coins! Return back to the second floor and go back to where the stairs were that lead down to the first floor. Head through the archway to the right of these stairs and immediately head south until you come to a row of pillars blocking your way. Head to the left and go around them, following the pathway east to some stairs leading to third floor.

Head north from the stairs you just took and then go left through an arch. You'll see a treasure chest just to the north of you. Open the chest for a Wing of Wyvern, then head back to the stairs and follow the path west and then north until you see a pit. Stay close and hug the left wall as you pass by, being carefull not to fall down. Head all the way up to the corner, then make a turn to the right (still hugging the wall) and then down to a staircase leading up to the fourth floor.

Head to the left from these stairs and then south through an archway to a large staircase in the center of the room leading to the top floor. Take these stairs to a room with two elves. Walk forward a little bit and the elves will notice you and become very alarmed to see humans here. They're so alarmed that they leave a sparkly substance on the ground before they leave. Hmmm, I wonder what it could be...

After they the two elves fly off, walk up and search the ground where you see something shinning. Yep, you guessed it, it's the Birdsong Nectar! After picking it up, cast Outside and it's time to head back to Santeem Castle and heal the King.

| LVL: 12 |

| Items Found | Monsters       |
|-------------|----------------|
| (None)      | Armor Scorpion |
|             | Skeleton       |
|             | Rogue Knight   |
|             | Healer         |
|             | Metal Slime    |

Cast Return back to Santeem Castle and head inside. Once you're up in the throne room, speak with the King then go into your inventory and use the Birdsong Nectar. The King will be surprised and thankful that his voice came back and he mentions that he had nightmares about a huge monster from the Evil World that appeared and destroyed everything in sight. As a token of his gratitude, he'll now allow you to journey the world in order to find answers to this mysterious dream of his. As of right now, the sky is the limit for your explorations.

Well, you've pretty much been every where in this region, so your next destination is going to be Endor in the far east. Cast Return to the Bazaar and begin to head east until you see a shrine just to the south of you. Enter the shrine and walk through the broken section of the wall and into the blue vortex in the back. You'll be warped to a smaller shrine just across the river from where you came from. Exit the shrine you're in now and you'll notice an Inn right outside. Rest here if you need to, then leave through the southern exit.

You're now on a new continent just south of the Santeem region. Just head directly southeast from where you are and you'll soon notice a castle along a river bank next to what looks like a broken bridge. We've made it to Endor! Enter the castle and let's check it out...

<| 2.11) Endor |>

| LVL: 12 |

| Items Found | Monsters       |
|-------------|----------------|
| 5G          | Armor Scorpion |
| DEFSeed     | Skeleton       |
| 16G         | Rogue Knight   |
| Antidote    | Healer         |
| Silk Robe   | Metal Slime    |
| 40G         |                |
| LifeAcorn   |                |

From the entrance of the town, immediately turn left and you'll notice a row of barrels lined up along the southern wall if you rotate your camera angle. Smash the four barrels here for 5G coins, then head back. If you go all the way to the southeast corner of town, you'll notice a two-story building with a blue door. If you use your Thief Key to open the door, you'll notice

that you can't go any further without another key (the one that opens the red doors). We'll definitely be coming back to this place later, because it's one of those places that sells some of the best equipment in the game (yeah, looks can be deceiving, I know).

I'm sure you noticed the small Armor Shop stand near the entrance of town. You can update a few of Cristo's equipment here if you have the money (which you should by this point). When you're done, head across the street to the Inn/Bar. Inside, break the barrels along the northwest corner for a 16G bonus, then smash the other group of barrels along the southern wall for a DEFSeed. Head downstairs after this (there's nothing of importance upstairs) and you'll find yourself in, yes, a CASINO!

In here, you have the choice of playing Poker, the slot machines, or betting in the Monster Arena. You'll also notice a bunny girl behind a counter along the north wall. Here you can trade in gold coins for tokens (the Casinos use tokens as a currency to earn you prizes). 10G coins will get you 1 token (yeah I know, it's a rip off). Just to get you started, you really only need to purchase about 1,000G coins worth of tokens (which would equal 100 tokens). The best place to spend these tokens in order to really win big is either at the Poker table or the Monster Arena. I personally prefer the Monster Arena, but I suppose it's really up to you. If you make good use of the Save and Load State feature of your emulator, you can easily turn that original 100 tokens into 100,000 tokens pretty quick. With this, you'll be able to earn those really expensive prizes early in the game. The prize desk is located just below the stairs you came from. Here's a list of the prizes for this casino:

| PRIZE             | COST   |
|-------------------|--------|
| Magic Potion      | 30     |
| Wizard Ring       | 500    |
| Gold Bracelet     | 1,000  |
| Spangle Dress     | 2,500  |
| Meteorite Armband | 10,000 |
| Falcon Sword      | 65,000 |

The first prize I would shoot for would be the Meteorite Armband. You will want to try to get one for all three of your characters if you can. If you've been using the Monster Arena to earn your casino tokens then you should be able to get three Meteorite Armbands in no time. This accessory will double the wearer's AGL stat, making this person quicker to attack in battle! So you'll definitely not want to pass this item up. You'll also want to purchase a Spangle Dress for Alena as soon as you can. Seeing as how it's only 2,500 tokens, it shouldn't take you long to earn the money for it. The Falcon Sword is the most expensive prize on the list, and for an interesting cause. It's a special weapon that has a very weak ATK bonus, however the user will be allowed to attack twice in a single turn when equipped with it. It's up to you whether or not you want to work up the 65,000 tokens right now in order to buy one. You will have plenty of time to play around at this casino at a later time in the game.

When you've had all your fun at the casino, leave the Inn and head north



to where the Item Shop and Weapon Shop are located. There's no need to bother checking out what the Weapon Shop has in stock because it shouldn't have anything better than what you have now, but if you didn't buy all the best equipment at the Bazaar, now's the time to spend your money (however save at least 1,500G coins for a better weapon for Alena a bit later) . Along the left side of the Weapon Shop, you'll see a line of pots that you can break for an Antidote. Enter the house to the southwest (directly below the church) and open the door that leads to the room behind the counter. Head up the stairs you see to the second floor where you'll find an old man sitting at a table. Check the closet right next to the bookcase for a Silk Robe. If you speak to the old man, he'll mention that he's currently looking for someone to sell his shop to, but hasn't had any luck finding anyone. We'll be seeing this man again in the next chapter.

Exit this house and head all the way to the eastern side of town. You will see a rather up-scale looking house with a woman walking around on the second floor balcony. Enter this house and head into the room on the left. Break the barrels along the southern wall for 40G coins, then leave the house and head north and up to the castle itself.

Enter the castle through the main door and head up the large stairs in the center of the room. Speak with the King who will tell you that the kingdom of Endor is holding a combat tournament to decide who the Princess will marry. He also mentions that if the winner of the tournament is a female, then she won't have to marry anybody. The King then tells you that he regrets making this decision and encourages you to enter the tournament and win so that his daughter won't have to marry. After he's made his request of you, leave the throne room and exit the castle. Re-enter the castle through the smaller door on the left and walk up the corridor until you see a door on your left. Open this door and head south a little ways hugging the wall. Go down the stairs and you'll be in a hidden room below the castle with a treasure chest. Open this chest for a LifeAcorn, then leave and go back to the hall. Continue moving north in the hallway and go down the stairs you see at the end. Move east on this new floor and through the large wooden door with a guard standing next to it. Head up the stairs you see here and talk to the guard standing in front of the big door above you and to your left. He'll see that you're here to compete in the tournament and step aside so you can pass.

You'll now be in a huge preparation room where you can rest up at an Inn to your right and purchase Herbs and an Iron Claw at the Item Shop in the northwest corner. You'll want to buy as many Herbs as you can hold because Alena is the only one who will be able to fight in the tournament (and she doesn't have the Heal spell). Make sure that the Herbs are in Alena's bag! They won't do any good with Brey or Cristo because they won't be fighting with her! While you're at it, buy the Iron Claw for Alena which is the best weapon for her in this chapter. When you're all healed up and think you're ready, save your game at the Priest to the right and head up the stairs in the center of the room to begin the tournament.

The combatants will come out one by one after each one is defeated. At the end of each fight, you'll be offered the option to use an Herb to heal yourself before the next fight. You shouldn't ever refuse this opportunity, because the opponents will only get tougher as you progress.

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| BOSS BATTLE |                               Hun                               |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|           This guy's a joke. Three or four hits should take him out easily.           |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

+-----+-----+  
| BOSS BATTLE | Roric |

+-----+-----+  
| You'll find this next fighter's a bit tougher, however four or five |  
| hits should do it. Make sure to use a Herb when your HP gets critical. For |  
| defeating him, he'll drop a Herb for you to use in the next three fights. |

+-----+-----+  
| BOSS BATTLE | Vivian |

+-----+-----+  
| You don't really have any more options other than attack and use a Herb |  
| when you need to. She's the first one you've battled who uses magic, so |  
| watch out for her Fireball spell. She also has the ability to cast HealMore, |  
| but she'll run out of MP before she has the chance to use it more than |  
| likely. Vivian will also drop a Herb after you beat her. |

+-----+-----+  
| BOSS BATTLE | Sampson |

+-----+-----+  
| This guy's probably the hardest of them all just because of his high |  
| defence and attack power. The best thing to do would be to attack about four |  
| or five turns then heal the next turn with an Herb. If you can fit more |  
| attacks in before you need to use a Herb then good for you. Basically, you |  
| just need to pace yourself in this fight and you'll pull it off without much |  
| trouble. |

+-----+-----+  
| BOSS BATTLE | Linguar |

+-----+-----+  
| Here we go; the last fight. The thing that makes this battle so hard |  
| is the fact that he'll split into four apparitions, but only one of them is |  
| the real enemy. You just have to guess and choose which one you think is |  
| the actual Linguar. After you've hit the right one two or three times, he'll |  
| go down. Congrats! |

When you've defeated all the opponents, the King will announce that before you can be declared the winner, you must battle a warrior named Necrosaro. The guards call forth Necrosaro, but for some reason he doesn't come forth. The guard goes in to look for him but returns with news that Necrosaro isn't here. Well, it seems that due to these circumstances you're the winner of the tournament!

Cristo and Brey congratulate you for winning and the next morning the King himself thanks you for pulling through in the tournament so his daughter doesn't have to marry. He also advises you to go back to Santeem Castle to let your father know how you are. I guess we'll take his advice. Exit the castle and head back into town, but before you can go anywhere, a guard approaches you and tells you to return to Santeem immediately. After saying this, he falls to the ground and passes away. I guess we better go see just how urgent this is!

<| 2.12) Mysterious Disappearances |>  
| LVL: 13 |

| Items Found | Monsters |
|-------------|----------|
| (None)      | (None)   |

Cast Return to Santeem Castle and enter through the main door. Inside, you'll notice that it seems quiet... too quiet. Head up the stairs to the throne room and you'll immediately notice everyone's gone! No matter where you search in the castle or how long you search, there's not the slightest trace of anyone around. When you're finished looking around in confusion, exit the castle and Chapter Two will come to a close. This is getting weird...

=====

```
*****
*           3.           *
*           *           *
* Chapter Three:       *
*           *           *
* Taloon the Arms     *
*   Merchant         *
*****
```

```
<| 3.01) Lakanaba |>
  \_____/
  | LVL: 01 |
  \_____/
```

| Items Found    | Monsters     |
|----------------|--------------|
| Leather Hat    | Slime        |
| Herb           | Stag Beetle  |
| Antidote       | Prank Gopher |
| Leather Shield |              |

As the next chapter begins, you see a rather large man with purple hair and a mustache lying in bed as his wife wakes him. Meet Taloon, the only character you control throughout Chapter Three. His dream is to become the most successful arms merchant in the land, but Taloon's current status is working for his boss who owns a local weapons shop in the small town of Lakanaba. Well, I guess you have to start somewhere...

Your wife hands you your lunch for the day, because you'll soon be off to work. Before you leave the house, check the closet next to the bookcase for a Leather Hat. If you go to equip the item on him, you'll probably notice another option in the menu when you select the item. Taloon has the special ability of appraising items to give you the information of who can equip the item, what special effects is has, and how much you can sell it for. Although, unless you know Japanese this won't be of much help to you.

Leave your house and break the three pots you see along the side of the wall for a Herb. Head north from your house and smash the two pots by the man behind the table (this is the Item Shop). After breaking these, you'll obtain an Antidote. Just north of here you'll see an old man sitting at a

table. If you speak to him, he'll ask if you would be so kind as to help him to the church. If you agree to help him, you can push him from any direction you come at. Push him down the path and then to the left into the flowers. Just north of the patch of flowers is the church (not so far, is it?). Push him up to the church doors and he'll kindly pay you 3G coins for aiding him. Well that was pretty nice of him.

Head west of the church and you'll see the Inn and Armor Shop. If you turn your camera angle a bit, you'll notice a back door to the Armor Shop. Head inside through this door and up the stairs behind the counter. Open the dresser you see to your left for a Leather Shield. Go ahead and equip this on Taloon along with the Leather Hat you found if you haven't already. Exit the Armor Shop and it's time to go to work now. If you travel directly west of your house you'll see a Weapons Shop with a man standing outside. Speak to the man here (your boss) and you'll follow him inside.

Basically, he tells you that you're being paid on commission at the end of the day. Throughout the day, customers will come in and out of the shop to buy and sell weapons. I really wouldn't bother buying any of the weapons the customers offer you. It doesn't hurt, but it's completely pointless. The only weapons you should bother buying from them are Chain Sickles or Swords of Malice. It's really rare for a customer to sell a Sword of Malice, but if one does, DON'T SELL IT! If you sell it, then it'll be gone from the shop's inventory. Keep it there until you can afford it later, then come back and buy it for yourself. You'll know when a customer sells the Sword of Malice because it'll be the most expensive item on the list.

If you'd like, you can pull out of work early by heading downstairs and talking to your boss. At the end of the day, your boss will come up and give you today's pay and you can go home and rest for the night. The next morning, your wife will give you your lunch for the day and you can head back to work for another day's worth of pay. You can keep repeating this process for as long as you want (it's a neverending cycle really), but I would stop once you have enough money for a Copper Sword and some Leather Armor. I really wouldn't advise saving up a lot of money for a really good weapon right now, because you'll find one soon enough.

Once you're finished working for a few days, purchase what equipment you can, then head outside and fight around the area until you reach level 4. Before venturing any further, rest up at home by talking to your wife in Lakanaba and head north of town to find a cave. Enter here and we'll check this place out.

```
<| 3.02) Northern Cave |>
  \_____/
    | LVL: 04 |
    \_____/
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| Items Found  | Monsters     |
|--------------|--------------|
| Chain Sickle | Slime        |
| Iron Safe    | Stag Beetle  |
|              | Prank Gopher |
|              |              |

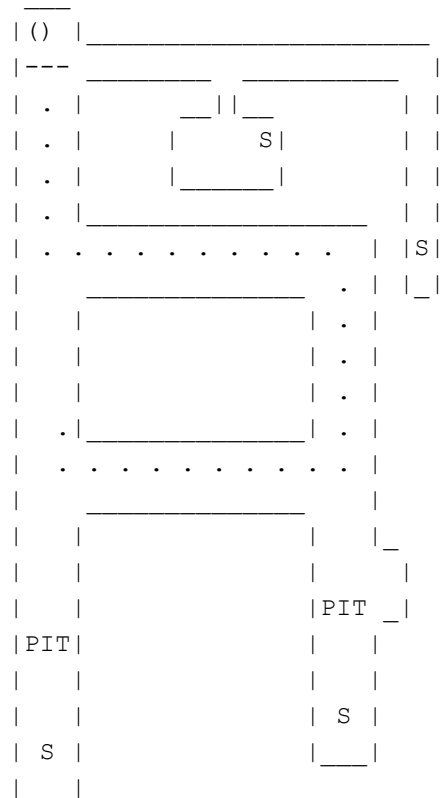
Head up and around the pond of water to find a set of stairs leading down on the other side. Take these stairs and follow the path on the next floor south and then all the way east. You'll soon notice what looks like a

dam holding back a bunch of water. If you examine the dam and select YES to the option it gives you, you'll press the button and the water will basically wash you all the way down to the end and up the stairs. You don't even have to press the button in order to go up the two stairs at the end. You could have just walked down to the stairs, but why not go in style? Nothing like a pair of soaked clothes...

On the next floor, head to the left and you'll notice another dam but the water seems to be flooding an area with stairs. Before you press the button here, continue walking left and you'll see a treasure chest right above you. Open the chest here to obtain a Chain Sickle (go ahead and equip it on Taloon), then go back and press the button on the dam to wash you down to the end of the corridor and down a pit at the end.

Head north from where you land and make a left at the junction (going to the right leads you to the stairs that take you back up where you washed yourself down the pit). Follow the path around and down the stairs you come to at the end.

Follow the path north and head west, ignoring the stairs you see leading down along the way. At the end of the path you'll see a giant boulder being held back against the wall. If you move in front of the boulder and begin to walk south, it'll start to roll and "follow" you. And yes, when I say follow you I mean it'll actually make the turns that you take. The whole objective with this boulder is to make it roll into the pit directly south of where it begins. In order to do this, you'll want to walk south from the boulder and take the first right you come to (don't walk too fast though; if you get too far ahead of the boulder it won't follow you). Keep following the new path south, and then to the left until you hit the wall. Then walk just a few steps north. If you do this correctly, the boulder will follow you up until the point where you walked north a few steps (since you walked up hill). If an illustration would help you, check out the one below. The ( ) represents the boulder's starting place and the S's are stairs. Basically, just follow the dotted line starting from where the boulder is.



When the boulder closes up the pit blocking your way south, walk across

it and down the stairs at the end. You'll immediately notice two smaller boulders on this next floor. Get behind one of them and begin to push them along the path west and then all the way north where you'll see what looks like some sort of safe. Make sure you've pushed a boulder into the room with the safe, then take the Iron Safe. As soon as you take it, the wall behind you rises and blocks your path out. Push the boulder over the switch on the floor to bring the wall back down and open the path back up to leave.

Exit the cave and fight around the area until you're about level 7. After fighting for awhile, continue south of Lakanaba and you'll find a small town in the middle of the forest.

NOTE: While you're walking around outside, you may encounter what looks like a random battle at first, but a merchant or Inn-keeper appears. This is another example of how advantageous it is being Taloon. When a merchant randomly appears on the world map, you have the option of buying common items (Herbs, Antidotes, Fairy Waters, etc.) or selling any items that you have. Just think of it as a portable item shop (only you can't control when a merchant appears). The Inn-keeper will allow you to take a rest for only 10G, so it's up to you whether or not you think you need to heal up.

```
<| 3.03) Foxville |>
  \_____/
    | LVL: 07 |
    \_____/
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| Items Found  | Monsters     |
|--------------|--------------|
| Dung         | Stag Beetle  |
| Herb         | Prank Gopher |
| Boxer Shorts | Giant Worm   |
|              | Healer       |
|              | Demon Stump  |

When you first enter the town, you have to follow the dirt path to the east a ways then take the path you see heading north. Once you're actually in town, head directly north to the Item Shop. Break the two pots on either side of the merchant for some Dung and a Herb. If you speak to the merchant to see what's for sale, you'll notice the two items he has are VERY cheap. Looking at their prices, you would expect them to be Herbs and Antidotes but the item being sold for 10G coins is actually a Broad Sword! Not that Taloon can equip it, but something's not right here. It turns out that item is a fake, so don't even bother purchasing it.

If you head into the house to the northwest of the Item Shop, you'll notice a man in a purple uniform sitting at a table. Check the dresser next to the bookcase above you for some Boxer Shorts, then speak to the man. This man is the "mayor" of Foxville. He'll ask you a few questions and then ask if you'd like to stay overnight to rest. When you accept his offer and take a rest, in the morning you'll notice the whole town has disappeared! How can a town just pack up and leave overnight? Your guess is as good as mine, but all I know is something's not right here...

I guess we'll be coming back here later to solve this mystery, but for now exit Foxville and continue heading south and around the mountain range to reach Bonmalmo Castle.

```
<| 3.04) Bonmalmo |>
  \_____/
  | LVL: 07 |
  \_____/
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| Items Found    | Monsters     |
|----------------|--------------|
| Leather Shield | Stag Beetle  |
| 70G            | Prank Gopher |
| LifeAcorn      | Giant Worm   |
|                | Healer       |
|                | Demon Stump  |

Yet another small town. First, head left into the Inn and rotate your camera and you'll notice a small doorway that leads behind the counter. Open the dresser back here for a Leather Shield, then exit the Inn and go across the street to the Armor Shop. When you enter through the front door and talk to the shopkeeper to see his merchandise, he'll mention that the kingdom of Bonmalmo is having a major shortage on armor lately, so he doesn't have any armor to offer you. What a shame. Enter through the door on the side of the Armor Shop and break the three barrels along the wall for a LifeAcorn.

Next we'll check out the Weapons Shop just north of the well. The only weapon you should need to buy for Taloon is the Iron Spear for 880G coins. Leave the Weapons Shop and head into the castle.

When you enter through the main door, make a left and you'll see a man sitting at a table with the Armor Shop icon on the wall. He doesn't have any armor to sell you, but he'll buy any armor you have for higher prices than other shops. Whenever you get extra armor from now on, sell it to this guy for a little extra cash. Head up the red carpet and speak with the King, then go into the room to the west and speak to the blonde haired guy. This is the Prince of Bonmalmo. We have a favor to do for him in a minute, but for now exit his room and walk north and then east behind the King's throne. Head down the stairs you see here at the end to find yourself in the castle's dungeon.

You'll notice a few guards walking around down here keeping an eye on the prisoners. Your objective is to watch the guards' pacing patterns and try to sneak past them to the cell to the east. If you get caught it's no big deal. They'll just escort you up stairs and you can try again and again (it's really not that hard to get by them in the first place). Speak to the man inside and he'll ask you for a Wing of Wyvern so he can escape. If you have one on you, go ahead and give it to him. If not, leave and buy one from the Item Shop and return down here to hand it over. He'll thank you for helping him out and he says he'll make it up to you when you return to Lakanaba.

Leave the castle for right now and return at night. Head behind the Weapons Shop and you'll see the Prince of Bonmalmo (Prince Reed) there. Speak with him and he'll ask a favor of you. He wants you to deliver a letter to the Princess of Endor once the bridge to the south is repaired. He'll give you the Prince's Letter.

Alright, now it's time to figure out the mystery of the disappearing town, Foxville. Head back to Lakanaba so the prisoner's son can repay his debt to you for helping him escape.

<| 3.05) Foxville's Truth |>

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\_____/
| LVL: 07 |
 \_____/
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| Items Found      | Monsters     |
|------------------|--------------|
| Half Plate Armor | Stag Beetle  |
|                  | Prank Gopher |
|                  | Giant Worm   |
|                  | Healer       |
|                  | Demon Stump  |
|                  |              |

When you get back to Lakanaba, head to the northeast corner of town and talk to the man standing in front of the dog's cage. After he has finished talking, he'll open the gate and let the dog out for you. The dog will now follow you where ever you go. Now it's time to head back to Foxville.

As soon as you enter the town of Foxville and walk forward a few steps, the dog will take off north. Head over to the mayor's house and you'll find the dog inside with him. Speak to the mayor and a blinding light will fill the screen. When you regain vision, you'll notice the whole town has disappeared again, but a fox still remains. When speaking with the fox, he'll say that he is finished playing tricks and he asks if you'll let him go. Agree to let him go and he'll hand over a Half Plate Armor to show his gratitude.

Leave Foxville and return to Lakanaba in order to return the dog to its owner, then head back to Bonmalmo.

<| 3.06) Crossing the Bridge |>

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\_____/
| LVL: 07 |
 \_____/
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| Items Found | Monsters     |
|-------------|--------------|
| (None)      | Stag Beetle  |
|             | Prank Gopher |
|             | Giant Worm   |
|             | Healer       |
|             | Demon Stump  |
|             |              |

Once you've returned the dog to its owner, head south to Bonmalmo and go ahead and sell that nice Half Plate Armor the fox gave you for a good amount of cash. When you speak to the citizens and the King of Bonmalmo, you find out that the bridge south of here has been repaired. Head outside and level up to about 10 then cross the bridge to the south.

From the bridge, head directly south following the mountain range and you'll come to Endor (yes, the same Endor from Chapter Two).

NOTE: You can actually head northwest of Endor and into the same traveler's shrine that you came through with Alena in Chapter Two. You can rest here at the Inn, but the guard won't let you pass into the Santeem region if you attempt to do so. Darn...



```

<| 3.07) Endor |>
  \_____/
  | LVL: 10 |
  \_____/

```

| Items Found  | Monsters        |
|--------------|-----------------|
| Royal Scroll | Lilypa          |
|              | Carnivore Plant |
|              | Ducksbill       |
|              | Lethal Gopher   |
|              | Blazeghost      |
|              | Healer          |
|              | Demon Stump     |
|              |                 |

When you enter Endor, go ahead and upgrade Taloon's armor at the Armor Shop right above you. There should only be two pieces of armor you need to buy. Head over to the Inn and downstairs to the casino. You'll immediately recognize Ragnar there, but no body else seems to be running the place. If you speak to Ragnar, he'll say that the casino is temporarily closed for the time being.

Go back outside and north to the Weapons Shop. Purchase the Abacus of Virtue for 1,600G coins, then head towards the castle. Go through the main door of Endor Castle and up the large stairs at the end of the red carpet to the throne room. Stand in front of the Princess (sitting next to the King) and use the Prince's Letter in your inventory and you'll begin reading the letter out loud. Once you're finished, the King will get up and walk over to you and hand you the Royal Scroll. He says if you deliver the Royal Scroll to the King of Bonmalmo, he'll allow you to open up a shop in Endor. You're getting closer and closer to achieving your dream!

```

<| 3.08) The Royal Message |>
  \_____/
  | LVL: 10 |
  \_____/

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| Items Found | Monsters        |
|-------------|-----------------|
| (None)      | Lilypa          |
|             | Carnivore Plant |
|             | Ducksbill       |
|             | Lethal Gopher   |
|             | Blazeghost      |
|             | Healer          |
|             | Demon Stump     |
|             |                 |

Leave Endor and head north back to Bonmalmo Castle. Stand in front of the King and use the Royal Scroll in order to read it aloud to him. He's surprised but seems to approve of the idea of Prince Reed and the Princess of Endor getting married. He mentions that he'll send a messenger to Endor so that you can go.

Return to Endor and speak with the King to get permission to open up a shop here. He also wants you to report back to him when you finally get the shop up and running.

If you head upstairs in the house west of the Inn, speak to the old man here and he'll say that he's willing to sell his vacant shop to you but for an awfully high price of 35,000G coins! How in the world are you supposed to get that much, you say? Well, the method of doing this is simpler than you think. If you head upstairs in the large house next to the well, the man in there will mention that he's a collector of rare and valuable items. He mentions an item called the Silver Statue that he is willing to pay lots of money for. This just might be the key to getting the money we need to open up the shop!

The Silver Statue that he speaks of is in a cave far to the north of Endor, but don't even think about venturing through the cave alone. There are two characters in town that you can hire to accompany you in the cave. One of them is a guardsman standing outside of the church. You can hire him at 400G for 5 days. The other character you can hire is a magic user who is located upstairs in the Inn. Check the room in the southeast corner to find this person who you can hire at 600G for 5 days. The money really shouldn't be an issue if you've been selling all the items the monsters have been dropping for you.

Head outside and fight until about level 12, then hire both of the companions and cross the bridge to the right of Endor and head north a bit and enter that first cave you see.

```
<| 3.09) Endor Tunnel |>
  \_____/
    | LVL: 12 |
    \_____/
```

| Items Found | Monsters |
|-------------|----------|
| (None)      | (None)   |

Follow the path and you'll see an old man as the only occupant in this tiny cave. When you talk with him, he'll say that his dream is to dig a tunnel connecting Endor to the eastern continent in order to encourage many people to travel between the lands. The only problem is, he's short 60,000G coins in order to continue. We'll be helping this old man out later once we've hit it big with the shop, but for now exit the tunnel and continue heading all the way north until you see a smaller cave surrounded by a poisonous swamp. This is the cave of the Silver Statue.

NOTE: If you're like me and have been selling all the Broad Swords and Half Plate Armors that pile into your bag from enemy drops, you just might already have enough money to purchase the shop. The only reason for obtaining the Silver Statue is to earn enough money to start your shop, but I was able to get over 35,000G before even getting the Silver Statue. If that's the case with you, it's your choice whether or not you want to venture through the cave. I would still suggest you take on the cave for the treasures, but if you really don't need the Silver Statue in order to open your shop then just skip this next section.

```
<| 3.10) Silver Statue Cave |>
```

| LVL: 12 |

| Items Found       | Monsters      |
|-------------------|---------------|
| Wing of Wyvern x2 | Ducksbill     |
| 760G              | Vampire Bat   |
| Antidote          | Giant Bantam  |
| Herb              | Poison Lizard |
| Iron Spear        | Elefrover     |
| Morning Star      | Flythrope     |
| Half Plate Armor  | Sand Master   |
| Broad Sword       | Blazeghost    |
| Silver Statue     | Metal Slime   |

From the cave's entrance, follow the path north, east, then north again until you reach a larger room. Ignore the stairs you see leading down for now and hop onto the raft to your right. Make your way down the water path and fall down the waterfall you see at the end. After falling down another floor, continue following the water path west and then north and get off the raft once you hit land. Move east and then north to a treasure chest containing a Wing of Wyvern. From the treasure chest, head southeast and you'll see a man pacing around. Pass this guy as you continue to head east and head up the stairs to the south.

Move north and across the wooden bridge, then make a left crossing another bridge. Cross the next bridge to the north and walk northeast a bit and you'll notice a switch on the ground. Step on this switch and select YES to the option given to you and the water will drain on this floor. Head back over the bridge you just crossed and then down the stairs to your right. Climb the stairs nearby up to a platform containing a chest with 760G coins, then climb back down and head to the northeast a bit and you'll notice another set of stairs leading up to a platform with four pots. Break the pots here for an Antidote and another Wing of Wyvern, then go back down and walk south and under the bridge until you see a treasure chest on a platform in the bottom left corner. Walk up to the platform and open the chest here for an Herb, then head back down and back under the bridge, but head up the stairs directly to your left to get back on the upper level. Cross the bridge you just went under and head northeast and down the stairs to get back down on the lower level. You'll notice another treasure chest on a platform nearby. Head up to it and pry it open for an Iron Spear, then go back the way you came up onto the upper level. Cross over the bridge again to the left and head down the stairs next to you in order to get back down to the lower level. Head west and under the bridge to your left and then up the first set of stairs you see to the north to find a chest containing a Morning Star. From this chest, head down off its platform to the lower level and head west, ignoring the stairs you see leading up on your way, because those stairs actually lead back up to the entrance of the cave. Just below those stairs, you'll see a smaller platform with a set of stairs leading down. Take these stairs and you'll be back on the floor you were on before, but the water level will be higher, thus allowing you to hop on your raft and continue deeper into the cave.

Follow the waterway to the right and you'll notice the treasure chests you weren't able to get to before are now accessible because of the higher water level. The first chest that you see contains a Half Plate Armor, and if you continue to your right you'll notice another chest containing a Broad Sword. If you head to the northeast of this chest, you'll notice a man

on a platform standing in front of two treasure chests. Don't bother opening these, because they contain absolutely nothing, but instead dock your raft at the larger platform to the left of the man standing in front of the chests, then head down the stairs you see.

Down here, just head straight north and you'll find a treasure chest containing the item you came for: the Silver Statue.

Once you have the Silver Statue, head out the way you came (just follow the waterway west and then head up the stairs that you came from to get to this floor). When you're back on the floor where you drained the water, head up the stairs directly above you to get back to the entrance floor of the cave. From there, just exit to the south and you should be back outside.

When you're back out on the world map, head south back to Endor.

```
<| 3.11) The Grand Opening |>
  \_____ /
    | LVL: 12 |
    \_____ /
```

| Items Found | Monsters |
|-------------|----------|
| 60,000G     | (None)   |

Once you're back in Endor, head to the large house in the northeast and sell the Silver Statue to the man on the second floor. He'll show his appreciation by offering you 25,000G coins for it! Whoo-hoo! Now we can finally open up that shop that the King promised us. Head to the west side of town and enter the house with the old man on the second floor. Speak with him and agree to purchase his shop for 35,000G coins. The next day you'll wake up to see that your wife and son have moved here from Lakanaba in order to support you! Your wife basically explains that you can sell any merchandise you stock your shop with for extra cash, and at the end of the day you can collect your earnings by speaking with her. Sounds like you've got a pretty decent business going on here!

Once you've opened up shop, report back to the King of Endor like you promised. He'll mention that since Endor is on a shortage of equipment, he asks for an order of 6 Broad Swords and 6 Half Plate Armors. This may sound like a lot, but if you've been fighting outside of Endor and in the Silver Statue Cave, you'll be able to fill the order in no time. When you obtain any Broad Swords or Half Plate Armors, speak to the two guys in upper righthand cornered room on the first floor and they'll take them from you and keep you updated on how many swords or armor pieces they still need.

NOTE: If you still have quite a bit of money after buying the shop, you can actually purchase the Broad Swords and Half Plate Armors yourself without having to go through the trouble of fighting for them. I myself had about 40,000G coins left after buying the shop, so I just bought the equipment from the weapons and armor shops in Bonmalmo and Endor.

Once you've obtained 6 Broad Swords and 6 Half Plate Armors, the man that you gave the equipment to will reward you with 60,000G coins! Wow! Well, you know what that means. Now we can help out the old man who has been trying to get the Endor Tunnel project finished. Head outside Endor and back to the Endor Tunnel.

<| 3.12) Tunnel Construction |>

| LVL: 13 |

| Items Found | Monsters |
|-------------|----------|
| (None)      | (None)   |

Speak to the old man and pay him, then he mentions that he'll send a message to your new home in Endor once the tunnel is finished. If you exit the tunnel and re-enter, you'll now notice hired workers digging inside the tunnel. When you speak to them, they'll say that the Casino in Endor has finally re-opened! Alright! Let's go check it out!

It's basically the exact same Casino you visited in Chapter Two. The prizes are the same, but you'll be happy to know that the tokens you had left over in Chapter Two carry over to Taloon! This way, if you still had a lot of tokens left over, you can purchase him a Meteorite Armband. You can play around at the Casino for a while if you'd like, then once you've had your fun head back home for the evening and speak to your wife. She'll tell you that the tunnel connecting Endor to the Branca region has been completed! I guess we'd better go check it out.

Leave Endor and say goodbye for awhile, because we won't be back here until Chapter Five. Head across the bridge to the Endor Tunnel and follow the brand new path of travelers to the end where you'll find a set of stairs leading out to the other side. Head up these stairs to conclude Chapter Three!

=====

```

*****
*           4.           *
*           *           *
*   Chapter Four:       *
*           *           *
*   The Sisters of       *
*   Monbaraba           *
*****

```

<| 4.01) Monbaraba |>

| LVL: 01 |

| Items Found | Monsters      |
|-------------|---------------|
| 100G        | Red Slime     |
| Herb        | Kaskos Hopper |
| Silk Robe   | Monjar        |
| STRSeed     |               |

```
|Clothes |
|20G |
|Leather Hat |
|5G |
|_____|
```

Upon watching the opening scene to Chapter Four, you witness a very festive event in which a dancer is seen putting on a show for a crowd of people. This is Mara; one of the characters you control throughout Chapter Four. After the show is over, night falls and Mara is seen walking backstage to greet Nara, her fortune-telling sister. In this Chapter, Mara and Nara both decide to journey out and avenge their father's death who was murdered by a man named Balzack (a pretty interesting name if you say it fast enough)...

After watching the opening scene, your director will hand over 100G coins to help you get started on your journey and suggests that you rest for the night. In the morning, hop out of bed, leave the room, and break the two pots you see in the corner of the room for a Herb. Exit the house through the western door and follow the path outside into the dome-shaped building ahead. Head down the large stairs at the end of the carpet, and on the bottom floor head all the way around the circular room in the center and you'll find the man sitting at the table who kindly gave you the 100G coins. Open the closets here for a Silk Robe then smash the pots along the wall for a STRSeed. If you go inside the circular room in the center, you'll find yourself in the theatre where you witnessed the opening scene to this Chapter. There aren't any items in here, but if you just wanted to take a look then go ahead.

Leave the theatre building and head into the building in the southeast corner of town. If you enter the building attached to the Inn through the door on the side, head upstairs and you can open the closets here for some Clothes. Inside the Inn, go into the room in the back and open the closets here for 20G coins, then head back outside.

Enter the larger building right next to the church through the door on the left and head up the stairs to a room with a man lying in bed. Check the dressers in this room for a Leather Hat, then leave the house and enter through the door on the right. In here, break the pots in the bottom righthand corner of the room for 5G coins, then head back outside. If you speak to the bunny girl standing in front of the door to the bar, she'll mention that the bar is only open at night. I guess we'll be making a visit here once the sun sets.

In the northwest side of town (to the right of the bar) is where you'll find the Weapons and Armor Shops. Go ahead and sell Mara's Dancer Clothes for 300G so that you'll have some money for spending (you should then equip her with the Silk Robe for extra defence). Upgrade as much equipment as possible, but you'll definitely want to get Nara a better weapon first.

When you're through exploring Monbaraba, head outside and fight around the area until you hit level 3. Be sure to purchase any weapons and armor you can afford and check out the bar at night. Inside the bar, head upstairs and into the first room with the bunny girl. Open the closet here for an Antidote, then take a rest for the night at the Inn. When you're prepared to leave, head far north of Monbaraba to reach a small town by the name of Kiev.

```
<| 4.02) Kiev |>
  \_____/
  | LVL: 03 |
  \_____/
```

| Items Found    | Monsters      |
|----------------|---------------|
| Leather Shield | Red Slime     |
| MysticNut      | Kaskos Hopper |
| 35G            | Monjar        |
| LifeAcorn      | Troglodyte    |
|                | Angel Head    |
|                | Sizarmage     |
|                | Rabidhound    |
|                | Minon         |

Welcome to the hometown of Mara and Nara. Pretty small, eh? If you need to rest, enter the small cabin just to the south of the entrance and the man behind the counter will allow you to stay for free! How nice. Head inside the house to the right of the cabbage patch where the farmer and his cow are and check the closets for a Leather Shield.

Exit this house and check out the Item Shop to the east. This shop has a few pieces of equipment that will benefit Mara and Nara, but you probably won't have enough money right now to purchase anything. We'll definitely be buying from here on our next upgrade. If you walk north of the Item Shop, Mara and Nara will stop to see a dog barking at them. Walk north and speak to the old man by the cabbage patch and he'll mention a man named Orin. When Mara and Nara's father was alive, he was a very good friend of Orin, however Orin was injured during an attempt to defend Edgar (Mara and Nara's father). The old man also says that the last he heard, Orin was hiding in a cave to the west of here and is said to have the useful ability of breaking locks on doors.

Enter the house to the left of the old man and break the pots in the corner of the room for a MysticNut. Also, if you check the dresser you'll find 35G coins. Exit the house through the other door across the room and you'll be in the backyard. Stand in front of the grave stone and check underfoot (the middle option of the second column on the menu) for a LifeAcorn. Nice find!

Well, looks like we're finished here. Our next destination will be the cave to the west of Kiev's so that we can find this Orin guy, but I wouldn't venture over there now. The monsters in the Western Cave are much harder than the monsters you've fought so far, so level up to about 7 before you take on the cave. Be sure to upgrade the sisters' equipment as much as possible and rest for free at Kiev's. When you're ready to go, cross the bridge you see to the north of Kiev's, then head west until you see another bridge. Cross this one and the cave will come into view.

<| 4.03) Western Cave |>

```

\_____ /
| LVL: 07 |
\_____ /

```

| Items Found       | Monsters        |
|-------------------|-----------------|
| Wing of Wyvern    | Sizarmage       |
| LifeAcorn         | Lava Doll       |
| 240G              | Demon Toadstool |
| Lamp of Darkness  | Xemime          |
| Sphere of Silence | Blazeghost      |

This cave is pretty straight forward. Just follow the path around, ignoring the guy in the room on your way, and head all the way north at the end of the path to find a treasure chest containing a Wing of Wyvern. Head back down a few steps and take the first path to the east. Follow this corridor all the way to the end and step on the circular design on the platform. Ride this elevator down to the floor below, then follow the path south and then west until you come to a pond. Head south around the pond and take the corridor in the southeast down to a chest containing a LifeAcorn. Walk back to the pond and continue west and walk down the path in the southwest corner of the pond. Follow this path down to a chest with 240G coins inside, then head back to the pond yet again. Step onto the elevator to the west of the pond to be brought down to the bottom level. Head east and then south around the water and cross the bridge you see to the left. You've found Orin! Speak with him and he'll join your party, then open the chest here for a Lamp of Darkness. When used outside of battle, this item will instantly turn the day into night.

Head back the way you came and take the elevator back up to the floor above you. Make your way south around the pond and to the southeast where you found the chest with the LifeAcorn. Continue following the corridor south past the chest to find another elevator. Step on to it and it'll take you back down to the lower floor. Follow this path around and take the next elevator you see down to the floor where you found Orin. Head to the west and you'll see a treasure chest on an elevated platform. Open this chest to obtain the Sphere of Silence. When used in battle, this item will seal the magic of the enemy. This item will be very useful in future battles.

Well, I guess we're through here. Exit the cave via the way you came and head back to Kiev for some rest. In the morning, head northeast of Kiev and you'll find yourself in the region of Keeleon Castle. Fight around here until you reach level 11, then rest up and head inside Keeleon.

```
<| 4.04) Keeleon |>
  \_____/
  | LVL: 11 |
  \_____/
```

| Items Found      | Monsters        |
|------------------|-----------------|
| 200G             | Mage Monja      |
| Dancer's Clothes | Viceter         |
|                  | Xemime          |
|                  | Infurnus Beetle |
|                  | Lava Doll       |
|                  | Slime           |
|                  | Slime Lv8       |
|                  | King Slime      |
|                  | Liclick         |
|                  | Zappersaber     |

You'll come to find that this castle is by far the strangest you've seen so far. First of all, it seems like the kingdom itself is trying to keep any outsiders away because the doors leading into the castle require a special key. However, since you have Orin, he'll break all the locks for you on the doors. Pretty handy, huh?

Enter the castle through the smaller red door on the right and head to



the right as soon as you're inside the castle (ignoring the stairs right in front of you). Inside here you'll find the Counsel of the King. If you speak with him, it seems like he's a very paranoid and jittery type of person. After talking with the citizens of Keeleon, you'll find out that any time he hears a loud noise, he goes running to the King. Very odd if you ask me. Go ahead and open the closet in this room for 200G coins, then head up the stairs just outside the Counsel's room. You'll find yourself outside on the upper level of the castle. Enter through the large wooden door you see here and then walk straight north until you're in between two rooms (one on the left and one on the right). Enter the room on the right and check the two closets here for some Dancer's Clothes.

We're pretty much done at Keeleon for the time being. Our objective is to find some sort of item that will cause a big noise so that the Counsel will go running scared to the King, because if you haven't noticed, the King is nowhere to be found. Interesting...

Leave Keeleon and walk directly north a few steps and you'll find a town along the northern coastline. Let's see if we can find out some more info here.

```
<| 4.05) Haville |>
  \_____/
    | LVL: 11 |
    \_____/
```

| Items Found | Monsters        |
|-------------|-----------------|
| Herb        | Mage Monja      |
| 15G         | Viceter         |
|             | Xemime          |
|             | Infurnus Beetle |
|             | Lava Doll       |
|             | Slime           |
|             | Slime Lv8       |
|             | King Slime      |
|             | Liclick         |
|             | Zappersaber     |
|             |                 |

When you enter this town, you'll automatically see that it's a port city. Speaking to the citizens of Haville will reveal that ships go to and from Endor here, but you need a boarding pass to take the ship. However, boarding passes have become difficult to get a hold of lately and are rarely being issued to people because the mysterious King of Keeleon isn't allowing it.

Other than that, there's really not much going on here. Check out the Item and Armor Shops to the north behind the Inn and the Bar and upgrade any equipment you can. The Weapons Shop is to the west of the Inn, so you'll want to upgrade your weapons there as well. If you head all the way north towards the back of town, take the path leading behind the church to the west and go inside the building at the end. This is the ship house where incoming and departing ships dock. Unfortunately, the sailor guarding the ramp won't let you aboard without a boarding pass, so you're obviously not going anywhere. Break the barrels along the wall to the south for a Herb and 15G coins, then head back outside.

There's nothing more we can accomplish here, but maybe if we could get our hands on a boarding pass, we might be able to get to the Endor region. I guess we'll have to explore this region more and keep our eyes peeled for some sort of boarding pass.

When you leave Haville, head directly west along the coastline and you'll come to a shrine on a small peninsula. The shrine's only occupant is a nun who will shed some light on the background of the Ruler of Evil. But, seeing as how it's in Japanese, there's not much we can do about it now.

It's time to head northwest of Haville and explore the western side of this continent. Starting from Haville, head southwest until you come to a small desert area then head directly north. Follow this strip of land north and then west a little until you come to another town. This is the mining town of Aktemto.

```
<| 4.06) Aktemto |>
  \_____/
    | LVL: 11 |
    \_____/
```

| Items Found | Monsters     |
|-------------|--------------|
| Leather Hat | Viceter      |
| Herb        | Slime        |
| Holy Water  | Slime Lv8    |
|             | King Slime   |
|             | Zappersaber  |
|             | Brahmird     |
|             | Mad Clown    |
|             | Dark Doriard |
|             | Weretiger    |
|             |              |

Aktemto is a small mining town that was once very prosperous until a plague infested the area and the miners began to get sick. At the same time, monsters began to inhabit the area and many of the citizens are dying or are very sick. If you speak to the few citizens there are, you'll learn that the miners would use Gunpowder as a technique for digging. If you recall, the Counsel of Keeleon would run off to the King whenever he heard a loud noise. Well, Gunpowder sure does make a big noise. Maybe this is just the thing we need to get the job done.

From the entrance, head into the building to the right and you'll find yourself inside the Inn. Check the closet in here for a Leather Hat, then exit the Inn (or rest if you need to) and enter the house across from it. Inside, you'll find an old man laying on the bed and a closet along with a dresser next to him. Check the closet in here for an Herb, then head back outside. To the north of town, you'll find a gate blocking the passage that leads back towards the mine. If you head to the right of the gate and through the broken down wall, you'll be in another run-down building. Check the closet in the room with the beds for a vial of Holy Water, then go through the destroyed wall on the west side of the building to find yourself on the other side of the gate you couldn't open. If you head straight north of here you'll find the Aktemto Mine, but you're not quite ready yet. Head outside and fight around until you hit level 13, then enter the mine in the back of town.

<| 4.07) Aktemto Mine |>

```
  \_____/
  | LVL: 13 |
  \_____/
```

| Items Found        | Monsters        |
|--------------------|-----------------|
| MysticNut          | Rogue Wisper    |
| Silver Tarot Cards | Mad Clown       |
| LifeAcorn          | Weretiger       |
| 50G                | Garcoil Rooster |
| Gunpowder          | Baby Salamand   |
|                    | Liclick         |
|                    | Vileplant       |
|                    | Vampdog         |
|                    | Viceter         |
|                    | Metal Scorpion  |
|                    |                 |

Head down the ramp at the entrance and into the room on the right with the man sitting at the table. Smash the pot in the corner of the room for a MysticNut, then head back out and north. Take the path on the right leading north (the left one is a dead end, obviously) and then take the path to the right once you hit the wall (the left path leads to a small pond, a corpse, and another dead end). Follow this path north and you'll soon come to a two-way junction. To the left you'll find a small pond of water next to a treasure chest containing some Silver Tarot Cards (a weapon for Nara that has random effects when used in battle). Walk back to the two-way junction and go right this time and follow the path up to a set of stairs leading down. Take these stairs to the lower level.

On this floor, head north from the stairs you just took and make a left at the end of the path. Here you'll find a man pacing around next to a small graveyard. If you check underfoot on the 2nd tombstone from the right, you'll find a LifeAcorn (make sure you're not actually facing the tombstone or else you'll just read the inscription). Head back the way you came and go north from the intersection and pass up a small pond of water on your right. When you get to the two-way junction at the top, make a left and you'll see a row of barrels along the wall to the north. Break these barrels for 50G coins, then go back and make a right to find a set of stairs leading further down into the mine.

Down here you'll find a couple of miners and a treasure chest to your left. Pry open the chest here for the Gunpowder that we came for, then have Mara cast Outside to get out of this place.

Well, now that we have the Gunpowder, we can probably get that weird Counsel of Keeleon to go running to the King so that we can find out where he is. Make sure you're at level 14, then venture back to Keeleon Castle.

<| 4.08) Vengeance in Keeleon |>

```
  \_____/
  | LVL: 14 |
  \_____/
```

| Items Found | Monsters |
|-------------|----------|
|             |          |

```
|STRSeed | | (None) |
|Boarding Pass | | _____ |
| _____ |
```

When you get back to Keeleon, enter the castle through the smaller red door on the right. Head down the small dead-end hallway right outside the Counsel's room (you'll be outside to the left) and use the Gunpowder. Sure enough, this frightens the Counsel enough to run out of his room. You'll want to follow him as he runs north, but make sure you're not seen. At the end of the hall, he'll pull a lever on the wall to reveal a secret passage in the castle walls. Follow him inside and speak with the King (Balzack) sitting in the throne to engage in a boss battle!

```
+-----+-----+
| BOSS BATTLE | Balzack |
+-----+-----+
| Remember the Sphere of Silence you found in the cave west of Kievs? |
| Well, now is the time to use it. When you use this item against Balzack, it |
| will permanently seal off his magic making him a much easier opponent and |
| more of a match against you. Just have Nara cast Heal and HealMore when |
| needed and have Mara cast Sap to lower Balzack's defences. Orin will just |
| physically attack the entire time, which is good. Once Balzack's defence is |
| low, have Mara use her Bang spell several times to put a rather big dent in |
| his HP. Just make sure you keep everyone's HP above 30 and you'll do just |
| fine. |
| For defeating him, you'll receive 500 EXP points. |
+-----+-----+
```

Once Balzack is defeated, a giant lion-faced monster will appear and Balzack will beg to him not to inform Necrosaro of his failure. Skip through the dialogue here and you will engage in a battle with Keeleon.

```
+-----+-----+
| BOSS BATTLE | Keeleon |
+-----+-----+
| There's no possible way to win this battle at this point in the game, |
| so just let Keeleon beat you to a pulp and kill you. |
+-----+-----+
```

When you regain consciousness after the battle, you'll find yourself in the castle's jail cell. Hop out of bed and smash the pots and barrels in the corner of the room for a STRSeed, then take the hidden passage through the broken wall to get you out of the jail cell. Open the treasure chest you see here for a Boarding Pass. Now we can depart from this continent to Endor and seek out the meaning behind all of this evil.

After obtaining the Boarding Pass, follow the path all the way around to a set out stairs leading to the surface. When you get outside, the guard will be alarmed that you escaped and Orin will leap into an attack. As more guards come, he'll stall them and allow you to escape. Leave Keeleon and head back to Haville (if you return to Keeleon after exiting once, you'll find Orin dying in front of the castle and he'll tell you to build up your strength on your travels).

```
<| 4.09) Destination: Endor |>
| _____ |
| LVL: 14 |
```

\ \_\_\_\_\_ /

| Items Found | Monsters |
|-------------|----------|
| MysticNut   | (None)   |

When you get back to Haville, head to the ship house in the back and show the Boarding Pass to the sailor guarding the ramp to the ship. He'll allow you on the ship and tell you to speak with the Captain when you're ready to depart. Head down the stairs on the deck and you'll find yourself below deck with two barrels on either side of you. Smash the four barrels here for a MysticNut, then talk to everyone down here. Head back up to the deck and into the cabin. Speak with the two guys sitting at the table here, then head up the stairs in the corner. Talk to the captain and he'll ask you if you're ready to go. Respond with a YES and watch as the ship departs from the ship house and travels northeast to let Mara and Nara off at Endor. Congratulations, you've just completed Chapter Four!

=====

```
*****
*           5.           *
*           *           *
*   Chapter Five:       *
*           *           *
*   The Chosen Ones     *
*****
```

```
<| 5.01) The Village Tragedy |>
\ _____ /
| LVL: 01 |
\ _____ /
```

| Items Found  | Monsters |
|--------------|----------|
| Monster Book | (None)   |

In this last major chapter, you play the role of the main Hero who you controlled in the Prologue at the very beginning of the game. You start this chapter off inside your house in a small forest village without a name. Your mother (or grandmother) will give you a Lunch bag which she wants you to take to your father (err, grandfather I guess).

Leave your house and be sure to speak to everyone in the village (this helps trigger some events coming up pretty soon). If you head into the Inn, you might recognize the man in the room below you as a Sephiroth look-alike from Final Fantasy VII (for those of you who are FF fans like myself). I just thought that was kind of interesting...

The man in the back of the village by the bridge is your father. Speak with him and you'll hand over his Lunch, and he'll say something about how you're no longer a child and that you've grown so much. Head back home and

speak to your grandmother here and she'll sit you down for you to eat, but before she can put food on the table, a startling noise is heard outside and a man runs in. When he takes you outside, you learn that monsters are invading the village and you're being taken to a safe place. When your combat instructor takes you underground, he'll lead you to a hidden room to keep you safe and away from danger. He will then hand over the Monster Book and leave to go fight off the invading monsters. Immediately after, your lady friend comes running into the room and transforms into an exact clone of you! She then leaves the room to fool the monsters into thinking they have killed you (when in actuality the girl sacrificed herself for you). The monsters then praise themselves and Necrosaro and leave the village thinking they have defeated the only threat to the Ruler of Evil.

Leave the room you're in and head back up to the surface. When you get back up to the village, you'll notice that it's in flames and completely destroyed. What a pity...

Exit the village and head directly south and you'll find a small cabin just below the village.

```

  _____
<| 5.02) Woodman's Cabin |>
  \_____/
    | LVL: 01 |
    \_____/
  
```

| Items Found   | Monsters |
|---------------|----------|
| LifeAcorn     | (None)   |
| Herb          |          |
| 50G           |          |
| Leather Armor |          |
|               |          |

Head straight north but don't enter the cabin just yet. Directly above the small cabbage patch you'll see a tombstone. Stand in front of it and use the Look option on your menu and you'll find a LifeAcorn burried here. Head inside the cabin and smash the three pots in the corner of the room for a Herb and 50G coins, then walk over to the right and check the closets here for some Leather Armor. Equip the armor on the Hero right away, then speak to the woodsman at the table. He's very rude to you, but he does give you one small piece of information that you can use: There's a castle to the south.

Leave his cabin and head southeast until you see a castle. This is Branca Castle.

```

  _____
<| 5.03) Branca |>
  \_____/
    | LVL: 01 |
    \_____/
  
```

| Items Found | Monsters |
|-------------|----------|
| 20G         | Monjar   |
| Clothes     | Babble   |
|             | Elerat   |
|             | Slime    |

|               |  |
|---------------|--|
| Giant Worm    |  |
| Kaskos Hopper |  |
| Stag Beetle   |  |
| Blazeghost    |  |
|               |  |

You'll immediately notice that this castle town is pretty small. As you walk straight north, you'll see a group of fighters leaving town together. They're heading to Endor through the tunnel connecting Branca and Endor. You should now have some sort of idea where you are in the world, because this is the same tunnel that Taloon funded in Chapter Three. As you may have guessed, we'll be heading to Endor pretty soon.

From the town's entrance, head north and then west into a small room with an old man. Smash the two pots in the corner of this room for 20G coins, Then head over to the Item Shop (directly above the Inn). Enter the room to the east of the Item Shop and check the two dressers here for some Clothes.

Now we can enter the castle. Head straight north from the entrance and into the castle. If you walk over to the west once you're inside, you'll notice a locked room with 3 treasure chests. We'll be coming back here once we have the Final Key, so keep this place in mind. Head up the large stairs on the first floor and you'll find yourself in the throne room. Speak with the King and Queen if you'd like, then head down the stairs in the area behind their thrones. You'll be back on the first floor, but in the garden area. You can talk with the Princess here if you'd like, but there's really no need to.

We're pretty much done here except for equipment upgrades. You're probably running low on cash right now, so go out and fight around the area until you're about level 4 or 5 and you should have enough to purchase some better pieces of armor and a new weapon. Once you've upgraded what you can, head southwest of Branca and follow the coastline until you come to a cave at the end. This is the Endor Tunnel that you traveled through with Taloon at the end of Chapter Three. Head through the tunnel and out the other side, then just head west across the bridge and we can check out Endor... for the third time.

```
<| 5.04) Endor |>
  \           /
   | LVL: 05 |
   \           /
```

| Items Found | Monsters        |
|-------------|-----------------|
| (None)      | Diverat         |
|             | Babble          |
|             | Monjar          |
|             | Troglodyte      |
|             | Sizarmage       |
|             | Carnivore Plant |
|             | Rabidhound      |
|             | Demon Stump     |
|             | Arrop           |
|             |                 |

You should be pretty familiar with this town by now. Head over to the church and you'll notice Nara outside giving a fortune-telling session to a soldier. Speak to her and she'll ask if you'd like one also. Reply with a YES

and she'll begin to tell you your fortune and realizes that you're the chosen hero who is destined to destroy all evil in the world. She'll then join your party and tell you that her sister is in the casino.

Head inside the Inn and downstairs to the casino. Head down to where the slot machines are and you'll see Mara spinning the reels. Speak with her and Nara will inform her sister that this is the chosen hero they were destined to find. With that said, Mara will join you as well.

If you still have any casino tokens left over, go ahead and spend them here. I had over 15,000 tokens to spend, so I bought a Meteorite Armband for the Hero and two Spangle Dresses for Mara and Nara. Also, be sure and manipulate Mara and Nara's extra equipment and see if the Hero can equip them. If you have any extra equipment that Mara and Nara can't use, go ahead and sell them to the shops around town for some extra cash. This way, you'll be able to upgrade the Hero's weapon and some of his armor in Endor.

Once you've spent all the money you can, leave Endor and head north until you come to the bridge that had to be repaired in Chapter Three. Cross this bridge and let's revisit Bonmalmo.

NOTE: Now that you have other characters in your party, you'll have the option of choosing their basic strategy in battle. If you ever played the original Dragon Warrior IV for the NES, you'll remember that you couldn't manually control any other characters other than the Hero. Well, you'll be happy to know that in this remake they have a manual battle strategy option! During battle, select the second option from the top on the first menu that pops up (the one with FIGHT, FLEE, etc.). On the next menu, select the option on the bottom (this will set a strategy for everyone). On this final menu, you'll see 6 options. The one in the bottom right corner is the manual option that will allow you to control all the characters' actions in battle. You'll want to make sure that this option is always selected, especially if you're about to fight a boss. You should also know that when ever a new character joins your party and you place them in your main party of four, you'll have to go through this process again.

```
<| 5.05) Bonmalmo |>
 \_____/
  | LVL: 06 |
  \_____/
```

| Items Found | Monsters        |
|-------------|-----------------|
| (None)      | Ducksbill       |
|             | Lethal Gopher   |
|             | Sizarmage       |
|             | Carnivore Plant |
|             | Ozwarg          |
|             | Arrop           |
|             | Mage Monja      |
|             | Sand Master     |
|             | Rabidhound      |
|             |                 |

Not much has changed in Bonmalmo since Chapter Three. The only thing you really need to worry about here is upgrading some of the Hero's equipment. Check out the Weapons and Armor Shops and make sure to get the Hero a Broad Sword for 2,000G coins. If you don't have enough right now, just fight around



and you should be able to work up enough to get one soon enough (or you could just come back at a later time when you have the money).

When you're through spending money, leave Bonmalmo and head north to Lakanaba (Taloon's hometown).

```
<| 5.06) Lakanaba |>
  \_____/
    | LVL: 06 |
    \_____/
```

| Items Found | Monsters        |
|-------------|-----------------|
| STRSeed     | Metal Slime     |
|             | Ozwarg          |
|             | Arrop           |
|             | Mage Monja      |
|             | Sand Master     |
|             | Rabidhound      |
|             | Pixie           |
|             | Carnivore Plant |

Much like Bonmalmo, not much has changed in Lakanaba either. The only thing to do is head downstairs in the Weapons Shop (where Taloon was first employed in Chapter Three) and break the pots along the wall to the west for a STRSeed. Note that there are 3 treasure chests down here that we'll be coming back for once we have the Final Key.

If you head over towards Taloon's house, you'll notice the dog you used to uncover the secret behind Foxville is guarding the door. There's no real significance about it, I just thought it was kind of interesting...

Rest at the Inn if you need to, then head outside and fight around the area until you're about level 7 or 8. Now would be the time to purchase any equipment from Bonmalmo that you can (especially that Broad Sword), then make your way all the way back to Branca (or just have Mara cast Return to the first location on the list). Once you're back in the Branca region, head to the east and you'll find a small cottage between two mountain ranges to your south just on the northern outskirts of the desert. Let's check this place out.

```
<| 5.07) Desert Inn |>
  \_____/
    | LVL: 08 |
    \_____/
```

| Items Found | Monsters      |
|-------------|---------------|
| Antidote    | Mad Clown     |
| Lunch       | Lilypa        |
| 15G         | Thevro        |
|             | Pixie         |
|             | Mandrake      |
|             | Giant Eyeball |
|             | Giant Bantam  |
|             | Sand Master   |

Head around the back of the cottage while turning your camera angle and you'll see two barrels along the back side of the house. Break them open for an Antidote, then head inside. Speak to the young man dressed in purple and he'll mention the horse and wagon just outside. He just happens to be the owner, but he refuses to let you borrow it because he no longer trusts anyone. If you speak to the Innkeeper (his father), he says that his son doesn't trust anyone because of what happened in the cave east of here. Hmmm, I wonder what happened...

Break the pots in the corner of the first room for a bag of Lunch (much like the Lunch you received in Chapter Three), then check the dresser nearby for 15G coins.

Well, it looks like we won't be able to cross the desert without a horse and wagon, so we're going to have to find a way to earn his trust some how. Head outside and level up until you reach about level 10. The best way to do this is cast Return to Bonmalmo and fight around here. If you're lucky, you'll be able to take down a few Metal Slimes for 1,350 EXP each! One or two battles with these guys will bring you to level 10 in no time.

Once you're all healed up and ready, head further east from the Desert Inn (crossing several small bridges on the way) and you'll find a cave.

```
<| 5.08) Cave of Betrayal |>
  \ _____ /
    | LVL: 10 |
    \ _____ /
```

| Items Found     | Monsters |
|-----------------|----------|
| Symbol of Faith | (None)   |

This is by far the strangest cave you've been through so far. In just a few moments, you'll know why. From the entrance, walk forward and break down the wall blocking the passage. Follow the path around and head through the steel double doors and continue following the path. Just around the corner, a pit will open up in the ground and both Nara and Mara will fall down. The only way through the steel double doors is if you have everyone in your party, so there's no turning back and no going forward. Head down the stairs you see here to arrive on the lower floor.

Walk north a bit and you'll see Nara and Mara walk off. Follow them through the passage way to the dead end and talk to them. Skip through the dialogue and it turns out that they're imposters!

```
+-----+-----+
| BOSS BATTLE | Liclicks |
+-----+-----+
| The only thing difficult about these two guys is that they can cast |
| Surround on you and make it to where you almost never hit. If this happens, |
| just start casting Blaze on them. All in all, just watch your HP and be |
| careful when they cast Surround. |
| |
| You'll receive 56 EXP points and 122G for defeating these pests. |
+-----+-----+
```

Once you've defeated the monsters, a pit will open up under your feet and you'll fall down to the floor below. Here, you'll notice Mara and Nara being chased by a group of monsters. Go ahead and use the Lunch that you got from the Desert Inn (or use HealMore if you used your Lunch during the last battle), then catch up to Mara and Nara and speak with them. Skip through what they have to say and you'll engage in another battle.

```

+-----+-----+
| BOSS BATTLE |           Tricksy Urchins & Vampire Bats           |
+-----+-----+
|           Take out the Tricksy Urchins first because they're the most deadly.           |
| It shouldn't take more than 2 hits for each one of them, then finish off the           |
| Vampire Bats. Keep an eye on your HP as you switch between monsters and heal           |
| when necessary. This battle really shouldn't be a problem if you're at or           |
| around level 10.                                                                           |
|                                                                                               |
|           You'll receive 922 EXP points and 86G for defeating them.                       |
+-----+-----+

```

Head up the stairs in the northeast corner of the room and you'll see Mara and Nara just below you. Follow them all the way south at the end of the room (ignoring the stairs to the east for right now) and speak to them. This time it's really them, so reply with a NO to what they have to say and they'll rejoin you.

Move north a bit and up the stairs that you ignored on the way down here, then head south through the steel doors. Follow the path to the left and then go down the southern path you see to a set of stairs leading up one floor. Head up these stairs and you'll find yourself back on the first floor where the pit swallowed up Mara and Nara. Go through the steel doors to the south of the strip of water and down the stairs in the center. Move north and go down one more floor and you'll be in a room with several stone walls. Start from the southern end and begin breaking them down moving west, then north, and then east at the top. Go inside the small room in the center through the door at the top and you'll find a treasure chest. Open this up for the Symbol of Faith. Maybe this will prove to the owner of the wagon that he can trust us!

Make your way out of the cave (unfortunately you can't cast Outside) and head back west to the Desert Inn.

```

<| 5.09) Crossing the Desert |>
  \_____/
    | LVL: 11 |
    \_____/

```

| Items Found | Monsters       |
|-------------|----------------|
| (None)      | Barrenth       |
|             | Arrop          |
|             | Dark Doriard   |
|             | Metal Slime    |
|             | Armor Scorpion |
|             | Rogue Knight   |
|             | Crested Viper  |
|             | Giant Eyeball  |
|             | Thevro         |

```
|Healer          |
|_____        |
```

When you get back to the Desert Inn, make sure you rest up first and then talk to the man who owns the wagon. You'll show him the Symbol of Faith that you got from the Cave of Betrayal. Skip through the dialogue and he'll accompany you as you cross through the desert with the wagon. Follow him outside and you'll be on your way.

Just head southeast from the Desert Inn and you'll notice a small path between the southern mountains. Follow this path out of the desert and you'll come to a town called Aneaux.

```
<| 5.10) Aneaux |>
 \_____/
 | LVL: 12 |
  \_____/
```

| Items Found    | Monsters       |
|----------------|----------------|
| Antidote       | Pterodactyl    |
| Leather Shield | Arrop          |
| TinyMedal      | Giant Eyeball  |
| 50G            | Armor Scorpion |
| AGLSeed        | Mage Monja     |
| STRSeed        | Metal Slime    |

Upon entering the town of Aneaux, speak to the man standing in front of the steps leading to the Inn and he'll ask if you'd like a tour of the town. Accept his offer and he'll begin to lead you through town.

The first stop is the Weapons and Armor Shops (which we will be visiting shortly), then he'll lead you around the corner to the Item Shop. The next stop is a small cemetery in the back of town. If you come here at night, a ghost will appear and he'll tell you that he wore a piece of armor called the Zenithian Armor. Him along with someone else in town suspects that it was stolen, and the whereabouts of it are unknown. Next, he will lead you into the town's church and into the back room where he'll show you Ruvas' armor (the town hero). After showing this off, he'll take you back outside and show you the town's hotspring. When the tour is finally over, you'll see the man head inside a smaller Inn (wait, there's two Inns?). You're now free to explore.

First, head behind the larger Inn near the entrance of town and around the back to find 4 barrels. Break these barrels open for an Antidote, then go inside and rest if necessary. Next, check out the smaller Inn to the north where the guy who gave you the tour went into. If you ask to stay a night here, you'll notice that he charges double the price to stay than the larger one to the south (good thing you rested there). Check the closet to the right for a Leather Shield, then go back outside. Head north from here up to the hotspring and look in the dresser next to the towel rack for your first TinyMedal. If you collect enough of these, you can trade them in for special items to the TinyMedal King once we find him. But for now, just hang on to them (because you really can't do anything else with him).

Walk back south from here and check out the Weapons and Armor Shops. Upgrade any equipment if you need to (by now you should definitely have enough

money), but I personally didn't need to buy anything. Head through the door to the left of the Weapons Shop and smash the pots next to the staircase in front of you for 50G coins. Leave the shop building and go into the small house next to the Item Shop. Inside, break the two pots in the corner of the room for an AGLSeed then head back outside and up to the mini-cemetery. Search the ground in front of the middle tombstone (make sure you're not actually facing it to read it) for a STRSeed!

We're pretty much done here unless you want to stop by at night to have a chat with Ruvas' ghost. When you've rested up (I advise staying at the Inn that charges 20G instead of 40G...), leave Aneaux and head southwest and then south until you reach a port town. Welcome to Konenber!

```
<| 5.11) Konenber |>
```

```
  \_____/
  | LVL: 12 |
  \_____/
```

| Items Found      | Monsters        |
|------------------|-----------------|
| TinyMedal x3     | Pterodactyl     |
| Traveler Clothes | Arrop           |
| 15G              | Sand Master     |
| Boxer Shorts     | Razor Wind      |
| STRSeed          | Flythrope       |
| 7G               | Metal Slime     |
| Holy Water       | Rogue Knight    |
| Antidote         | Healer          |
|                  | Garcoil Rooster |

This seems like a rather nice town. From the entrance, head north past the Item Shop stand and break the 3 barrels along the purple-roofed house for a TinyMedal. Head inside the large house to the south of the fountain and you'll find yourself in the Bar/Inn. Rest here if you need to, then head upstairs. The only thing to take note of up here is the treasure chest in the room with the gate guarding it. This is another place we'll be coming back to once we have possession of the Final Key.

Back outside, enter the house to the left of the Inn and open the dresser next to the bookcase for some Traveler Clothes. Before we check out what the shops have to offer, enter the large ship house in the northwest corner of town. Once you're inside, head to the left and break the row of barrels along the northern wall for 15G coins. Continue to the left and you'll see a cluster of pots and barrels in the far corner. Break the barrels you see here for another TinyMedal, then let's head on the deck of the first ship. Walk up the loading ramp and down the stairs on the deck. You might recognize this ship as the one Mara and Nara escaped on at the end of Chapter Four. Head up into the room on the right and search the closet for some Boxer Shorts, then check the closet in the room next to it for yet another TinyMedal. Get off this ship and head over to the one right next to it. On your way to the next ship, you'll notice that it had two boarding ramps. Head all the way down to the corner of this dock to find 3 barrels in the corner. Smash open these barrels for a STRSeed, then board the large ship via the closest ramp. Walk to the south a bit once you're on deck and head down the set of stairs here. Below deck, break the line of barrels just above you for 7G coins, then enter the cabin to the north with the dresser. Check the dresser in the corner for a vial of Holy Water, then head out and around to the group of barrels in the

upper left corner. Smash these barrels for an Antidote and exit via the stairs to your right. Exit the ship house and now we can check out the shops.

You probably noticed the four large shop stands on your way to the boating house (honestly, how could you miss them?). Unfortunately, only the bottom two shops actually sell stuff. Check out the Weapons and Armor shops and purchase whatever you need (you should really only need to upgrade an armor piece for Mara and Nara).

The main talk around town is about the lighthouse to the east. Supposedly, monsters have taken over and ships can no longer enter or depart from Konenber because the light has been extinguished. I guess the only way we're going to be able to continue on our quest is if we help re-light the lighthouse. Make sure everyone is at least level 13 and rest up, then head directly east from Konenber. Turn north once you reach the coast and cross the small bridge to the east and you'll come to the lighthouse just to the southeast.

<| 5.12) The Great Lighthouse |>

```
\
  | LVL: 13 |
  \

```

| Items Found      | Monsters        |
|------------------|-----------------|
| DEFSeed          | Rogue Knight    |
| 400G             | Mad Clown       |
| TinyMedal        | Healer          |
| STRSeed          | Kordra          |
| Magic Potion     | Rogue Whisper   |
| Full Moon Herb   | Garcoil Rooster |
| Crossbow         | Skeleton        |
| Fire of Serenity | Mandrake        |
| Golden Barrette  |                 |

You'll immediately notice that this place is pretty dark and the treasure chests are a little bit harder to see, but we'll manage. From the entrance, head north around the room in the center shaped like a plus (+) sign. Enter through the archway at the top and head south to the center of the room. Here, you'll see two treasure chests on either side of you. The chest on the left contains a DEFSeed and the chest on the right contains 400G coins. On your way into this room you may have noticed Taloon standing next to the stairs (seriously, how could you miss him?). Speak with him and he'll tell you that you need the Fire of Serenity to extinguish the evil flame at the top of the lighthouse. Reply with a NO to what he says and he'll leave the job to you and run off. Head up the stairs nearby to reach the second floor.

Head directly west from the stairs to reach a room with a treasure chest. Pry open the chest for a TinyMedal, then head back to the stairs and walk south from them. Head to the east (ignore the stairs leading to the third floor for now) and follow the path south and around the southern edge of this floor to a treasure chest at the end containing a STRSeed. Walk back the way you came and this time take the western path and then turn south to a set of stairs going up. Take these stairs and walk all the way north to a treasure chest behind a torch. Open the chest here for a Magic Potion. Go back down to the second floor and this time take the set of stairs that I told you to ignore before (the ones directly south from the stairs that initially got you to the

second floor).

Once you're on the third floor, walk west, north, east, and south around the pit and you'll see a demon standing at the end. Speak to him and he'll be surprised to see humans in the lighthouse. So surprised that he attempts to cast Return but hits his head on the ceiling! Haha, nothing like an unconcious Demonite! Walk back and south around the pit and follow the outer-edge path to the east and then north as you pass the unconcious monster. Continue heading north and you'll see a treasure chest in a small room with a torch. Open this chest to obtain a Full Moon Herb (cures paralysis), and then head to the west. Pass up the stairs you see above you and continue walking to the west and you'll notice a treasure chest in the corner just below you. Open the chest here for a Crossbow, then walk north and up the stairs between the two statues of armor.

On the fourth floor, just walk directly south to a treasure chest containing the Fire of Serenity and then take the stairs in the northeast corner of this floor to the very top floor of the lighthouse. Once you're on the fifth and final floor, head all the way west and you see a small room with a treasure chest inside. Head through the archway and open the chest for a Golden Barrette, then move south around the center platform. Make sure everyone's HP is at the max, then walk up on the platform and you'll disturb the group of monsters dancing around the beacon. Skip through what they have to say and you'll engage in a boss battle.

```

+-----+-----+
| BOSS BATTLE |           Lighthouse Bengal & Flamers           |
+-----+-----+
|           This battle really isn't too difficult. Your first priority is taking |
| out the two Flamers first, then work on the Lighthouse Bengal. Be careful   |
| when dealing with the Flamers though. They can cast Firebane which deals   |
| about 15-20 damage to everyone and they can breathe flames with deal around |
| 1-10 damage per person. If you want, you can have Mara cast Bang a few times|
| and hit all three of them, but be sure to keep an eye on your HP between   |
| rounds. When both of the Flamers are down, just hack away at the Lighthouse |
| Bengal for awhile and he'll go down pretty fast. Just make sure you heal    |
| when necessary because the Lighthouse Bengal can deal around 25 damage with |
| each hit.                                                                     |
|                                                                               |
| When you've taken them down, you'll receive 2,220 EXP points and 454G coins! |
| A pretty decent reward if you ask me!                                       |
+-----+-----+

```

The monsters will vanish after you've defeated them and now nothing stands in your way of replenishing the flame. Walk up to the beacon and use the Fire of Serenity to restore light back to the Great Lighthouse. Cast Outside to evacuation the lighthouse and then cast Return to Konenber.

```

<| 5.13) Travelling by Sea |>
  \_____/
    | LVL: 15 |
    \_____/

```

| Items Found | Monsters                          | NOTE: This is a list of all the possible monsters that can be found while sailing around the world. Depending on which region of the ocean you're on |
|-------------|-----------------------------------|--|
| (None)      | Man O' War<br>Bangler<br>Raygarth |  |

|                  |  |                                 |
|------------------|--|---------------------------------|
| Runamok Albacore |  | will determine the monsters you |
| Plesiosaur       |  | can encounter.                  |
| Sealthrope       |  |                                 |
| Guzzle Ray       |  |                                 |
| Batoidei         |  |                                 |
| Giant Octapod    |  |                                 |
| Piranian         |  |                                 |
| Maelstrom        |  |                                 |
| Rabid Roover     |  |                                 |
| Zapangler        |  |                                 |
| Sea Worm         |  |                                 |
|                  |  |                                 |

Head back to the ship house and you'll see Taloon standing in front of the door. Speak with him and he asks to join you in your quest in order to be protected from evil. Say YES of course and he'll mention that his ship is repaired and ready to use! Follow him inside the ship house and watch your new ship sail out to sea.

When you gain control of the ship, Taloon will call out and say that you should probably head south of here to the town of Mintos because he knows a man there that owns a valuable map. Let's take his advice and sail directly south of Konenber. When you reach land, head southeast and you'll come to the small town of Mintos.

```

|-----|
<| 5.14) Mintos |>
  \_____/
    | LVL: 15 |
    \_____/

```

| Items Found    | Monsters        |
|----------------|-----------------|
| World Map      | Garcoil Rooster |
| DEFSeed        | Metal Scorpion  |
| TinyMedal x2   | Viceter         |
| Scale Shield   | Skeleton        |
| Full Moon Herb | Mage Toadstool  |
| INTSeed        | Vampdog         |
|                |                 |

As soon as you enter Mintos, the man you've been travelling with (the one that owns the wagon) will split from your party and begin talking in a surprised tone. Skip through what he has to say and reply with a YES to what he asks you and he'll run off.

Walk south from the entrance and pass by all the shops. Turn right at the end of the Armor Shop and you'll notice what looks like some sort of meeting going on in the center of town. Continue walking east past the cat and you'll find a cluster of barrels along the back side of a house. Break the barrels you see here for a DEFSeed, then head up onto the platform where the meeting is taking place. Just pass through the meeting on the other side and make a right. Smash the group of pots next to the dog on the side of the house for a TinyMedal, then go inside. Check the closet next to the bookcase in the corner of the house for a Scale Shield, then head back outside. Along the east side of the Inn to the north, you can break the 3 barrels you see here for a Full Moon Herb.

Now head inside the Inn and upstairs. Walk over to the right and



smash the 3 pots along the wall for an INTSeed, then enter the room below you and you'll find Brey and Cristo. Speak with Brey and he'll mention that his comrade, Cristo, has fallen ill and their other companion, Alena, is out looking for some kind of antidote to cure his illness. He then asks if you if you would be so kind as to go out and find Princess Alena and help her retrieve the antidote. Agree to help Alena and Brey will join your party (he then heads out to the wagon).

If you speak to any of the other citizens of Mintos, they'll mention of a town to the east by the name of Soretta. Sounds like this will be the next destination on our list of places to go, but before we do anything else we must talk with this man who owns the "valuable map" Taloon was speaking of.

Remember that meeting taking place in the middle of Mintos? Speak with the old man at the podium and reply with a NO to the first thing he asks you, and then a YES to the next. He'll then hand over the World Map!

You're pretty much finished with Mintos. Don't forget to check out the Weapons and Armor Shops before you leave and rest up at the Inn if necessary. When you're ready to leave, travel east of Mintos and north around the coast and you'll come upon a small shrine in the middle of the forest. Enter this shrine and head to the left along the thin grassy area surrounding the shrine. Make sure you hug the wall close or else you'll exit the shrine. Follow the wall all the way around to the back and down into the strip of grass between the two portals. Walk all the way down to the end and search the ground here for a TinyMedal!

Now exit the shrine and head southeast and then follow the hills and mountain range to your right all the way south to Soretta.

```
<| 5.15) Soretta |>
  \_____/
  | LVL: 16 |
  \_____/
```

| Items Found | Monsters        |
|-------------|-----------------|
| MysticNut   | Garcoil Rooster |
| 3G          | Baby Salamand   |
|             | Metal Scorpion  |
|             | Mage Toadstool  |
|             | Bisonhawk       |
|             | Vampdog         |
|             | Demonite        |
|             | Infurnus Knight |

Okay, maybe I spoke too soon about the Bazaar having the most ghetto Inn, because this place has definitely earned that #1 spot. Directly below the entrance you'll find the Inn (well, actually it's two sleeping mats covered by a wooden canopy). Rest here if you need to, then head to the eastern side of town over the small wooden bridge. Enter the big tent-lookin' thing you see to find the King's residence... you're kidding me, right? Well, despite the fact that the King's throne sits in a huge farm shed, we shouldn't descriminate. Walk over to your right all the way down at the end and break the 3 barrels along the wall for 3G coins. Back outside, head south of the Item Shop nearby and you'll see the King doing field work! What kind of kingdom requires the King himself to do slave labor?

Speak to him anyway and he'll mention of a Padequia Seed which can be found in a cave south of here. Alena was seen shortly before you arrived heading down to the cave to search for a cure for Cristo. Looks like this Padequia Seed is the cure for Cristo's illness, so what do you say we follow Alena and look for it ourself?

Before you go, smash the 2 barrels near to the King for a MysticNut, and when you're all healed up (and you've purchased the best equipment you can in Mintos), head southwest of Soretta and you'll find Padequia Cave.

```
<| 5.16) Padequia Cave |>
  \_____/
    | LVL: 17 |
    \_____/
```

| Items Found      | Monsters |
|------------------|----------|
| AGLSeed          | Vampdog  |
| LifeAcorn        | Iceloth  |
| 800G             | Conjurer |
| Robe of Serenity | Healer   |
| Padequia Seed    | Cannibox |
|                  |          |

Immediately upon your entrance to the cave, you'll witness a quick scene with Alena and her party. You'll see her attempting to break down the huge door blocking their path. After a few tries, she finally breaks the door down (some woman, huh) and continues on her way...

Follow the path down to a treasure chest surrounded by some mysterious tiles. If you pay attention to the arrows on the tiles, this will indicate which direction the tiles will move you. It's beneficial to become familiar with the way they move because they're all over the cave. Move down and step on the path of arrows to the south of the chest and they'll shoot you directly next to the chest. Open up the treasure chest for an AGLSeed, then take the path of tiles above the chest to get back to where you started. Now just follow the path south to a staircase leading further into the cave.

You'll probably notice Alena and her party just meandering around, but just ignore them because they don't really have anything significant to say. Head to the northwest and you'll notice two lines of tiles side-by-side. Take the left-most path of tiles against the wall and walk up to a chest in the corner containing a LifeAcorn. Walk over and step on the path of tiles directly to the right of the chest and you'll be shot all the way to the eastern side of the cave near a chest. Head south and then to the left around the pit and you'll find a line of tiles just to the south of you. Take them up to the pillars (or just walk over there) and then take the next row of arrows directly above you between the pillars. This should put you right next to that chest you saw earlier. Pry open this baby for 800G coins, then step on the tiles to your right. Head south and left around the pit again and back to where the 4 pillars are, but this time, instead of taking the tile of arrows between, head north and follow the narrow path to the left directly below the arrows against the wall. Be very careful not to accidentally step on the arrows directly above you! Follow this narrow path to the west and then south to a treasure chest containing a Robe of Serenity (best equipped on Brey). Take the arrows to the south of the chest that are furthest left to be sent straight down. Now make your way back to the chest that had the 800G coins and

head to the right around the pit below you and you'll come to two rows of tiles against the wall. Take the left-most line of arrows and then walk south and around the bottom of the arrows to the right (be careful not to walk back onto the tiles) and you'll come to a set of stairs leading lower into the cave.

On this floor you'll be overwhelmed by directional tiles! I know what you're thinking: That treasure chest in the center better be what I came for. Well, luckily you're reading this because I'm about to give you the shortcut! To begin with, go all the way to the northern end of the room and take the tile of arrows furthest to the right. This will drop you off at the north end of the room with a row of tiles to your left. Ignore that lonely row of tiles and take the 4th arrow from the right. This will lead you to a chest directly below you, however open it at your own risk because it's a Cannibox. Now, you'll want to go back to the arrows that got you here and count 3 more rows below them. Take this row of arrows and it should shoot you directly next to the chest containing the Padequia Seed! Now, in order to get out of this mess, just take the tile of arrows directly to the left of the chest and it'll drop you off next to the Cannibox you just defeated. From where you were dropped off, walk directly south and these arrows will eventually lead you back to the main path.

Looks like we're done here (thank God), so just cast Outside and make your way back to Soretta.

```
<| 5.17) The Cure for Cristo |>
  \_____ /
    | LVL: 17 |
    \_____ /
```

| Items Found   | Monsters |
|---------------|----------|
| Padequia Root | (None)   |

Speak with the King who was working the field and he'll plant the Padequia Seed you found and hand over the Padequia Root (those were the fastest growing plants I've ever seen). Looks like we finally have the antidote needed to cure Cristo, and the best part is we beat Alena to it!

Cast Return to Mintos and head to the second floor of the Inn. Inside the room with Cristo, you'll also find Alena in there as well. She demands that you give the Padequia Root to Cristo immediately, so walk up to Cristo and use your Padequia Root from your inventory. Cristo is immediately cured and he mentions to Alena that you are the chosen hero. Alena is shocked to hear this news and they both will join your party and head out to the wagon!

If you remember correctly, you obtained the Thief Key during Chapter Two. That means that we can go out and use it now that we have Alena! On your way out of the room, a traveler will walk up to you and say that he couldn't help but overhear the conversation you just had with Alena and Cristo. He'll present some useful information and say that a man by the name of Ragnar passed by Mintos not too long ago and that his destination was Keeleon to the west.

Before we go hunt Ragnar down, let's go use that Thief Key to get some treasures.

```
<| 5.18) Burland |>
```

| LVL: 17 |

| Items Found | Monsters         |
|-------------|------------------|
| Iron Helmet | Monjar           |
| TinyMedal   | Blazeghost       |
| LifeAcorn   | Master Necrodain |
| AGLSeed     | Tyranosaur       |
| STRSeed     | Viceter          |
| 750G        | Babble           |
|             | Archbison        |
|             | Beleth           |
|             | Phantom Knight   |
|             | Savnuck          |
|             | Mystic Doll      |

The only place we really have access to right now where we can use the Thief Key is Ragnar's hometown, Burland.

Cast Return to Soretta and hop on your ship. Sail southwest of Soretta, following the continent's shoreline and head directly south once you get to the very southern tip. If you sail down far enough, you'll hit the upper edge of the northern-most continent on your World Map. From here, just head directly west hugging the coastline and you'll eventually come to a river delta. This is the river that separates Burland from Izmit. Just follow the river all the way down and get off on the southern side and walk south to Burland.

NOTE: Be very careful when you're walking south to Burland! Some of the enemies here will own you if you're not careful (like the Master Necrodain and the Beleth, for instance). The Master Necrodain has 146 HP and their attacks deal around 30-40 damage each! If you're so unfortunate that you run across more than one, you might as well Run. Don't even bother trying to take them down because you'll more than likely lose 2 or 3 characters (if you're lucky).

Everything's pretty much the same since Chapter One, but now that we have the Thief Key, we can raid the castle's treasure room! Head up to the castle and open the blue door in the northwest corner of the first floor. Before you walk into the treasure room, MAKE SURE EVERYONE'S HP IS TO THE MAX! When you walk onto the electrified floor, your HP will drop drastically with each step you take. Every 2 or 3 steps check your HP and use HealMore, because I'll bet you anything your HP will be in critical condition.

Open the 6 treasure chests here for the following items: Iron Helmet, TinyMedal, LifeAcorn, AGLSeed, STRSeed, and 750G coins!

Leave Burland and cast Return to Mintos. Get on your ship and begin sailing far to the west. When you reach the southwestern continent (kind of looks like South America), land your ship on the eastern coast. You'll now be in the region where Chapter Four took place. Check your map to see where you landed and head northwest (or west, depending on where you hit land) to the town of Haville.

| LVL: 18 |

| Items Found | Monsters        |
|-------------|-----------------|
| (None)      | Bisonbear       |
|             | Bisonhawk       |
|             | Infurnus Knight |
|             | Mystic Doll     |
|             | Demonite        |
|             | Phantom Knight  |

There really isn't much going on here right now. The Weapons Shop is closed, the Armor Shop doesn't have anything new, and the ship house is off limits right now. The only thing really useful in this town is the information that ancient alchemists used to make Magic Keys in a town south of here. Sounds like Kiev's if you ask me!

Rest up if you need to then head south of Haville (passing Keeleon Castle) to the small town of Kiev's.

<| 5.20) Kiev's |>

| LVL: 18 |

| Items Found | Monsters        |
|-------------|-----------------|
| (None)      | Bisonbear       |
|             | Bisonhawk       |
|             | Infurnus Knight |
|             | Mystic Doll     |
|             | Demonite        |

Again, there's not much to do here either. I highly doubt you need to rest at the Inn, but just in case you do, if you have Mara and/or Nara in your party when you ask to stay you can rest for free.

The main purpose of coming here is to learn that Edgar (Mara and Nara's father) had a secret laboratory in the cave to the west where he made special keys. Before we go check out the Western Cave, let's head south and revisit Monbaraba.

<| 5.21) Monbaraba |>

| LVL: 18 |

| Items Found | Monsters |
|-------------|----------|
| (None)      | Flamer   |
|             | Bebanbar |

|                  |  |
|------------------|--|
| Bisonhawk        |  |
| Ouphnest         |  |
| Demonite         |  |
| Mystic Doll      |  |
| Dragonpup        |  |
| Butterfly Dragon |  |
|                  |  |

The only talk of the town is that a jester by the name of Panon is providing the town with entertainment now that Mara and Nara have left. You can find this guy in the theater where your "boss" was at the very beginning of Chapter Four (he's in the red uniform). You'll want to remember this guy because he'll prove useful in the future.

The citizens of Monbaraba are also talking about a mysterious island in the east surrounded by shoals, rocks, and mountains. People also believe that there is a castle of monsters there as well (hey, who says monsters can't be civilized?).

Our next destination will be the Western Cave, but before you venture west of Kiev to the cave, you'll want to level up to about 20 or so. Our goal is to find this secret laboratory Edgar had and hopefully leave with the Magic Key in our hands. So when you think you're ready, heal up and head west of Kiev (crossing the bridges) to the Western Cave you remember from Chapter Four.

```
<| 5.22) Western Cave |>
  \_____/
    | LVL: 20 |
    \_____/
```

| Items Found | Monsters        |
|-------------|-----------------|
| Magic Key   | Bisonhawk       |
| TinyMedal   | Bisonbear       |
| MysticNut   | Demonite        |
|             | Mystic Doll     |
|             | Flamer          |
|             | Ouphnest        |
|             | Infurnus Knight |
|             | Dragonpup       |
|             | Phantom Knight  |
|             | Bebanbar        |
|             |                 |

You may be wondering how on earth you missed a laboratory when you explored this cave in Chapter Four. Well, if you talk to the man near the entrance of the cave on the first floor, he'll say that he found a switch mechanism underneath a treasure chest that led him to a secluded room. The only question is, which treasure chest?

Well, to save you the time of checking every chest in the cave, the treasure chest containing the switch to the secret lab is the one that was located right next to where you found Orin (the chest containing the Lamp of Darkness in Chapter Four). Search the empty chest and reply with a YES to the option given in order to flip the switch. This triggers a new set of stairs to appear next to you. Head down these stairs to find Edgar's secret lab.

Open the blue door in front of you and head to the back wall. Break

the two pots for a TinyMedal and a MysticNut, then head into the small room to the right of the stairs (just south of you) and open the chest for the Magic Key! This key will allow you to open the red doors that you have been dying to open for so long.

Cast Outside and head back to Kiev's for some R & R and make sure everyone is at LEAST level 18. You're about to engage in a boss battle pretty soon, and it won't be easy if you're not around level 20. When you're ready to move on, head north to Keeleon Castle.

```
<| 5.23) Keeleon |>
  \_____/
  | LVL: 20 |
  \_____/
```

| Items Found      | Monsters |
|------------------|----------|
| Full Plate Armor | (None)   |

Before you enter Keeleon, set up a party consisting of the Hero, Alena, Cristo, and Mara. Make sure everyone's HP and MP are at the max, then enter Keeleon Castle.

Head back to where the secret throne room entrance was in Chapter Four and you'll witness a scene with Ragnar being attacked by two guards. He easily takes care of both of them and will lead you to Keeleon and asks that you defeat him while he takes care of the guards. Follow Ragnar into the secret throne room and speak with the man in the throne (Keeleon) while Ragnar runs down to distract the guards. It's time to get revenge on Keeleon!

```
+-----+-----+
| BOSS BATTLE | Keeleon |
+-----+-----+
| If your party is around level 20, Keeleon really shouldn't be that |
| difficult to beat. Have the Hero attack (hopefully equipped with the Sword |
| of Malice), Cristo cast StopSpell (it's the spell on the bottom-left corner |
| of the first page that costs 3 MP), Mara cast BlazeMore (first spell on the |
| second page; costs 4 MP), and have Alena just attack. After Cristo has |
| successfully used StopSpell to silence Keeleon, assign him as the healer for |
| the rest of the fight. With Keeleon attacking twice per round, he can really |
| put a big dent in your HP if you're not careful. Make sure Mara is casting |
| BlazeMore every round because it'll do around 80 damage each time. |
| |
| Other than that, just keep everyone alive and healthy and go crazy with |
| BlazeMore. For defeating Keeleon, you'll receive 5,100 EXP points and a |
| Full Plate Armor as a reward! |
+-----+-----+
```

After defeating Keeleon, he's devastated that you were able to beat him and thought that Necrosaro had destroyed the Hero. Speak with Ragnar at the door and he'll join your party. Alright, we now have recruited all of the chosen warriors destined to bring an end to the evil chaos in the world!

Your first priority, with Ragnar as a new recruit, is upgrading his equipment. If you took the time to buy a bunch of stuff at the end of Chapter One to sell at a later time for cash, now is the time to do it. The best places to go right now in order to upgrade his equipment are Endor, Bonmalmo,

and Konenber. Make sure you take the time to earn him a Meteorite Armband from Endor's Casino too.

When you're through playing catch-up with Ragnar, we can go ahead and put our new Magic Key to use to find a few treasures. Cast Return to Haville and get on your ship. Sail north of Haville and you'll soon come to a tiny island with a cottage on it.

```
<| 5.24) Treasure Raid |>
  \_____ /
    | LVL: 21 |
    \_____ /
```

| Items Found       | Monsters |
|-------------------|----------|
| TinyMedal x3      | (None)   |
| 3G                |          |
| Fairy Water       |          |
| STRSeed           |          |
| Multi-Edge Sword  |          |
| Pink Leotard      |          |
| Fishnet Stockings |          |
|                   |          |

Enter the small cottage to find that the inhabitants are an old man and a monster... riiight. Well, don't mind them because we're just here for a TinyMedal. Break the pot next to the stove for another TinyMedal to add to your inventory, then we'll leave this guy alone.

Cast Return to Endor and head into the two story building in the southeast corner of town. You may remember this building from Chapter Three and I said that it had some of the best equipment in the game. Well, I kid you not. Enter the building and head upstairs (using your Magic Key). Speak with the man over the counter and he'll have three items for sale: the Evade Cloak, the Swordedge Armor, and the Metal Babble Armor! You may not have enough money for some of this equipment, but make sure you come back from time to time when you have the cash. The Hero, Ragnar, Taloon, Nara, and Cristo can all equip the Metal Babble Armor.

You probably noticed the three treasure chests on the first floor of this building, but there seems to be no way in that room. Well, you also might have noticed some stairs that probably lead up to that room. If you head inside the Castle and go directly behind the large stairs in the center, you'll notice a staircase leading underneath the castle. Take these stairs and head all the way to the left and break the three barrels in the corner here for 3G coins. Walk down to the lower right-hand corner of this floor and into the room to the right of the well. Smash the lonely pot in the bottom right corner for a vial of Fairy Water.

Head back upstairs and outside of the castle and enter through one of the side doors. Follow this passage all the way up and into the room in the center of the first floor (the one you couldn't enter before without the Magic Key). Inside this empty room you'll find a staircase leading underground. Take these stairs and follow the underground passage to a set of stairs leading back to the surface. These stairs will lead you up into the building where the armor shop is that sells the Metal Babble Armor. Open the three chests here that you didn't have access to before for a STRSeed, a Multi-Edge Sword (I wouldn't advise equipping this because it hurts the wearer as well as the



enemy), and a TinyMedal. Don't bother breaking open the barrels or checking the closets because there's nothing else here. Head up the stairs to the second floor behind the counter, then walk up the other set of stairs to find yourself on the roof. Walk off the edge of the roof near the stairs and you'll fall down to the ground (a shortcut).

One more thing to do before you go. Use the Lamp of Darkness and enter the Castle at night. Head upstairs to the throne room (make sure you don't get caught by the guard pacing near the stairs) and then up one more flight of stairs to the King's bedroom. Inside his treasure room (where the King is), check the closets for a TinyMedal and a Feather Hat then open the treasure chests here for a Pink Leotard and a pair of Fishnet Stockings.

NOTE: Now that you have the Magic Key, this will allow you to start your Immigrant Town. If you have played Dragon Warrior VII, you'll know what I'm talking about. If you haven't, then you should know that the Immigrant Town is a completely optional sidequest that can have some nice rewards (as well as several TinyMedals if you plan to obtain them all). For more information on what the Immigrant Town is all about, see the Immigrant Town section in the Sidequests & Extras part of this document (at the end).

You're all done with Endor. Now that we have all 8 Chosen Heroes united, the real quest begins. Rest up for the night in Endor, then cast Return to Haville. Hop on your ship and sail northwest and you'll run into a smaller continent which is directly north of Aktemto. Land your ship on the southern tip of the continent and head north to find a village along the coast.

```
<| 5.25) Seaside Village |>
  \_____/
    | LVL: 21 |
    \_____/
```

| Items Found       | Monsters     |
|-------------------|--------------|
| Leather Hat       | Chillanodon  |
| Fishnet Stockings | Rhinothrope  |
| TinyMedal         | Bengal       |
| Stone of Drought  | Lethal Armor |
|                   |              |

Enter this small village along the beach and head into the first house you see above you (near the little boy). Open up the closet inside for a Leather Hat, then enter the house below this one and you'll find the Inn. Rest here if you need to for 40G and head back outside and into the well near the center of the village. Down here you'll find two closets along the wall in the back containing some Fishnet Stockings and a TinyMedal. Climb back up the well and check out the Armor Shop directly above you. Upgrade what equipment you can (especially for Ragnar), then head down to the beach area to the south.

When you talk to the villagers on the beach, they'll tell you about their ancestors that settled here and hid away all their valuable treasures in a waterfall somewhere in the world. They'll also mention two items: The Sandglass of Regression and the Stone of Drought. The Sandglass of Regression is an item that reverse time during battle, making it to where you can undo a wrong move if you made some sort of mistake. The Stone of Drought is an item that can stop the flow of water.

Well, it just so happens that we can obtain the Stone of Drought right now. If you come back to Seaside Village at night, you'll notice the tide has risen on the shore. You'll also notice one spot on the shore where the water does not touch (sort of looks like a whirlpool). If you come back during the day and search the ground on that spot, you'll uncover the Stone of Drought. We'll be needing this item later, so make sure you pick it up.

The next place on our list of places to visit is Santeem Castle. Make sure your party is about level 23 or so because we'll be taking on Balzack again from Chapter Four (only this time he's much harder). Fight around the Seaside Village for awhile and try to work up some money to purchase equipment from that Super-Armor Shop in Endor (the one with the Metal Babble Armor). When you're ready to move on, get on your ship and sail north from the Seaside Village (passing the Birdsong Tower) and you'll reach Santeem Castle and Surene.

```

|-----|
<| 5.26) Santeem |>
  \_____/
    | LVL: 23 |
    \_____/

```

| Items Found         | Monsters          |
|---------------------|-------------------|
| Flute of Uncovering | Mystic Doll       |
| Magma Staff         | Ouphnest          |
| STRSeed             | Curer             |
|                     | Savnuck           |
|                     | Phantom Messenger |
|                     | Phantom Knight    |
|                     | Rhinothrope       |
|                     | Bengal            |
|                     |                   |

Before entering Santeem, set up a party consisting of the Hero, Ragnar, Mara, and Cristo. You'll also want to make sure everyone is completely healed to the max (you can stay at Surene's Inn if you need to).

Enter the castle and you'll soon notice that it has been invaded by monsters. Random battles will occur in Santeem, so consider that a warning. Head upstairs to the throne room and speak with the man sitting in the throne (Balzack) to trigger a boss battle!

```

+-----+-----+
| BOSS BATTLE | Balzack |
+-----+-----+
| You'll immediately notice that he looks a lot different than last time. |
| The overall strategy for this battle will be the Hero for attacking, Ragnar |
| for attacking, Mara for her BlazeMore, and Cristo for HealMore and Increase. |
| Increase is the first spell on the second page for Cristo (costs 4 MP). |
| Balzack will attack twice per round, so be ready to use HealMore as soon as |
| you can. If you're in a desperate healing situation, you may want to have |
| the Hero AND Cristo cast HealMore on your party to stay alive. Just take |
| this battle nice and slow and don't neglect Mara's BlazeMore spell which |
| will do about 80 damage to Balzack with each hit. As long as your party is |
| around level 20-25 you should be fine. |
| |
| A victory here will earn you 6,500 EXP points! Nice work! |
+-----+-----+

```

Mara and Nara have finally gotten their revenge! However, despite the fact that Balzack has been defeated, monsters still roam around the castle. Head back downstairs to the first floor of the castle and open up the door to the treasure room with your Magic Key (be careful, the electrified tiles are present here too). Pry open the three chests here for a Flute of Uncovering, a Magma Staff (a good weapon for Brey), and a STRSeed. Now leave Santeem Castle and head west to Surene.

<| 5.27) Surene |>

| LVL: 24 |

| Items Found | Monsters |
|-------------|----------|
| Antidote    | Flamer   |
| Clothes     | Curer    |
|             | Ouphnest |

Now that we have possession of the Magic Key, we can gain access to a new weapons and armor shop and learn some new information about the storyline. Head to the northeast corner of town and go inside the large building in the back. Open the red door to your left and go up the stairs that lead to the roof. Walk across the bridge to your right and enter the shop here that sells updated weapons and armor. Purchase as much equipment as possible, then go back outside and take the stairs leading down.

Down here you'll find a scholar amongst a bunch of flowers. Ignore him and exit the building via the door to the southeast and follow the dirt path outside down to a small shack. Once inside, break the two pots you see next to you for an Antidote then check the closet in the nearby room for some Clothes. Head back outside and follow the path back north and around the right side of the building (hugging the wall). Walk around the back of the moat and all the way west to find a sign in the back. Since reading it won't do you any good (unless you know Japanese), the sign mentions of a kingdom in the northern sea called Stancia. Supposedly, the people of Stancia know about the legendary Zenithian Castle and can help you in your quest.

Before we trek over to Stancia, let's check out the rest of this Santeem region that we visited during Chapter Two. Rest up and leave Surene and head northeast to Tempe.

<| 5.28) Tempe |>

| LVL: 24 |

| Items Found | Monsters    |
|-------------|-------------|
| (None)      | Flamer      |
|             | Curer       |
|             | Ouphnest    |
|             | Mystic Doll |
|             | Savnuck     |

```

|Phantom Messenger |
|Phantom Knight   |
|_____          |

```

Not much is happening here. No vital information can be obtained here either, so just rest up if you have to and pass through the town to the north. Once you're outside on the other side of town, head east to the town of Frenor.

NOTE: If you'd like, you can check the well in the center of Tempe to fight a WellLure. If you've played Dragon Warrior VII, these guys will look awefully familiar.

```

<| 5.29) Frenor |>
 \_____/
 | LVL: 24 |
 \_____/

```

| Items Found | Monsters          |
|-------------|-------------------|
| LifeAcorn   | Bengal            |
|             | Ouphnest          |
|             | Mystic Doll       |
|             | Flamer            |
|             | Phantom Messenger |
|             | Phantom Knight    |

The only significant thing to do here is head upstairs in the Inn and you'll find Orin lying in bed in the room at the end of the hall. It's good to know the man's alive and recovering!

Rest at the Inn if necessary and come back to Frenor at night. If you search the ground where the priest stands during the day (in the southwest corner of town), you'll find a LifeAcorn. If you're having trouble finding the exact spot, stand on the bottom-left corner of the small cabbage patch and search the ground there.

Alright, our next stop is Stancia. Hop on your ship and sail to the very northwest corner of the world (checking your map every once in awhile). You should eventually hit a small yet confusing land mass with a castle on it. This is Stancia! The continent may look confusing, but if you just land on the east side of the land mass next to the mountain range, you can follow this narrow strip of land north and west around the castle to reach the town itself.

```

<| 5.30) Stancia |>
 \_____/
 | LVL: 25 |
 \_____/

```

| Items Found | Monsters     |
|-------------|--------------|
|             | Chillanodon  |
|             | Lethal Armor |
|             | Flamer       |
|             | Bomb Crag    |
|             | Rhinothrope  |



several more immigrants.

Over time, you'll notice your town will begin to develop depending on how many immigrants you send to your town. The maximum capacity of your town is 38, and at that point you'll have to speak with Hector and start kicking people out if you wish to recruit new ones. Once you reach the maximum capacity (no matter which types of immigrants you have), your town will develop into the Final Form where nothing else will change. As you recruit a certain amount of immigrants, buildings will pop up and items will begin to appear in barrels, pots, dressers, and closets. It's important to check up on your town after sending 2 or 3 new immigrants because the town is likely to have changed, meaning new items will be awaiting you. If you forget to check up on your town and you have recruited 10 immigrants since your last visit, you will more than likely miss out on the items that were in store for you. And if you're trying to collect as many TinyMedals as you can, this could mean you missed one or two! So again, just revisit your town regularly after recruiting new immigrants to see if anything has changed. Also, for your benefit, I will have a list in here that will show the different items that can be obtained when a certain number of immigrants are present.

As for the final outcome of your town, there are several possibilities as to how your town will look by the end. Depending on which types of immigrants you sent to your town, your town could end up as a normal town (the regular Final Form), or it could end up as a "Super" Town as I like to call it. By Super Town, I mean that if a majority of your immigrants were priests and nuns, your town would end up as a Grand Cathedral. This same scenario was present in Dragon Warrior VII, however in this game you have many more possibilities of how your town will ultimately turn out. For more emphasis on the variety of town forms, check out this next section.

If you're still unclear about any of this or you have questions, you can check out the Immigrant Town section of Aryuze RV's Walkthrough or e-mail me about it.

<| b) Town Forms |>

\ \_\_\_\_\_ /

```
| _____ |
|   FIRST FORM   |
| _____ |
|Population:  1-5 |
| _____ |
|Treasures:  TinyMedal |
|           15G      |
| _____ |
|Description:  Not much going |
|on yet.  A small cabin is |
|built in the back and a few |
|other people are present. |
| _____ |
```

```
| _____ |
|   SECOND FORM   |
| _____ |
|Population:  6-9 |
| _____ |
|Treasures:  Bunny Tail |
|           AGL Scarf   |
|           TinyMedal   |
| _____ |
```

Description: A merchant has begun setting up a shop on the eastern side of town, but it's not open for business yet. Other than that, nothing new.

### THIRD FORM

Population: 10-13

Treasures: LUCKSeed  
Bug Powder  
50G  
7G  
Hairband

Description: Hector moves out of your town and sets up a little cottage on the outskirts. You'll soon have the option of kicking people out, but right now all you can do is view the list of immigrants you have.

### FOURTH FORM

Population: 14-19

Treasures: Dung  
Antidote  
13G  
Bunny Tail  
Traveler Clothes

Description:

### FIFTH FORM

Population: 20-24

Treasures: TinyMedal x2  
LifeAcorn  
STRSeed  
Silk Robe  
Chain Mail  
Wing of Wyvern

Description:

SIXTH FORM

Population: 25-29

Treasures: TinyMedal  
73G  
MysticNut  
Holy Water  
Leather Dress  
Broad Sword  
LifeAcorn  
Lunch  
Bug Powder

Description:

SEVENTH FORM

Population: 30-34

Treasures: TinyMedal x3  
370G  
Lunch  
MysticNut  
Blazing Talons  
Fur Coat  
INTSeed  
Dung

Description:

FINAL FORM

Population: 35-38

Treasures: TinyMedal x2  
Spangle Dress  
1200G  
Morning Star  
LifeAcorn  
Lunch  
INTSeed  
Mirror Shield  
World Dew  
STRSeed  
AGLSeed  
Wizard Ring  
Falcon Sword



