

# Dragon Quest III (Import) FAQ/Walkthrough

by stahlbaum

Updated to v1.0 on Nov 9, 2009

This walkthrough was originally written for Dragon Quest III on the SNES, but the walkthrough is still applicable to the GBC version of the game.

Dragon Quest III - And Into the Legend  
Version 0.98  
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INTRODUCTION: (INTR)  
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This walkthrough is for Dragon Quest III for the SNES. This guide is based on the translation released by DaMarsMan. I helped Beta test his patch so the majority of this guide was worked on while beta testing the game. A few things changed in regards to naming while the beta testing was being done, but I believe this guide has all the correct translations intact.

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VERSION HISTORY: (VERS)  
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Started work on this guide on January 24, 2009. This guide was completed on February 23, 2009. It's pretty much complete but there may be something I have missed. Feel free to email me with anything that might be beneficial.

March 3, 2009. Updated some typos.

March 9, 2009. Updated a lacking Small Medal 23. Thanks to forum user "usernamehere"

September 20, 2009. Reformatted the guide to include tags (control F) to make navigation easier.

November 8, 2009. Updated some minor errors.

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LEGAL: (LGAL)  
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CHARACTERS: (CHAR)  
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While you have the option to have companions help you during your journey, by default, you start the game with only one character, the Hero in which you name. If you wish to see other characters statistics, see the Classes section. The Hero learns the following spells and skills naturally:

Level 0.....	Recall
Level 1.....	Heal
Level 3.....	Blaze
Level 7.....	Expel
Level 8.....	Remember
Level 8.....	Return
Level 10.....	Fireball
Level 12.....	Ironize
Level 14.....	Outside
Level 15.....	Forget
Level 16.....	Sleep
Level 19.....	Stopspell
Level 19.....	Repel
Level 21.....	Retain
Level 24.....	Firebane
Level 26.....	Zap
Level 29.....	Healmore
Level 32.....	Boom
Level 34.....	Healall
Level 35.....	Vivify
Level 38.....	Healusall
Level 41.....	Lightning

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WALKTHROUGH: (WK00)  
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Items: None

Before starting the game, you can watch the prologue by not pressing any buttons after turning the game on. Apparently Ortega, is having a child who will one day be a great warrior. Shortly after, the king explains that Ortega has left Aliahan for the Archfiends castle. Ortega's wife will plead with him to put off his journey until after their child has grown up to no avail. Various scenes will play out of Ortega's travels until he reaches a volcano and has battle with a dragon. During the fight, it appears as both Ortega, and the dragon fall into the lava to their demise. A soldier will return to Aliahan to report the bad news. Depressed that no one is left to defeat the archfiend, Ortega's wife reminds everyone about her child.

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INTRODUCTION

(WK02)

Items: None

Give your character a name (maximum of eight characters) and a gender. After selecting text speed and the audio, the game will begin. The first thing you will do is give yourself a personality. See the Personality section for more in depth details as to what this entails.

Move your character north and you will be on a long narrow cliff. Approach the end of the cliff and a voice by God will ask you to listen. You will then be asked a series of questions that must be replied to with yes/no answers which will determine the personality of your character. Personality determines certain statistical properties and stat gains as you level up. After stating your name and birthday, and answering the questions, you will be given a scenario to do, based on your actions in the scenario, your final personality will be formed. The game will then officially begin.

=====  
ALIAHAN

(WK03)

Items: Strength Seed  
Antidote Herb  
Small Medal x 2  
Luck Seed  
50 Gold  
Club x 2  
Traveler Clothes  
Cypress Stick  
Medical Herb  
5 Gold  
25 Gold

The game will begin on your 16th birthday with your mother waking you up. Today you are to go to the castle for the first time. Leave your bed and open your dresser for a Strength Seed. Head south and your mother will lead you outside and to the castle entrance. After being reminded to mind your manners, head north to find the castle entrance. If you head east, then north, and west, you will find a hidden area where a girl will mention a sealed traveler door in eastern Aliahan. Enter the castle and speak to the guards by the stairs to learn that the King is waiting upstairs. Keep him waiting so you can

explore this floor. Speak to everyone to learn of a Thief Key which can open some doors, as well as a creature named Baramos. An Antidote Herb and Small Medal can be found in the barrels in the south eastern room. You will also learn that a mountain cave leads to Najimi Tower. Downstairs in the jail, Bakota, a thief, explains that the Thief Key opens red doors.

Head upstairs now and open the dresser in the south west room for a Luck Seed. Speak to the Chancellor to learn that you can find companions to take with you at Ruida's Tavern in town. The King will explain how your father passed away and that you are to succeed his wish to restore peace to the world. Baramos, is the enemy. After also being reminded to bring companions, you will be given 50 Gold, two Clubs, Traveler Clothes and a Cypress Stick.

Exit the castle now and you will have access to the town. The church lies to the north east. Speak to the priest who can revive a fallen ally (Resurrection), remove poison (Purification) and break a curse (Benediction). Speak to the various townsfolk to learn that the Najimi Tower lies to the west. The town of Reeve lies to the north and that monsters thrive during the night.

Enter the well at the south east part of town. Here lies the house of the Medal King. He collects Small Medals from around the world and offers prizes. After collecting five Small Medals he will offer you a Spiny Whip. If you head to your house and speak with your mom you will sleep and the next day will begin. Check the barrels for a Medical Herb. Upstairs you can chat with your grandfather if you want. Open his dresser for 5 Gold. Head to the north west part of town now and go around the large building to reach the barrel. 25 Gold waits inside. Enter this building to find Ruida's place. You can register new companions on the second floor. A bank lies on the first floor and holds gold in thousand dollar increments. If you die during battle, you lose half of the gold that you carry. Any gold that is stored in the bank is exempt from this penalty. North of the bank lies a nun that will save your game. Speak to the lady at the counter if you want to see any characters that you can summon to join you as companions. By default there will be some pre made characters available. You can add them to your party by selecting "Summon Companion", have them leave your party by choosing "Leave Companion" and view the roster of all companions you have available. Ignore the default choices and head to the second floor. Here you can register some characters at the counter. You will give them a name, gender and class. The class options are:

Warrior  
Fighter  
Mage  
Cleric  
Dealer  
Jester  
Thief

You will then have the option to use stat increasing seeds on your characters or have it done randomly for you. I'd advise that you manually do this as you can use Strength Seeds, Agility Seeds, Stamina Seeds, Wisdom Seeds and Luck Seeds. Register at least three companions before going downstairs to add them to your party. I'd advise making a character for each class so you can try them all out and see which ones work best. You can't go wrong with a Cleric, Warrior/Fighter and Thief/Mage though.

When you are ready, purchase some equipment with your limited funds and exit town. You will now be on the world map and should notice a tower to the west across a body of water. Walk around for a bit, fighting some battles to get used to the turn based combat until it gets dark. Enter Aliahan at night. You can now enter the room at the eastern part of town that was previously blocked

off. Upstairs you can grab a Small Medal from the dresser. Speak to your mother inside of your house to get a free rest if you'd like.

Exit town and head north, crossing the bridge and continue on north until you see a small town. Enter it.

=====

REEVE VILLAGE

(WK04)

Items: Small Medal  
Muscle Guidebook  
32 Gold  
Traveler Clothes  
56 Gold  
Medical Herb

Speak to the villagers to learn that an odd opening in the forest lies to the south. Move the small boulder by the child at the south east part of town and search the area where the boulder once stood for a Small Medal. The man in the northern house mentions that an old man in Najimi Tower has the Thief Key, and that a southern cave connects to the tower. Search the bookshelf for a Muscle Guidebook. Upgrade equipment if you'd like and exit the village.

Travel south and enter the opening in the forest. There will be a building with a locked door here as well as a staircase. Take the stairs and follow the path all the way west, past the locked door and open the treasure chest. 32 Gold pieces are inside. Go south now and you will have three options. You can travel west, east or take the stairs to the south. Head west for now and take the stairs. You will now be in the cave which is south of Reeve Village and west of Najimi Tower. Head west and open the chest for some Traveler Clothes. Head north and open the chest to receive 56 Gold. Return to the previous room and follow the path west. When the path branches south, take the south east path to reach another chest. Inside will be a Medical Herb. If you head west, you can exit the cave if you need to return to a town to heal or save. If not, backtrack all the way to where you can either take the stairs to the south, or travel east. If you head east, you will reach an area in the castle that you will need the Thief Key to continue. Take the stairs to the south and you will be in Najimi Tower.

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NAJIMI TOWER

(WK05)

Items: 40 Gold  
Small Medal x 3  
Wing of Wyvern x 2  
Thief Key  
Tomboy Book  
Wooden Helmet  
Agility Seed  
Wisdom Seed  
Magic Ball  
Antidote Herb

If you walk out of the tower, you will be on the world map. Travel north in the tower and ignore the first two rooms that open to the east and west. Just north of this is a stairwell to the west. Downstairs is a man running an inn for 2 Gold per party member a night. Head east of here and take the set of stairs to reach the second floor. From here, go west and then north to reach

two rooms that you can enter. Go in the western room to open a treasure chest containing 40 Gold. Now enter the eastern room and take the stairs to reach a chest containing a Small Medal. Return to the stairs that brought you to the second floor and travel south. Be careful not to fall off the tower or else you will have to start all over. Take the western opening leading north and take the stairs. Follow the path all the way north and then branch east. There will be two rooms you can enter by going south. Enter the eastern most room to find a chest containing a Wing of Wyvern. Enter the western room now and take the stairs. You will now be in a small room at the top of the tower with an old man. Speak to him and he will hand over the Thief Key. He will also tell you about books that can change your personality. Check his bookshelves to find the Tomboy Book. You can open the red door to the south now by simply walking through it.

Fall off of the tower now and re-enter it to take the stairs back to the underground passage. Travel north all the way and then east to enter the room to the south now that you have the Thief Key. Open the two treasure chests to receive the Wooden Helmet and Agility Seed. Return to the stairs that lead to Najimi Tower and head east to take the stairs that lead to the castle.

You will now be in the Aliahan Castle prison. Head to the first floor and open the door to the west with the Thief Key. Inside a man says that you can break the seal on the travel door with a Magic Ball. The ball creator lives in Reeve Village. Search the dresser for a Small Medal. You can open a few more doors in this castle with the Thief Key. The man in the south east room will explain how the Magic Ball can break down walls.

Return to the Medal King now so he can reward you with a Spiny Whip for collecting five medals so far. Head back to Reeve Village and enter the north eastern house. Inspect the pots for a Wisdom Seed before going upstairs. Speak to the old man and show him the Thief Key. He will then give you the Magic Ball. Check his dresser for an Antidote Herb before leaving. You can also enter a room at the inn with the Thief Key and the person will mention a small lake that lies to the east. Upgrade your equipment now before leaving Reeve Village. It's time to travel east.

You should eventually make your way upon a small shrine. Inside lies an old man who will ask if you have a Magic Ball. Say yes to learn that you need to take it to the Cave of Enticement near the eastern spring. Check the pots for a Wing of Wyvern and Small Medal. Inspect the Bookshelf to learn about Whips and Boomerangs, and how they can hit multiple enemies. Head north now to make your way to the cave.

=====  
CAVE OF ENTICEMENT (WK06)

- Items: Magic Map  
Antidote Herb  
Sacred Knife

Head north to take the stairs above the small body of water. Head west to find an old man who will tell you to destroy the stone wall with the Magic Ball. Head south and while facing the stone wall, use the Magic Ball as an item to make the wall crumble, along with the Magic Ball. Head south and open the treasure chest to receive a Magic Map. Pressing "R" will allow you to view your new map. Take a look at the map and it will indicate all areas you have explored on the map like like in Dragon Quest VI. Areas you have yet to uncover will be covered in grey.

Take the stairs now and you will be in a large room with holes in the floor that you will need to avoid, or risk falling into the basement. Head north until the path splits three ways. Head north and when the path branches again, head north and then west to open a chest containing an Antidote Herb. Head east now and ignore the first path branching south, but take the second. Follow the linear path until it branches. Take the middle western path to reach treasure. After taking the Sacred Knife, take the north western path to reach the stairs. From here, you will have the option to take three southern paths. The middle and south east paths lead to dead ends. Take the south western path and step in the swirling blue portal.

Check your Magic Map and you should see that you have been warped far to the north west. Exit the tiny shrine and when you reach the world map, you will be in front of a large castle. Enter it.

=====  
ROMALY

(WK07)

Items: Hard Heart  
Smart Book  
Full Moon Herb  
Antidote Herb  
Leather Hat  
Small Medal x 3  
Cheater Guide  
Pachisi Ticket x 3

You will now be in Romaly Castle town. Speak to the townsfolk to learn that people seem to already know that you are after Baramos. The girl in the church mentions that Kazave lies to the north. Check the dresser in the church to take the Hard Heart. You'd have to have one to steal from a church. You can also take the Smart Book by checking the bookshelves. The dresser at the inn will be home to a Full Moon Herb. The upstairs dresser will have an Antidote Herb. Enter the north west house and grab the Leather Hat from the dresser and Small Medal from the pots. Upgrade your weapons and armor here and take the stairs by the shops to enter the monster arena.

In this place you can place bets on the monster that you think is going to win a fight. You can pay 5 Gold to a man at the counter who will list the odds on favorite. Once you pay the fee which is the Hero's level x 10 Gold, you can select a monster, as well as see the payout odds. After making your selection, you will then watch a simulated monster fight.

Head to the castle now and just before entering, search east of the eastern torch for a Small Medal. Enter the castle when you are ready and the guard will note that they have been expecting your arrival. Search the south eastern bush of the south eastern flower bed for a Small Medal. If you head west and take the stairs, you will reach an area that has two chests behind prison doors. The people at the south east part of the first floor will warn you about strong monsters to the east, and advise you to travel north first. If you take the series of stairs at the north west part of the castle, you will learn of someone named Kandara who lives in Champagne Tower with his followers. Take the series of stairs at the north east part of the castle to find the Cheater Guide in the bookcase. The dresser will hold a Pachisi Ticket. Head to the throne room of the castle now and speak to the King. He will request that you retrieve the Gold Crown that Kandara has stolen. Only then will the King recognize you as a true hero. Based on clues, Kandara lives in Champagne Tower which lies west of Kazave which is to the north. Got that?



Before traveling north though, return to Romaly at night and search the spot the dog was standing on during the day to find a Pachisi Ticket.

Travel north now and you will come upon a small shrine to the west that leads to Portoga. You will need a Magic Key to open the door though. Continue north and you will find another little shrine. Enter it and search the north east tile that the tiny stairs lead to for another Pachisi Ticket. Take the stairs and you will be in a large room which has a giant board game on the floor. Speak to the person at the start and you can play Pachisi. It costs one ticket per play. Give it a try if you'd like and see the Pachisi section for more detailed information.

Basically, Pachisi is a game in which your goal is to reach the end of the course. Along the way you can get items, fight battles and various other elements. You roll the dice and depending on the square you land on, good or bad things can happen. If you make it to the goal, you will be rewarded with prizes.

The two prizes on this track are the Steel Sword and 500 Gold.

Once you have finished here, continue north to reach Kazave.

=====  
KAZAVE (WK08)

- Items: Small Medal  
Fur Hood  
Life Nut  
Boxer Shorts  
Pachisi Ticket  
Poison Dagger  
Club

This is a very tiny village. The villagers won't much to say except they note something about a sleeping village and angry elves. You will also learn about Poison Needles and their ability to instantly kill. Check the western grave by the church for a Small Medal. Take the hidden stairs behind the bar to reach a hidden house. The child will advise you to return at night time. Check the dresser for a Fur Hood. Check the barrel for a Life Nut. Enter the item shop and open his dresser for some Boxer Shorts. Examine the dressers in the inn for a Pachisi Ticket. Stronger weapons and armor will be on sale here.

Return after nightfall. A Skeleton will be near the graves but won't have much to offer. Enter the item shop and loot the two treasure chests. Inside will lie the Poison Dagger and Club. Enter the house that you can reach by taking the hidden stairs behind the bar. Here you will learn that elves live hidden in a forest west of a town called Noaniels.

Exit Kazave when you are ready and travel west, and then south across a bridge and you will eventually reach Champagne Tower. Time to see what this Kandari fellow is all about.

=====  
SHAMPANE TOWER (WK09)

- Items: 430 Gold  
Bronze Shield  
Golden Crown

From the entrance, follow the path all the way, passing some stairs to make your way to the south east part of the room. Open the chest to receive 430 Gold. Return to the stairs and take them to the second floor. Head west and be careful not to fall off the tower. Doing so will make you have to recomb. Travel north and follow the path to reach the stairs. Take them and head north east to find a small room with a treasure chest. Take the Bronze Shield and this time go west all the way and then north to find a room with a set of stairs. On the next floor, go south and enter the room with the red door and take the stairs.

You will now be in Kandar's room. As you go south, Kandar's henchmen will notice you. They suggest telling the boss about you and take the stairs to the south. Follow them and as you approach the men, a trap door under you will open and you will fall to the floor below. If you try to return, the men will be nowhere in sight and the two treasure chests will be empty.

Return to the floor which had the red door you entered and you will find Kandar and his lackeys near the eastern wall. Heal up and approach them to initiate battle.

Boss Battle - Kandar and Henchmen x 3

Take out the Goons first and if you have spells like Speed Up and SAP, use them. Heal often.

After the battle, Kandar will relinquish the Golden Crown and asks that he be spared. You have to answer yes to avoid the endless loop. He will leave the crown before him and his goons jump off of the tower. Take the Golden Crown and return to Romaly.

Enter the throne room and speak to the King. He will then suddenly offer you the throne. If you keep saying no a few times he will get the hint and you can continue on with your journey. If you accept the throne, you'll prance around as the new King. You won't be able to leave town unless you speak to the former King in the battle arena and answer no when asked if you enjoy being King. Note that if your main character is a woman, you will be Queen instead of King.

Now that this is settled, travel north west of Kazave to investigate the sleeping village and angry elves that you learned about in Kazave.

=====  
NOANIELS

(WK10)

Items: Full Moon Herb  
Leather Kilt  
Strength Seed  
Pachisi Ticket  
Agility Seed  
Tragic Tale  
Small Medal

Enter this town and you will find all of the villagers asleep! Head upstairs at the inn and loot the dressers for a Full Moon Herb and Leather Kilt. Search the pot in the north east house for a Strength Seed. Find the old man at the western part of town beside a wall. Search the opposite side of the wall for a well hidden Pachisi Ticket. Enter the south western house and search the pot for an Agility Seed. Upstairs, you will find the only person in town who isn't

asleep. Speak to him to learn that the Dream Ruby must be returned to the elves or the village will be forever cursed. The elven village lies to the west. Grab the Tragic Tale from the bookshelf before leaving town.

Head west and you should find a cave, and an opening in the forest near by. Enter the spot in the forest to find the Hidden Village of the Elves. None of the elves are very friendly as they dislike humans. The only human in the village, and old man, will explain that it's his son's fault that Noaniels was put to sleep. His son had eloped with the elven princess. Speak to the elven Queen to confirm that her daughter, Ann, fell in love with a human. Apparently she took the elves treasure, the Dream Ruby and left the village, never to return. She assumes that the human stole the ruby. Head west of the Queen's room and search the northern lone square to find another well hidden Small Medal before exiting and entering the near by cave.

=====  
UNDERWORLD LAKE

(WK11)

Items: 288 Gold  
Holy Water  
Small Medal  
Iron Spear  
Strength Seed  
224 Gold  
Pachisi Ticket  
Leather Dress  
Dream Ruby  
Wake-Up Powder

Travel south and enter the first room to the west to find a treasure chest. Open it for 288 Gold. The next western room has a priest that mentions a hot spring that restores HP is somewhere in the cave. Carry on and enter the room to the north for another treasure chest. Take the Holy Water and then head south. You will now have two options, travel west or continue south. Head south and take the stairs. Take the next set of stairs and open the treasure chest for a Small Medal. Take the next two sets of stairs and travel west to take another. Make your way to the glowing blue tile if you need your HP/MP recovered before heading west. Follow the path until it branches west and north. Go north and then west to open a chest containing an Iron Spear. The eastern room will have a treasure chest containing a Strength Seed. Return now and take the western path to reach the stairs.

Follow the path and you will find a stairwell along with many other paths to travel. Head south and then east to find a chest containing a Silver Rosary. Return to the stairs and then travel west, through the opening and then south to reach a treasure chest. After taking the 224 Gold pieces, head back and travel to the south east to find a chest containing a Pachisi Ticket. Go north a bit and then east to find a treasure chest right beside a set of stairs. Open the chest to receive the Leather Dress before taking the stairs. Follow the linear path and open the chest to receive the Dream Ruby. There will also be a note. It's from Ann to her mother and insinuates that she committed suicide as she didn't want to live a forbidden life.

Backtrack out of the cave and return to the Hidden Village of the Elves and speak to the Queen. After telling her of her daughters fate and showing her the Dream Ruby, she will give you some Wake-Up Powder and instructs you to spread it around Noaniels.

Return to Noaniels and use the Wake-Up Powder as an item. The villagers will

now be awake. Speak to the groggy villagers to learn that the Magic Key might be in a place called Ashalam, which is east of Romaly.

That is the next destination. When you are ready, head east from Romaly Castle and cross the bridge. You should encounter some stronger monsters now. Ashalam will be a town near a cave in the mountain.

=====

ASHALAM

(WK12)

Items: Moth Powder  
Pachisi Ticket x 2  
Small Medal x 3  
Morning Star  
Tomboy Book

Speak to the villagers to learn that a desert country named Isis lies to the west. You can also find more information regarding the Magic Key from an old man in a shrine that lies south of the western desert in a swamp. Search the dresser in the inn for some Moth Powder. Note that some shops in this town will offer very expensive items. you have to say no at least three times to get the cheapest price. Don't bother though as the cheapest prices are usually double the normal prices you can get elsewhere.

Return at night and get a Puff Puff from the girl with red hair if you'd like. During the Puff Puff, you will be scared as the father was the one doing it. Either way, take the Pachisi Ticket from his dresser before leaving. At the north part of town is another weapon and armor shop that is only open at night. When you are ready, leave here and travel south to find a small shrine.

This is another Pachisi track. Enter the building and before taking the stairs to the east, search in the area to the west that is surrounded by blue tiles to find a Small Medal. This track will be much larger than the last. Note that you can get a Small Medal from the bottom left pot in this course. Twenty two turns will be given for this course. The two chests at the end of the course will contain a Small Medal and Morning Star.

Travel west from the second Pachisi track to enter a large desert. If you travel south, you will find a small shrine surrounded by a marsh that you previously heard about. Speak to the old man inside and he will mention that the Magic Key lies in a pyramid in the desert, and that you should first go to Isis Castle, which is on the edge of an oasis. Check his pots for a Tomboy Book. Head west now to come upon the oasis. Enter it from the south west to have access to a new town and castle. Enter the town.

=====

ISIS AND ISIS CASTLE

(WK13)

Items: Small Medal x 2  
Brave Book  
Agility Seed  
Boxer Shorts  
Pachisi Ticket x 2  
Smart Book  
Starry Ring  
Defy Book

Not much going on here except that the townsfolk seem to drool over the

beautiful Queen. Examine the middle grave at the town entrance for a Small Medal. Another Small Medal lies in a pot in the south east home. Enter the town well to find a chest containing a Brave Book. Search the flower bed just west of the well to find an Agility Seed. The stairs at the south west part of town lead to another monster arena. Take the north west stairs and open the dressers for some Boxer Shorts.

Return here at night and enter the area that was blocked off by the man and inspect the hanging sack for a Pachisi Ticket. Head upstairs and raid the bookshelf for a Smart Book.

Head into the castle now during the day and before going inside, travel west and you should see a small opening along the wall. Travel through and if you walk on the outside perimeter of the castle, you will find a man who is looking for the Starry Ring that is hidden somewhere in the castle. Travel north through the opening now to enter a hidden part of the castle. Take the stairs and follow the next path to another set of stairs. Open the chest to receive the Starry Ring. This item doubles the users agility. Suddenly a skeleton will appear and ask if you are the ones who have woke him. Answer yes and he will ask if you opened his chest. Say yes again and he will let you keep the treasure.

Enter the castle now and notice the cats at the entrance. Speak to the people to learn that the Pyramid is a royal grave which houses many treasures of former Kings. It also contains many traps. Most of the first floor won't be accessible due to not having the Magic Key. Search the bookshelf in the south eastern room to find a Defy Book. Open the dressers in the room above to grab a Pachisi Ticket. Head to the second floor now and speak to the people here. One woman mentions that a secret to the Pyramid lies in the children's songs. Speak to these children in the north eastern room to learn that round buttons open doors, and to press left of the east and right of the west. Left of west and right of east. Remember this clue and speak to the Queen to save your progress. Head west to fall off this floor and land outside for a shortcut.

Enter the castle at night if you'd like and speak to the cats in the castle. One of them will send you a warning from Baramos to return to Aliahan.

Head north of Isis now to reach the Pyramid.

=====  
PYRAMID

(WK14)

Items: Wisdom Seed  
Small Medal x 3  
Stamina Seed  
Magic Key  
176 Gold  
Wing of Wyvern  
Strength Seed  
80 Gold  
Agility Seed  
112 Gold  
Magical Skirt  
304 Gold  
Ruby Ring  
56 Gold  
Stone Wig  
Flashy Suit  
Golden Claw

Enter the Pyramid and head north. Eventually the path will branch east and west. Take both routes to open treasure chests. They will both be empty. Continue north and there is a good chance you will fall to the floor below due to hidden holes in the ground. If you do fall to the floor below, travel to the south west to find an exit. You will have to restart from the beginning though. Once you make it past the first intersection, you will find another east/west branch. Head west to find three chests. Two of the chests will be the dangerous Cannibox which hit very hard. Head east to reach the stairs. From here, travel south and when the path branches west, take it all the way until you hit the wall. Now go south to find a chest containing a Wisdom Seed. Now travel north all the way and then east to take the stairs. The two chests to the south will be empty, and have a Cannibox. The chest to the west will have a Small Medal. Return to the floor below and take the first intersection to the east, then go south and then east to take the stairs. If you travel north, you will find the way blocked by a large stone door. This room is the puzzle room that the children in Isis Castle were singing about. The eastern and western areas will have two buttons each to press, and if you press the wrong button, you will fall to the floor below. Remember the song?

"Left of the east, right of the west, left of the west, right of the east".

This means that first, go to the eastern area and press the left button. Then go to the western area and press the right button. Now press the left button and travel to the east area and press the right button. You will hear the stone door move in the distance. Now travel through the open door to find two treasure chests. Open them for a Stamina Seed and Magic Key. Finally.

Now take either of the north eastern or western stairs to the next floor. Open the door with the Magic Key and there will be twelve treasure chests available. If you open them, you will first have to win a random battle before claiming the contents. Prizes are:

176 Gold, Wing of Wyvern, Strength Seed, 80 Gold, Agility Seed, 112 Gold, Magical Skirt, 304 Gold, Ruby Ring, 56 Gold, Small Medal, Stone Wig.

Once you are finished looting, take the stairs to the south. Open the chest in the next room containing a Flashy Suit before taking the stairs. You are now at the top of the Pyramid. Search the north western tile to find another Small Medal. Be careful not to fall off the ledge.

Now before heading back to Isis, there is another treasure you can get in the Pyramid that is completely optional. Make sure you have lots of Medical Herbs before attempting this.

Return to the basement Pyramid by falling through one of the holes in the first floor. Make your way to the north western area and notice the two piles of bones centered near the top. Step on the eastern bones and take three full steps south and search to find a hidden staircase. Follow the path until you reach a tomb. Open it to receive the Golden Claws. Afterwards, you will hear a message about misfortune plaguing those who take the claw. As you back track out of this room you should notice that you will appear in a random battle every two steps. This is why you brought those Herbs. You have to make it outside of the Pyramid for this curse to wear off. When you finally make it out of the Pyramid, return to Isis.

Items: 72 Gold  
Wisdom Seed  
Ruby Ring  
Silk Robe  
Golden Tiara  
Small Medal x 3  
Life Nut x 2  
80 Gold  
Wizard Ring  
Joke Book  
Rune Staff  
Strength Seed  
Agility Seed  
128 Gold  
336 Gold  
Hero Ring  
Training Suit  
Club

This section is optional. Enter Isis Castle at night to have access to the treasure on the first floor. Search the north west chests for 72 Gold, Wisdom Seed, Ruby Ring, and Silk Robe. The north eastern chests contain a Golden Tiara, Small Medal, Life Nut and 80 Gold pieces. Head upstairs and enter the Queen's bedroom. She will ask you to search around her bed. Do so to find a Wizard Ring.

Return to Ashalam at night and enter the room adjacent to the dancers stage. Speak to the people there to learn that the near by cave was closed off by a dwarf named Norud. Take the stairs at the north west part of town after opening the magic door, and speak to the man. He will tell you that Norud pretends to not know the way east, and that you may have to see his friend, the King of Portoga. Check the bookshelf for a Joke Book. You can fight a Demonite on this floor if you want. Search the north eastern blue tile to find a hidden Small Medal before leaving.

Enter Romaly Castle and at the north most part of the first floor, you can enter the room. The man inside will mention that you can get a ship from Portoga which lies to the west. Search the eastern bushes in this room to find a Small Medal.

Return to Aliahan to exchange your Small Medals and to loot the six treasure chests on the north west room on the castle's first floor. Inside you will find a Rune Staff, Strength Seed, Agility Seed, 128 Gold, 336 Gold and a Hero Ring.

Enter the cave just east of Ashalam now to find Norud the dwarf. He will offer no help in letting you travel east, but he does have treasure chests you can loot. Open them for a Training Suit and Club. Enter his well and search the north eastern square for a Life Nut. Now we need to find a way to Portoga which is west of Romaly. Warp to Romaly now.

Travel north west of Romaly Castle and enter the shrine. Enter the door and take the stairs. You won't be able to enter the southern door just yet, so head west to take the stairs. Exit the shrine and travel south to find Portoga.

Items: Pachisi Ticket  
Small Medal x 2  
Strength Seed  
Angry Tattoo  
Stamina Seed  
Mist Staff  
King's Letter  
Tragic Tale

Speak to the people to learn that the King loves pepper. People are afraid to travel east to get it though due to monsters. The King also might be willing to give you a ship. Open the dresser in the inn for a Pachisi Ticket. Search the north eastern most square in the horse field for a Small Medal. Enter the building near the item shop and search the second floor hanging sacks for a Strength Seed.

Enter the castle now and speak to the people to learn that there is an eastern shrine that lets you change your class. Loot the three treasure chests but note that they are protected by a barrier that takes off 14HP per full step taken. Inside you will find an Angry Tattoo, Stamina Seed and Mist Staff.

Speak to the King and he will request that you travel east to get some Black Pepper. He will give you a ship upon your successful return. He will then give you the King's Letter that you are to show Norud the dwarf. You can save your progress at the Chancellor if you want.

Before leaving town though, head to the north east part of town where the old man is and go north. Now go west passing the trees and follow the linear path until you reach a stairwell. Search the pot for a Small Medal. Search the bookshelf to find a Tragic Tale.

Return to Norud's cave which is east of Ashalam and use the King's Letter as an item on him. Norud will ask if you are ready to travel east. Say yes and follow him and he will break down a wall. Follow the path and you will exit on the other side of the mountain.

If you travel north, you will reach a small shrine called Cape Olivia. You will need another key to access the two doors but you can rest at the inn.

Travel all the way south and you will eventually come upon a town. Enter it.

=====  
BAHARATA (WK17)

Items: Traveler Clothes  
Pachisi Ticket  
Small Medal

Speak to the villagers to learn that the pepper vendor isn't doing business right now because his daughter has been kidnapped. Speak to the old man at the south part of town and he will request that you save his granddaughter, Tania. Gupta, her fiancé will then take off to rescue her himself. The kidnapers should be located in a near by cave. Take the stairs in the empty pepper shop and search the dresser for the Traveler Clothes. Open the dresser in the room at the east of town for a Pachisi Ticket. Enter the inn to learn that deep in the northern mountains lies the Dharma Shrine where you can change classes. Inspect the dresser in the empty room for a Small Medal. Upgrade your equipment and leave town when you are ready.



This cave lies just north east of Baharata, but to get there you will have to cross the bridge to the east and then go north, and then west, crossing another bridge.

=====  
KIDNAPPERS BASE

(WK18)

Items: 352 Gold  
Small Medal  
132 Gold  
Stamina Seed  
Wisdom Seed  
Agility Seed  
Life Nut  
Strength Seed  
Pachisi Ticket  
Luck Seed  
Mystic Nut  
Black Pepper

This cave is very maze like. From the entrance, go west one screen and north two screens to reach a room containing two treasure chests. 352 Gold lies inside one while the other is a Cannibox. Head west one screen and grab the Small Medal from the chest. Head west again to find two treasure chests containing 132 Gold and another Cannibox. Head south three rooms to find a priest. Go south twice more through a door and then head west to find a chest containing a Stamina Seed. Now head all the way east and take the stairs.

From here, travel west and then north through the door to find a bunch of treasure chests. Open them to receive a Wisdom Seed, Agility Seed, Life Nut, and Strength Seed. Travel south now and a couple of people will ask if you are joining with them. Say no and you will be attacked by four Henchmen. Make short work of them and inspect the hanging sacks on the wall for a Pachisi Ticket. Head south to find Gupta and his fiancé in prison cells. Gupta will tell you to move the near by lever to open the cell. Pull the lever and Gupta will free Tania. They will then decide to take off home. Search the north west area of Gupta's cell for a Luck Seed and the north east area of Tania's cell for a Mystic Nut.

As you try to leave, Gupta and Tania will be blocked by Kandar and his goons. Approach them and speak to Kandar to fight.

Boss Battle - Kandar and Henchmen x 2

Take out the Goons first and SAP Kandar while wailing away on him.

After the battle, Kandar will once again plead for you to spare him. Just like last time you will have no choice but to spare him. Afterwards, Gupta and Tania will thank you before going home.

Return to Baharata and visit the pepper shop. Gupta will ask if you need any and give you some for free. After receiving the Black Pepper, he will mention that the Dharma Shrine lies to the north. Take his advice and travel north past the cave, until you reach the temple.

=====  
DHARMA TEMPLE

(WK19)

Items: Small Medal

The man at the entrance will act like a King and allow you to save your progress. Head west and then north before entering the temple to find a Shinto Priest who serves Marinan, the Name God. She can rename your party members. Use her services if you'd like. You can head east of the temple to rest in a cheap inn. A man here will mention that the golden country, Zipangu lies to the far east.

Enter the temple now and speak to the various people who will give you tips on changing classes. Basically, you can change everyone except the hero's class. They will start over at level one and have their stats split in half. The benefit of this? They get to keep all spells and skills learned from their current class. This way you can have a Warrior who can heal or a Thief who can cast magical spells. You can only change a characters class if they have reached level twenty though. Chances are you don't have any characters who can change right now. If you do, try it out if you want. Inspect the north east statue to find a Small Medal. Also note that if you change classes, you may not be able to use your current equipment if the class doesn't allow it. There is one special class called Sage. You can change to this class by acquiring a special item, or getting a Jester all the way to level twenty.

Head north of the shrine and you will find a tower. Enter it.

=====  
GARUNA TOWER

(WK20)

Items: Wisdom Seed  
Small Medal x 2  
448 Gold  
Silver Barrette  
Zen Book  
Cypress Stick

Speak to the lady to the south to learn that the Zen Book lies somewhere in the tower. This is the special item that allows one to become a Sage. Enter the room to the west to find a chest containing a Wisdom Seed. Make your way to the western end of the floor and then go north to take a set of stairs at the north western part of the screen.

Travel east across the small rope, being careful not to fall off to take the next set of stairs. Travel west into the portal and you will be warped to a room with three sets of stairs. Take the southern stairs and follow it to a treasure chest containing a Small Medal. Return and take the northern stairs all the way to reach a chest containing 448 Gold.

Return and take the eastern stairs to reach a room with stairs to the north and south. Take the southern stairs and continue across the rope that leads to the west. Take the stairs to the south to find a chest containing a Silver Barrette. Return now and travel east across the rope. Once you are half way across, fall off the rope to land on the floor below. Fall down in the little crevice to the floor below and take the stairs. Open the chest here to receive the Zen Book. Exit the tower now since you've gotten your prize.

If you head east of the Dharma Temple you can reach some area's that have tough monsters. Travel east and then south to come upon a small shrine. Notice the shrine and cave on the small island to the east. Enter the shrine to find an inn. Here you will learn that Zipangu is being terrorized by someone called Orochi. Search the dressers for the Cypress Stick and Small Medal. You won't

be able to enter the eastern door just yet.

Travel north of this shrine and you will eventually reach a small town.

=====

MUOR

(WK21)

Items: Leather Kilt  
Small Medal  
Pachisi Ticket  
Ortega's Helmet  
Life Nut

Open the dresser at the inn for a Leather Kilt. Speak to the people to learn that a mysterious spring lies to the north east and lots of people will think you are someone named "Pokapa". Apparently someone named Popota wishes to see you. Make your way to the north part of the village and then east to reach a set of stairs. Take them and you will find Popota, a small child. Speak to everyone in this room to learn that Pokopa was Ortega! Confirm that you are Ortega's son and search the pots for a Small Medal and Pachisi Ticket. As you try to leave, Popota will stop you and tells you to take Ortega's Helmet. Go downstairs and the shop owner will give you Ortega's Helmet. Enter the church before leaving and search in the middle of the cross on the floor for a Life Nut.

Now that all this is settled, you can finally return to Portoga to give the King his Black Pepper. As soon as you do, speak to the King to be granted a ship. It will be waiting for you outside of the castle. Sail south to reach the world map.

=====

SAILING THE OCEAN

(WK22)

Items: None

Now the game will be extremely non linear as there are many places that you can now visit in any order. Start by traveling west all the way until you hit some mountains. Make your way north until you see a small forest with a lone green tile in the middle. Enter this place and speak to the man who wishes to build a town in this location. He says he will need a Dealer first though. If you have a Dealer in your current party, I would advise that you keep him. Return to Aliahan and grab a Dealer from Ruida's Shop before traveling back to the New Town. You will have to leave one of your active characters behind to do this.

Speak to the man and say yes when prompted to leave your Dealer behind. Speak to the man again and he will mention that the Sioux Village in the middle of the continent has a well that you should search around. Return to Aliahan and pick up the companion that you had left. Now return to Portoga and enter the Lighthouse to the south. The man at the top will teach you about the world. He says that if you sail south along the coast, you will reach Tedanki. From Tedanki, traveling west leads to Lancel and Aliahan. North from there leads to Zipangu. Also, if you can gather six orbs, you will be able to travel without using a ship. You are then told to head south.

Take the mans advice and travel south, following the coastline. Eventually, you will find a small Traveler's Shrine. If you take the warp portal, it will take you to the Traveler's Shrine just south of Muor. You won't be able to

exit though since you don't have the correct key to open cell doors. Continue traveling south until you reach the bottom of the continent. Travel east a bit to reach Tedanki. Enter it during the day.

=====

TEDANKI

(WK23)

Items: Darkness Lamp  
Black Hood  
55 Gold  
Small Medal  
Life Nut

This town will be run down and deserted. Take the stairs in the weapon shop to find a skeleton in a bed. Open the chest to find a Darkness Lamp and open the dresser for a Black Hood. The Skeleton at the north part of town left a message about wanting to give an orb to someone while they were still alive. Check the pots at the north east part of town for 55 Gold. Take about three full steps west from the top pot into the marsh and search for a Small Medal. Take the stairs and search the top casket from the bottom to find a Life Nut.

Exit town and use the Darkness Lamp on the world map to change the time to night. Re-enter the town and it will be alive with people! Speak to people to learn that a large volcano leading to the Necrogond is east and up a river. Maybe that's the same volcano Ortega made it to? Baramos lies deep within the Necrogond. At the north part of town a guard is blocking the prison area. Notice that a live man is in the cell. You need a different key to open the cell but he should have one of the six orbs. The old man near the marsh will tell you to find the Final Key, which unlocks any door, and then to travel to Lancel which is south of Baharata.

Warp to Aliahan now and travel to the small continent to the west. This continent will have a cave and town. This is Lancel.

=====

LANCEL

(WK24)

Items: 5 Gold  
Pachisi Ticket  
Small Medal

Speak to the villagers to learn that you need a special vase to get the Final Key. Make sure you purchase a few Invisible Herbs from the item shop. Enter the western house and search the pot for 5 Gold, and the dresser for a Pachisi Ticket. Now head to the town entrance and travel north to reach the temple. You will need the Final Key to enter it though. Apparently, the temple leads to Gaia's Navel. If you speak to the slime, he will tell you to get an Invisible Herb and go to Edinbear Castle. Check the opposite path where you found the slime and search the north most square for a Small Medal.

Warp to Portoga and sail north to reach a castle on a small island. This is Edinbear Castle.

=====

EDINBEAR CASTLE

(WK25)

Items: Small Medal x 3

Lady Manual  
Slick Suit  
Party Dress  
Thirsty Pitcher  
Final Key

As you try to enter the castle, you will be blocked by a guard. Use your Invisible Herb and slip right past him. It will wear off after a while. Speak to the people to learn that there is a vase that can dry up the ocean somewhere inside the castle. You will also learn that a while back, a shrine sunk into the ocean and is now covered in shoals. Take the western door that leads outside the castle and search the middle of the flower bed to find a Small Medal. Head back inside and enter the north eastern room. Search the bookshelf for a Lady Manual. The dressers will house a Slick Suit and Party Dress. Head upstairs and speak to the King if you'd like. He mentions that he can't solve the rock puzzle in the basement, but you are free to give it a try. The Chancellor will mention that the Sioux Tribe lives on a western continent. Exit to the south and take the stairs to the north east. Exit to the south and make your way to the south west part of the garden, just below a tree. Search to find a Small Medal. Head to the castle basement now to find the rock puzzle. Basically, you must find a way to push all three boulders onto the blue squares at the top. The three rocks I will name one to three, left to right.

Start by pushing rock one north one space and then two spaces east. Push rock three south one space and then push rock two west two spaces. Now push rock one north onto one of the blue tiles. Now circle around and push rock two north one space, east two spaces and north onto a blue square. Now push rock three north once, then west four times. Circle around and push it north once, east twice and then north onto the final blue square.

Upon completion of the puzzle, a secret door at the north part of the room will open. Enter the new room and open the chest to receive the Thirsty Pitcher.

Return to the castle at night. Upstairs you will catch the Chancellor pretending to be King. He will tell you that something interesting lies on a shore of the western continent, in a field surrounded by trees.

Warp to Aliahan now and sail directly south until you reach the small dot on the world map. It will look like the seven clusters of rocks in the ocean. Use the Thirsty Pitcher as an item on the rocks to reveal a shrine.

Enter it and open the treasure chest to receive the Final Key. Now you can open every door in the game. Open the door to the north and speak to the skeleton. He will tell you that Gaia's Navel lies in the mountains south of Isis desert. Search the north most tile of the floor for a Small Medal before leaving.

=====

FINAL KEY DOORS

(WK26)

Items: 500 Gold  
Strength Seed  
Assassin Dagger  
Expel Shield  
Small Medal x 6  
Green Orb

First thing you want to do now is backtrack and open all the doors that you

couldn't previously. Head to Aliahan Castle and make your way to the basement prison. Search the pots in the cells for 500 Gold and a Strength Seed.

South of Reeve Village in the forest opening is a portal that will warp you to Portoga's Lighthouse.

Enter Romaly's Castle basement now and claim the two treasure chests. Inside lie an Assassin Dagger and Expel Shield. Now take the north west stairs on the first floor of the castle and follow them to the top. Search the sink in the cell to find a Small Medal.

Travel north west of Romaly to enter the shrine called Romaly Barrier. Take the stairs and open the southern door. This room will have a portal. Search by the water to the north west for a Small Medal. Take the portal and you will be at the Travel Door Shrine. Make your way to the small pond in the middle of the room and search the top row, middle blue tile for a Small Medal. Take the travel door to the north now and search the western wall between the two travel doors for a Small Medal. Exit to the south now and enter the door to the north part of the inn to learn more about Cape Olivia. Olivia apparently dove to her death after losing her husband to a sea storm. Her voice can still be heard calling out to her husband. She may finally rest in peace if someone could give her a memento of her beloved Eric. His soul is aboard a ghost ship.

Return to Muor (travel, can't use the Return spell) and enter the market cell. Search the north east square to find a Small Medal.

Return to Tedanki at night and enter the prison cell. Speak to the prisoner and he will give you a Green Orb. You are then told to head south to Liamland and place the six orbs on the alters.

Travel south to Liamland as it's the small island just south of Tedanki. Fiercer monsters lie here. Enter the shrine and before climbing the ladder, search the north east square for a Small Medal. Climb the ladder now to find six alters and an egg. Place your Green Orb on one of the alters to light it with fire.

Return to the New Town you left your Dealer at to see a small change. It will now have a small item shop.

Travel south along the western coastline from the New Town and then head west. Travel north up the river and you will eventually reach the Sioux Village.

=====

SIoux VILLAGE

(WK27)

Items: Bolt Staff  
Agility Seed  
Pachisi Ticket  
Small Medal x 2  
Silk Hat

Speak to people to learn that an Echo Flute is hidden in a tower somewhere. Search just south of the well to find a Bolt Staff. Now search above the well for a Small Medal. This medal can only be found during the day. Enter the south eastern house and search the pots for an Agility Seed. Enter the town well and search the dresser for a Pachisi Ticket. Enter the northern house now and take the Small Medal from the pot. Speak to the man inside here and he will mention that a great magician lives on an island covered in ice to the north. The woman mentions that playing the Echo Flute will cause an echo if

one of the six orbs are near by. Well, we know it's hidden in a tower.

Exit here now and sail south down the river. When you reach the ocean, sail east along the coastline of the continent, passing the New Town. Eventually you will reach a shrine on a small island. This island will have a small green area in the snow. Enter it and travel north east to find a house. Inside, an old man will speak of pirates and a strange bone. You will then be asked if you've heard about the Change Staff. Say no to learn that the King of Samanosa has it. The old man wants it. Loot his dresser for a Small Medal and Silk Hat.

Return to the Travel Door Shrine and continue sailing west along the continent. Eventually you will come upon a tower. Enter it.

=====

ARB TOWER

(WK28)

Items: Small Medal x 5  
Benevolent Ring  
Echo Flute  
552 Gold  
Life Nut  
Pachisi Ticket  
Luck Seed  
Muscle Guidebook  
Lucky Book

Head north through the door. Take either path to reach the room in the center and take the stairs. The second floor will have paths in all four directions. The western path will lead to the stairs. Take the stairs to the east and then travel east while being careful not to fall off the ledge. Take the stairs leading down and you can sort of see a bunch of chests in the middle of the room. Return and take the stairs going up. This room will have rope that you can walk on to cross the gaps. Travel south to reach a treasure chest containing a Cannibox. West of that are chests that contain a Small Medal and Benevolent Ring. Make your way to the middle of this room now and fall down to reach four treasure chests. It may take a few tries. Open the chests to receive the Echo Flute, 552 Gold, Small Medal and Life Nut.

Warp to Noaniels now and sail east until you reach the middle of the snow tipped parts of land. Sail south and then walk south and you will find a castle surrounded by mountains, as well as a small cave. Enter it.

This is the third Pachisi Track. Search the middle grass layer by the water to find a Pachisi Ticket. Search the south western part of the western grass patch to find a Small Medal. Upstairs, head to the south west portion of the room and search the grass by the Pachisi Track for a Small Medal (by the forest and mountain on the board).

This Pachisi board will give you twenty turns and has multiple floors/branches. There is a Small Medal in the last pot on the game board and the prizes for finishing the track are a Dragon Tail and Agility Seed.

Sail just east of the castle surrounded by mountains and on the tip of the next continent is a shrine. This is the Hobbit Shrine. Speak to the one cat and say yes when prompted. He will tell you to head south and explore between four mountains. Speak to the hobbit who mentions that he once fought alongside your father. He vaguely implies that Ortega did not die by falling into the volcano but doesn't really elaborate. Search behind his throne for a Small Medal.

Leave here and walk south into the forest area. You should eventually come upon a lone mountain. Go south a bit more and you should find similar lone mountains to the east, west and south. Stand at the middle point of these four mountains and search to find the Yggdrasil Leaf. This item allows you to revive a fallen ally. If you ever run out of Yggdrasil leaves, you can always return here to find another. However, as long as you have one in your inventory, you can't retrieve one here.

Warp to Aliahan now and if you check your Magic Map, you should notice a small area to the south east of the continent Aliahan is on. This place is called Luzami. Speak to everyone to learn that a man named Simon has the Gaia's Sword. Examine the grave for a Luck Seed. Speak to the man in the northern house who says that you must throw the Gaia's Sword into the volcano at the Necrogondo Mountains to reveal the way to the Archfiends castle. Inspect the bookshelves for the Muscle Guidebook and Lucky Book. Search the black area in the eastern flower bed for a Small Medal.

Exit here now and return to Lancel. Now that you have the Final Key, you can enter the temple. Speak to the priest who will mention that a test of courage lies ahead. Say yes to attempt it and the first character in the party order will follow the priest to do the trial alone. Head east to find a chest containing a Small Medal. Head west to exit. Note that you will do this test alone. Enter the cave on the world map.

=====  
GAIA'S NAVEL

(WK29)

Items: 248 Gold  
Small Medal x 2  
Intelligence Seed  
Terra Armor  
Blue Orb

Head south all the way and go through the door. The path will then branch in three directions. Go south as the eastern and western paths are an endless loop. This next room will have many branches. You can go north east, south east, north west, south west and south. Go north west and open the treasure chest for 248 Gold. The south west path will have a chest containing a Mimic. The north east path has a chest containing a Small Medal while the south east path has a chest with an Intelligence Seed inside. Go south now and follow the path to the stairs.

This room will be very large and open. Go north until you reach a set of stairs but don't take them. Now go east to take a stairwell leading down. Skip this as well and travel south to take the stairs. Follow the path to reach a chest containing a Terra Armor. Return to the floor above and take the stairs to the north.

Travel north while ignoring all the warnings by the faces on the walls that speak to you. Open the two treasure chests for a Small Medal and Blue Orb. Now you can leave this place. Return to Liamland if you want to place the Blue Orb on the pedestal.

Return to Aliahan now and travel north of the continent until you reach what appears to be a shrine near a cave. Enter the shrine.

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## Items: Clothes

Wooden Helmet  
Mystic Nut x 2  
Moth Powder  
Strength Seed x 2  
Small Medal x 2  
Scale Shield  
Training Suit

This place is Zipangu. Speak to the villagers to learn that a woman is being offered as a sacrifice to the beast Orochi. Open the dresser for some Clothes in the southern house. Search the dresser in the north eastern house for a Wooden Helmet. A Mystic Nut lies in the pot in the north western house while the hanging sack in the same house has Moth Powder. Take the stairs at the western part of town to find a room filled with pots. Search them to find a Strength Seed, Small Medal, and a girl hiding in a pot!

Enter Himiko's house at the north part of town and learn that she insists sacrifices me made to Orochi, and that she recently acquired super natural powers. Search the dressers in the north eastern room for a Scale Shield and Training Suit. The pots in the room below have a Strength Seed and Small Medal. Search the pots in the north western room for a Mystic Nut.

Speak to Himiko and she will turn you away rather bluntly. She doesn't take too well to foreigners. Anyways, exit town and when you are ready, enter the near by cave.

## =====

(WK31)

## Items: All-Knowing Mask

Orochi Sword  
Purple Orb  
Pachisi Ticket

Travel west and then all the way south. The path will then curve east and branch north to a set of stairs. East of the stairs is a chest containing the cursed All-Knowing Mask. Take the stairs and travel north. You should hear some wailing in the distance. Head east, crossing the bridge to find the Orochi. Approach it to start battle.

## Boss Battle - Orochi

Orochi can attack twice per round and can cast flames which hits everyone for around 40HPs of damage. Lower his defense if you can while increasing yours. Raising your attack power will make this battle go much quicker. As long as everyone's HP is above 50, you should be okay.

After the battle, the Orochi will drop the Orochi Sword and then retreat through a portal. Heal up and follow it. The portal leads to Himiko's room in Zipangu. Himoku will be hurt. Speak to her and she will ask you to keep quiet regarding her true form. Say no to be attacked.

## Boss Battle - Orochi

Orochi will attack twice per round and her physical attacks are stronger than the first battle. Use the same strategy as before, just be more cautious of

healing.

After the battle, a screen will pop up saying that the story of Himiko being the Orochi spread like wildfire. Morning will come and a treasure chest will lie where Himiko once stood. Open it to receive the Purple Orb.

Return to New Town now and it will have grown. It will have an inn as well as an item shop with a few new things. Your Dealer will want to build a theater next. Search the flowers just east of the small body of water to find a Pachisi Ticket.

After speaking to everyone, set sail for the large south eastern continent that looks similar to south america. At the southern tip you should find what appears to be a small town. Enter it during daytime.

=====  
PIRATE'S BASE

(WK32)

Items: Rockstar Ring  
Red Orb  
Strength Seed  
Tube Socks  
Small Medal x 2  
Pachisi Ticket x 2

Walk along the eastern side of the large building until you find a small rock. Push it aside and search the spot the rock once stood to find a hidden staircase. Downstairs you will find three treasure chests. Open them to receive a Rockstar Ring, Red Orb, and Strength Seed. That was an easy orb to find. Enter the building and raid the empty rooms. The north west room has a dresser containing Tube Socks. The barrel in the middle room contains a Small Medal while the pots contain 2 Pachisi Tickets. Enter the basement and speak with the prisoners to learn that the pirates return at night. Search the north east part of the cell for a Small Medal.

Return here at night time now. Speak to the pirates to learn that they came across a ghost ship when they possessed the Sailor's Bone. They have since given that item to an old man in Greenland. Not much else going on here. Notice that the area above the Pirate's Base on the world map is surrounded by mountains. We have to find a way to get in there some how. Travel doors...

Enter the Travel Door Shrine which is located on a small snowy island just north of the New Town. Take the eastern warp portal to reach the Traveler's Church. The priest here mentions that Samanosa's King has changed and has banished a hero named Simon. Samanosa lies to the west.

Exit here and you will be within the mountains on the south east continent. Travel north to cross the bridge and make your trek south. You will eventually come upon a castle. Enter it.

=====  
SAMANOSA CASTLE

(WK33)

Items: Small Medal x 4  
Agility Seed  
Pachisi Ticket x 2  
Strength Seed  
Life Nut

Cheater Guide  
Club  
Life Stone

Enter the castle town and to the east you should notice a funeral taking place. Apparently the deceased was executed for bad mouthing the King. Things seem very strict here. Search the top row of graves, second from the right for a Small Medal. Now search the second row, second grave from the left for an Agility Seed. Finally, search the third row, third grave from the left for a Pachisi Ticket. The barrel by the inn will also contain a Pachisi Ticket. Speak to the rest of the villagers to learn that people get executed and put in jail every day. The King used to be a kind man. Enter the house just south of the graves and search the pots for a Strength Seed. Take the stairs in the building west of the item shop to find another battle arena. The south eastern house has a weapon shop upstairs. After upgrading, head west across the bridge to reach the castle. Head to the western side of the castle and search the north western spot for a Small Medal.

Enter the castle and notice that the guards won't let you pass. Head to the eastern part of the castle from the outside and enter the door which leads to the castle kitchen. Search the barrel for a Small Medal. Make your way to the north part of this floor and search the north east part of the eastern flower bed for a Life Nut. Don't speak to the King just yet, take the north eastern stairs and follow the path all the way to reach the King's chambers. Search the bookshelf for a Cheater Guide and the dresser for a Club. Return to the first floor and take the north west stairs to see the prison. When you are ready, go see the King.

Before introductions can even be made, you will be thrown in prison. Thankfully you have the Final Key though. Speak to the guard to over hear him mumble something about a secret passage. Speak to the man in the cell north of yours to learn that a man named Simon died in the jail of a lake shrine north east of Romaly. Search the pot for a Small Medal. The man in the north east cell will mention that a Mirror of Ra shows ones true self in it's reflection. It lies in a cave to the south. Travel south to reach the stairs, and another level of the prison. Speak to the man in the cell to find the real King! Someone has stolen his Change Staff and assumed his form. Search near his head for a Life Stone. Head to the vacant western cell now and push upon the western wall to find a passage. Follow it to appear at the graveyard in the castle town. The funeral will be over. Enter the small building by the graveyard and the man will think the Change Staff is causing the King to act weird. Well, we know that. After a yes/no prompt, he will tell you that the Limbo spell will return people to Ruida's Tavern. Mad Condors use the Limbo spell which plucks a member out of your active party. They can always be found waiting back at Ruida's Tavern. The item shop will now be open as well. When you are ready, exit town and head south east to find a cave surrounded by a marsh.

=====

CAVE OF RA

(WK34)

Items: 128 Gold  
Strength Seed  
56 Gold  
Pachisi Ticket x 3  
568 Gold  
24 Gold x 2  
Life Nut  
Small Medal x 3

320 Gold  
Stamina Seed  
Life Stone  
Mirror of Ra  
Plush Suit  
Change Staff  
Garter Belt  
Bunny Ears  
Golden Beak  
Yellow Orb  
Sailor's Bone

From the entrance head west and then north, west and south to reach the stairs. There will be a whopping twenty-one treasure chests on this floor. Follow the trail of chests leading west while opening them in order. 128 Gold, Strength Seed, 56 Gold, Pachisi Ticket, 568 Gold, 24 Gold, Life Nut, Small Medal, 320 Gold, and four chests containing Mimics. Return now and head south, through the opening to find more chests. Open them in order for a Stamina Seed, 24 Gold, Pachisi Ticket, Mimic and Small Medal. Head south east and then north to reach the final three treasure chests on the floor. Inside will be two Mimics and a Life Stone. Return to the set of stairs you came from in this room and travel directly south. You should notice a small hole in the ground to the east. Drop through this hole and open the chest to receive the Mirror of Ra. Fall through the next hole and take the stairs. Travel west to open the chest containing a Plush Suit before exiting the cave.

Return to Samanosa Castle at night time and make sure that you have fully healed up. Enter the castle via the kitchen door and make your way to the King's bedroom. Stand before him and use the Mirror of Ra as an item. You will see the reflection of a monster. You are then attacked.

#### Boss Battle - Boss Troll

This hard hitter can reduce the party's defense as well as land critical blows. He also attacks twice most rounds. Lower his defense while keeping yours up if you can. Physically attack him while keeping your HP high and he should eventually fall.

After the battle, a screen will pop up describing how the imposter King was defeated and the real King saved. The next day will begin in an empty King's chambers. Open the lone treasure chest for a Change Staff.

Return to your New Town now to see that it's grown larger. It will be called "X-Burg" with the "X" being the Dealer's first name. Speak to the villagers to learn that your Dealer has been overworking everyone. You will also learn that the Silver Orb is in a shrine in the Necrogond. Search the dresser at the inn for a Pachisi Ticket. The shops will have updated inventory as well.

Enter the new theater and open the dressers to find a Garter Belt and Bunny Ears. As you try to exit, the door man will attempt to collect 50 000 Gold pieces from you. Since you are a friend of the Dealer's though, you get a free pass. Speaking of the Dealer, enter his house at the north west part of town. Open the chests to receive a Golden Beak and Small Medal. Note that this Small Medal is missable if it's not collected before the town reaches its final form. Speak to your Dealer and then leave.

Enter the town at night now and just below the prison, three townsfolk will be huddled. They will be having thoughts of rebelling against your Dealer. Stay at the inn now and exit town. Re-enter town to find your Dealer in prison. Speak to him and he will tell you to look behind his chair. Enter his house

and search behind his chair for the Yellow Orb. The weapon and armor shop will have upgraded as well.

Return to Noaniels now as there is an optional event you can now do. Travel west to reach the Hidden Village of the Elves and use the Change Staff so that you are either a bunch of Slimes or Hobbits. You can now shop at the item shop since the merchant would have previously turned you away for being human. You can now purchase some pretty rare things here so take advantage.

Sail south now from Aliahan to reach Greenland. Speak to the old man in the house and accept his trade proposal to relinquish the Change Staff and receive the Sailor's Bone.

Board your ship now and use the Sailor's Bone as an item. It will identify something and give you coordinates to travel to. Note that the target moves. The target is generally east of Portoga Castle. When you find it, it will be a ship. Touch it to board.

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PHANTOM SHIP

(WK35)

Items: Small Medal x 3  
Lovely Memories  
128 Gold  
Pachisi Ticket  
670 Gold  
Poison Dagger  
Strength Seed  
Garter Belt  
Gaia Sword

Skeletons and monsters will be the residents on this ship. Head south and kill the Minidemon if you want. Search the barrels for a Small Medal. Take the stairs and head to the southern part of the ship and open the lone treasure chest. Inside will be the Lovely Memories. Open the chests in the room above for 128 Gold, Pachisi Ticket, 670 Gold, Mimic and Poison Dagger. Search the barrels for a Small Medal. Now search the pots for a Strength Seed. Open the dressers in the northern room for a Garter Belt. Speak to a man named Eric at the eastern side of the ship. He will profess his love to Olivia and hopes that she will find happiness. Olivia is whom the Cape Olivia is named after. She ended up killing herself because Eric died in a storm. She will only rest in peace if she can receive a memento from Eric, hence the Lovely Memories item.

Exit the ship now and sail to Cape Olivia. Cape Olivia is north of Ashalam on the eastern side of the mountains. You have to sail west along a river just past the Hobbit Shrine which is just north of where you can get the Yggdrasil Leaf. Once you reach Cape Olivia, if you try to travel west you will be pushed back by a mournful song. Use the Lovely Memories as an item to reunite the lost lovers. The curse will now be lifted and you will be able to proceed. Enter the near by shrine.

This is the Shrine Prison. Go south and then west to find a pot in the cell containing a Small Medal. Go south and then west to find the ghost of Simon. He mentions that he left something important next to his corpse in the next room. Enter the room and search above the corpse for the Gaia Sword.

Now it's time to explore the only part of the world map that is left to uncover. Warp to Ashalam and travel south. Head west a bit and you should

come upon a volcano. Stand before it and use the Gaia Sword as an item. After throwing the sword into the volcano, it will have a small eruption and the ensuing lava flow will cause a new path to appear as it dries up the river.

Travel south and you should notice the stronger random encounters. You will eventually find a cave, just west of a small marsh.

=====

NECROGOND'S CAVE

(WK36)

Items: Small Medal x 5  
Thunder Sword  
Blade Armor  
Silver Orb  
Pachisi Ticket x 2  
Ball of Light

This is the Necrogond. Follow the linear path, passing the statues to reach the stairs. From here, head west, ignoring the path leading south. When the path branches east and west, travel west to find a treasure chest containing a Small Medal. Return and travel east now and follow the path south to reach a chest containing a Thunder Sword. Go south now and follow the western path until it splits west and south. Go west to open a chest containing the Blade Armor. Go south now and take the stairs. Take the southern path and be careful of the holes in the ground. Falling in them will land you on the previous floor. Take the stairs and travel east. You should notice a set of stairs across the hole. Drop down to the floor below. The stairs you want to take are to the north, but instead travel eight steps west and three south to find a very well hidden Small Medal. The Thief skill Seek Out is very helpful here. Take the stairs to the north and follow the path to reach the next set of stairs.

Travel south and go east, across the first bridge you see. Head north and then east through the opening. Continue east and cross the next bridge. Skip the first two eastern paths and take the bottom one all the way south to reach the stairs.

You will now be outside on the world map and a castle surrounded by mountains and water will lie to your north. To your east however, is a shrine.

The man inside the shrine will give you the Silver Orb for making it through the Necrogond. Rhone it was not, however. After handing over the orb, you are told the legendary phoenix, Ramia, will help you defeat Baramos. Search the gravestones to the north for a Pachisi Ticket, Small Medal and another Pachisi Ticket.

Return now to Liamland which is south west of Lancel, and place all of your orbs on the pedestals. Order doesn't matter at all. Once all six orbs have been placed, they will light up and cause the egg in the middle of the room to start twitching. Approach the two girls by the egg and after talking to them, the egg will hatch. Gods servant Ramia will have returned to life. Only those with pure hearts may ride it though. You are then told to go outside. Do so and Ramia will be there. Push the "A" button while standing on her to ride. She travels very slowly, but you can travel anywhere on the world map. Press "B" if you want to get off. She won't set you down on water or mountains though.

Return to your New Town and it will be in it's final form. The theater will be much tamer now that the Dealer is no longer in control. Take the stairs in the

south western home and open the dresser for a Small Medal. Enter your Dealers home as he has been let out of prison. He will be relinquishing his duties as town leader for good. Speak to your Dealer and he will return to Ruida's place in Aliahan. You can now put him back in your party if you want to.

Fly just east of Kazave now to find the castle surrounded by mountains. This is near the third Pachisi Track. Enter this castle, the Dragon Queen's Castle. At the very north part of the large room, the girl will explain that the hero can reach heaven from here. This is important for later. Search the area near where the sun is shining through for a Small Medal. Make your way to the Dragon Queen who is about to lay her egg on her death bed. She is a messenger of God and wishes for you to defeat Zoma. Zoma? You are then given a Ball of Light so that peace can be restored. The Dragon Queen will then perish while leaving behind it's egg.

Leave here now and head to Baramos' Castle which is just north of the Necrogond. To the east lies Gaia's Pit. No one knows where the pit leads to exactly and it's surrounded by a wall barrier. When you are ready, enter the Castle.

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BARAMOS' CASTLE (WK37)

Items: Small Medal x 2  
    Demon Axe  
    Wizard Ring  
    Misery Helmet

Head north into the castle and take the western stairs leading down. Head east now to find a corpse in a cell. Search to his west to find a Small Medal. Back track now all the way and exit the castle. Go east now, avoiding the set of stairs leading down until you bit the eastern wall. Travel north while hugging the wall and then go west to enter the door. Take the stairs and follow the path west to take the next set of stairs. Cast Stepguard if you have it to avoid the barrier damage or just heal up if you have to and make your way south. Two sets of stairs will now be available. Take the eastern stairs and follow the linear path to reach three treasure chests. Open them for a cursed Demon Axe, Wizard Ring and a cursed Misery Helmet. Return now and this time take the western stairs. Travel east to take the next set of stairs. Head north to reach the next set of stairs. Go west to the next set of stairs and then go north through the two doors to reach the next set of stairs. Go north to the next set of stairs and then go west to find a room with a skeleton on a throne. Avoid the barrier damage if you can and search the square in front of the corpse for a Small Medal. Go south now through the door and then east to reach the stairs surrounded by damage tiles.

You will now be in Baramos' room. Heal up and travel north to reach him. After stating that he will feast on your innards, the fight will begin.

Boss Battle - Baramos

Increase everyone's defense while lowering his. If you have Bikill, use it on your physical attackers. Baramos can cast Explodet which can hit the party for over 60 HPs of damage. His scorching flames also hits everyone hard and he can attack twice per round. His Blazemost attack will hit someone for around 60 HP of damage and his Chaos spell will attempt to confuse an ally. He can also cast Disperse.

After the battle, Baramos will perish and a warm light will surround the area.

Any characters who died in the battle will be brought back to life and the party's HP and MP will be fully restored.

You will then hear a voice from above. You are told to return home and are warped to Aliahan. Enter and everyone will be waiting for you. Head to the castle and speak to the King. After praising you and starting a celebration in your honor, the room will suddenly go dark and the six guards will be murdered by lightning! Suddenly the image of an evil being will appear. He will introduce himself as Zoma, ruler of the Dark World. This is who the Dragon Queen was referring to. Zoma explains how this world will soon become wrapped in darkness.

After Zoma disappears, the King will ask you to go defeat Zoma and to keep his existence a secret.

=====  
DARK WORLD (WK38)

Items: Sword of Seduction  
Luck Seed  
Strength Seed  
Small Medal

Before heading off to the Dark World and your quest to defeat Zoma, return to Portoga and speak to the girl to the south of the town entrance. She will give you the Sword of Seduction which can only be used by females. When Baramos was killed, the curse on the two lovers was lifted.

Use Ramia to travel to Gaia's Pit just east of Baramos' Castle. An earthquake has split the earth and made the hole accessible. Jump in the hole to reach the Dark World Alefgard. You read that correctly, the Dark World is actually the world of the first Dragon Quest. Open the dressers in the room for a Luck Seed. A small boy will tell you that Ludatorm Castle is to the east and that you can use the boat that is docked near by. Search the western part of the wall above some trees to find a hidden Strength Seed. You can also find a Small Medal at the north eastern area after getting the boat on a south east tile. Sail east to reach the Alefgard world map. Travel east to find a town and notice Zoma's Castle to the south east. Notice that day and night won't cycle in Alefgard.

=====  
LUDATORM (WK39)

Items: Mystic Nut  
Pachisi Ticket x 4  
Lucky Book  
Wimpy Book  
Small Medal x 4  
Life Nut  
Boxer Shorts  
Agility Seed  
550 Gold  
Sun Stone  
Fairy Map  
960 Gold  
1016 Gold  
Hero Shield  
Mohawk Wig



## Silver Harp

Upgrade your equipment and speak to the villagers to learn more about Zoma. Search the flower patch by the weapon and armor shop to find a Mystic Nut. Enter the top floor of the church to find Kandar in prison. He will tell you that the Sun Stone is in Ludatorm Castle. Search his pot for a Pachisi Ticket. Speak to the child below the church and he will mention that he is studying the removal of curses. This is the same person who is an old man in the original Dragon Quest. Take the stairs in the room beside him and the old man will tell you that a rainbow bridge appears when rain and sunlight are combined. Search the bookshelves for a Lucky Book and Wimpy Book. Head east and speak to the man who mentions that Ludatorm Castle is along the road and go north through the trees. Search the northern most spot for a Small Medal. Head south east and the woman in the small house will mention a Ring of Life which heals the wearer of HP with each step they take. Open her chest for a Life Nut.

Travel north now to reach Ludatorm Castle. Don't enter it yet though. Instead, search the eastern corner for a Pachisi Ticket. Enter the castle and the old man to the east will refill your MP for free. The three chests in the western room will be empty. Apparently Zoma stole and hid the weapons from this castle out of fear. Take the stairs north of the empty treasure chests and search the dressers for a Pachisi Ticket and Boxer Shorts. Head to the north part of the castle and go through the opening. head east to find a cat. Search beside it for a Pachisi Ticket. Head south now to find some stairs. Speak to the man in the cell and he will mention that he doesn't have a Sun Stone, but had a dream that someone gave him a stone like that when the darkness fades.

Return to the castle now and explore the eastern side. Apparently Rubiss created this country, and Zoma sealed her away with a curse. Search the barrel in the kitchen to find a Small Medal. The man across the barrier says that if you obtain the King's Sword, Armor of Light, and Hero's Shield, you would have a shop at defeating Zoma. These were the items he stole and hid away. In the kitchen, you can enter a small hidden room to the south. Take the stairs and search the barrels for an Agility Seed and 550 pieces of Gold. Open the chest to receive the Sun Stone.

Head to the throne room of King Lars to learn that the Fairy Flute is in Kol which lies to the east, but you have to sail west and go around the continent to get there. You will also learn that Ortega made it to the Dark World as a woman had treated his wounds here. Speak to the King to save the game if you'd like. Go south through the door and speak to the priest outside to receive a Fairy Map. Now you can view the Dark World by pressing the "R" button.

Exit here now and travel north on the world map until you reach a cave. Enter it.

You won't be able to use spells in this cave but it is very short. Make your way to the south east part of the room and take the stairs. Now make your way to the north west part of the room to take the next set of stairs. Head north to find give treasure chests. Open them to receive 960 Gold, a Mimic, 1016 Gold, Small Medal, and Hero Shield. Back track out of this cave now and travel north west to find a shrine near the ocean at the corner of the continent.

This place is Garin's house. Raid the dressers for a Mohawk Wig and Small Medal. Take the stairs to the north and you will find the treasure chest to be empty. Search the spot to the east of the chest to find the Silver Harp. Using this item will cause a random attack if used where attacks are permitted.

Return to Ludatorm now and travel south west of find a cave by some mountains.

Enter it.

=====

CAVE OF THE CRAGS

(WK40)

Items: Wizard Ring  
1016 Gold  
Small Medal  
Sword of Destruction  
Devil's Armor

Head east from the entrance and you will see that the paths split off into all directions. Continue traveling east all the way until you find the treasure chest containing a Wizard Ring. Back track all the way to the cave entrance and take the path to the north until you come upon some stairs at the north western part of the room. Ignore these stairs and go east all the way and then south to find a chest with 1016 Gold inside. Go west now and then travel south to find the stairs.

Take them and then head east all the way to find a treasure chest. Open it to take the Small Medal and return to where the path branches north and south. Go south all the way and you will eventually come upon two treasure chests. Open them for a Sword of Destruction and Devil's Armor. Both of these pieces of equipment are cursed.

Exit this cave now and travel south while crossing a bridge to the west. You should find a town upon the desert.

=====

DOMDORA

(WK41)

Items: Magic Bikini  
Bunny Ears  
Pacifier  
Small Medal x 4  
Joke Book  
Orichalcum  
Rain Staff  
Silver Rosary

Speak to everyone here to learn that this world will remain in darkness as long as Zoma lives. If you speak to the lady on the second floor of the inn, she will mention that she was once a dancer in Ashalam. She will ask if you can say hi to the leader of the troupe for her. If you end up doing this (visit Ashalam at night and speak to the leader) you will receive the Magic Bikini. Search the dresser for some Bunny Ears. Take the stairs in the weapon and armor shop owned by the expecting couple to find a Pacifier in the dresser.

Head to the southern part of town and search the sneezing mans pot for a Small Medal and bookshelf for a Joke Book. Enter the room that leads to the horse field and search the north east stable for a Small Medal. Enter the horse field and search the center grass patch for some Orichalcum. Head to the north east part of town to enter the well. Search the south western part of the well to find another Small Medal. The woman at the north eastern part of town will mention a flute being buried ten paces south of Kol's bathroom.

Exit the town now and head all the way south until you see a bridge leading east. Cross it and travel east for a while and you should come upon the option

to continue north east, or cross a bridge to the east. Cross the bridge and enter the shrine in the swamp.

The girl on the first floor will mention your father. Head upstairs to meet a girl who once served Rubiss. She then mentions how she called to you at the beginning of the game. She will then give you the Rain Staff. Search the middle square of the cross on the carpet for a Small Medal. Head north east of this woman and search the flower patches to find a Silver Rosary.

Exit here and travel west to cross the bridge before continuing north east. You will eventually come upon a town surrounded by mountains.

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MERCADO (WK42)

- Items: Small Medal  
Pachisi Ticket x 2  
Party Dress  
Kindly Book  
Lady Manuel  
Smart Book  
Hero Guide  
Defy Book  
Wizard Ring  
Rockstar Ring

This is the walled city of Mercado. Head west and enter the small room. Search the north west square to find a Small Medal. Go south and take the stairs in the room with the merchant less counters. Upstairs you can find some people who have lost all hope. Open the dressers for a Pachisi Ticket and Party Dress. The researcher in the opposite room wishes to create a magical Golem to protect the town, which ends up coming to fruition in the original Dragon Quest. Search all five bookshelves for a Kindly Book, Lady Manuel, Smart Book, Hero Guide and Defy Book. Return downstairs and head south into the next room filled with dirt. Search the center of this room for a Wizard Ring. Enter the inn to find Garin the bard. Search the dresser for a Rockstar Ring.

Head to the north east part of town and enter the narrow room to find a set of stairs. This is another battle arena you can win some money at if you feel up to the challenge. Head to the south east part of town and search around the lone counter for a Pachisi Ticket.

Head west into the building and the man at the top mentions visiting an old man in a shrine. Cast Steguard if you can and speak with the man to the south who tells you to visit the Shrine of Honor. He tells you that you will need the Sun Stone, Rain Staff and Holy Crest to reach the island Zoma's Castle lies on. Two out of three ain't bad.

Exit here now and warp to Ludatorm. Now go west and board your ship. Sail all the way west and then travel north to reach Garin's house. Notice how the water falls off the edge of the world? Travel far east now and you should come upon a tower on a small island. Pass this for now and dock on the island to the east of this tower. Travel south east now to find a small town.

=====  
KOL (WK43)

Items: Small Medal x 5  
Fairy Flute  
Mystic Nut  
Clothes  
Pachisi Ticket x 9

This is the village of Kol. The item store owner is apparently a skilled blacksmith. head to the bath at the north part of town and search the stairs leading into the water for a Small Medal. Take the woman's advice from Domdora and search ten steps south of the bath to find a Fairy Flute. Search above the trees north of the inn to find a hidden Mystic Nut. The lady at the north west part of town in the marsh will mention that the Ball of Light will severely weaken Zoma. Go south and search the dressers in the room for Clothes and a Pachisi Ticket. The man at the south west part of town mentions that the Fairy Flute can free Rubiss of a curse that imprisons her in stone. Go east now and speak to the people here to learn that the King's Sword can be made with Orichalcum. Search the middle square here for a Pachisi Ticket. Head upstairs and search the hanging sacks for a Small Medal and Pachisi Ticket. Speak to the item shop owner and sell him your Orichalcum for 22500 Gold. Return somewhere and save your game. Reset the game and then reload. Warp back to Kol and return to the item shop. The King's Sword will now be for sale for 35000 Gold. This can only be equipped by the Hero.

Enter the town well now in the middle of town. Search three to four steps south of the stairs to find a Small Medal hidden in the water. Enter the cave to find the fourth Pachisi Track. Search the north eastern most tile on the first floor to find a Pachisi Ticket. Head downstairs and search all three star tiles to find three more Pachisi Tickets. Head to the top floor now and make your way north east. Search the western wall north east of the "-500" tile on the game board to find another Pachisi Ticket. Head west now from the stairs and make your way to the western side of the Goal tile on the game board. Search the bushes for a Small Medal. Alrighty, now it's time to actually play the game. There are actually two goals on this game board and two floors. You will be given twenty five rolls of the dice to complete it. A few squares of note are the first dresser on the game board has a Small Medal while the pot two squares from the stairs (eastern path) also has a Small Medal. The exit with the "key" tile has a Life Ring and Gringham Whip as prizes. The normal "Goal" exit has a Light Dress as a prize.

Now that you are done with this, you can now head for the tower to the west of Kol. Lets take a small detour first though. Head south of Kol and enter the small Marsh Cave. Search between the first two beds to the west for a Pachisi Ticket. At the very southern part of the cave, search between the two men to find a Small Medal.

Now travel north west of Kol and enter the tower.

=====  
RUBISS TOWER

(WK44)

Items: 1016 Gold  
Strength Ring  
Small Medal x 2  
960 Gold  
Life Nut x 2  
Benevolent Ring  
Flamerang  
Pachisi Ticket  
Light Armor

## Sacred Talisman

Enter the tower and travel north. Watch out for the damage tiles. The two treasure chests will contain a Mimic and 1016 Gold. If you head east, an old man will tell you to use the Fairy Flute on the fifth floor of this tower. Head west and then south to take the stairs. This floor will have many annoying tiles that dictate how you moved based on what you input to the controller. The tiles will look like diamonds with either the right or left side being black, and the opposite side being white.

If the white side faces east:

Press up to move right, press left to move up, press down to move left and press right to move you down.

If the white side faces west:

Press up to move left, press left to move down, press down to move right and press right to move up.

Anyways, make your way to the center room and reach the four treasure chests to the north and south. The northern ones contain a Strength Ring, Small Medal, 960 Gold and a Mimic. The southern chests contain a Life Nut, Benevolent Ring, Flamerang and another Life Nut. Now take the stairs to the east to reach the third floor.

Head south and skip the stairs for now. Enter the middle room and search just north east of the two piles of bones to find a Pachisi Ticket. Head west and then north all the way to find a Small Medal in a treasure chest. Return to the stairs you had bypassed earlier and take them.

Head north and then east, being careful of the directional tiles to reach a chest containing Light Armor. It may appear now that you have no where to go. Return to the third floor and head east from where you claimed the Small Medal from the chest. Purposefully fall off the ledge to the north to reach a hidden part of the first floor. Go south and then west to take the stairs. From here go east to take the next set of stairs. Take the next two sets of stairs to reach the fifth and final floor. Make your way to the center room and stand before the stone statue of Rubiss. Use the Fairy Flute as an item and the curse will be lifted.

Rubiss is the creator of Alefgard. She will give you the Sacred Talisman before disappearing. Exit here and sail to the continent south of the Marsh Cave. Eventually you should come upon a town.

=====  
RIMULDAR (WK45)

- Items: Hard Heart  
Life Ring  
Small Medal x 4  
Golden Beak  
Strength Seed  
Zen Book  
Wisdom Seed  
Pachisi Ticket  
Rainbow Drop

Search the dresser at the inn for a Hard Heart. Open the chest in the small

room at the inn for a Life Ring. The old man at the west end of town claims that Ortega ended up drowning in the ocean. Enter the large building at the south west part of town from the western side and take the stairs. Speak to the prisoner who says there is a secret behind Zoma's throne. Search in front of his table for a Small Medal. Enter the two small northern houses. The western dresser hides a Golden Beak while the pots hold a Small Medal and Strength Seed. You can grab a Zen Book in the dresser of the eastern house.

Walk along the border of town until you reach the north western house. Search the pots for a Wisdom Seed. The dressers will have a Pachisi Ticket and Small Medal.

Now sail to the island just south of Rimuldar and enter the Holy Shrine. Search the western cross for a Small Medal. Speak to the priest and make sure you have the Sun Stone, Rain Staff and Sacred Talisman or else you will have to come back later. The Sun Stone and Rain Staff will combine to make a Rainbow Drop.

Return to Rimuldar and travel north west until you reach a spot that looks like two fingers of the two continents about to touch. Use the Rainbow Drop here to form a bridge. Now you can make your way to enter Zoma's Castle.

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ZOMA'S CASTLE (WK46)

- Items: Small Medal x 3  
Double-Edged Sword  
Life Stone  
Yggdrasil Leaf  
Sage's Stone  
Wizard Ring

Travel the eastern path and make your way towards the middle of the room. A Small Medal can be grabbed from the first square damage tile pool to the south. Ignore the stairs that you see along the way. As you approach the throne, you will have to battle with some Grand Titans. After defeating three sets of them, the door to the north will open. Search directly in front of the throne to find a Small Medal. Search behind the throne now to find a hidden stairway. Take it, and the next set of stairs to find yourself in a room with more of those directional tiles. Carefully make your way to the middle northern room and take the stairs.

From here, travel west and then south to find a Double-Edged Sword in a treasure chest. Continue traveling south east and the path will eventually lead you to some stairs. Take them and head north through the door. Travel east now and as you cross a bridge to the west, you will hear a monster near by. As you approach, you will find someone attempting to kill a Hydra. This man is your father, Ortega! As the battle progresses, Ortega will lose. He will sense someone near though and wishes for them to deliver a message. He wishes for his child to know what became of him. If he only knew... He will then die. Mourn for a second or two, then continue on and make your way to the room with the six treasure chests. Open them to receive a Small Medal, Life Stone, Yggdrasil Leaf, Sage's Stone, Wizard Ring, and Mimic. The Sage's Stone is a very useful item that heals the whole party when used in battle. Just like the Healus spell. Continue following the eastern path and take the stairs.

You are now in Zoma's domain. Heal up and travel north. Zoma will make his way towards you and you will have to defeat some of his servants first.

#### Boss Battle - King Hydra

The hydra that killed your father. He spits flames often and attacks twice per round. He actually shouldn't be too hard to kill. Kind of makes Ortega look like a wuss in comparison.

Afterwards, travel north to fight another one of Zoma's servants.

#### Boss Battle - Barabros

Barabros has fierce scorching attacks so it's wise to use the Sage's Stone every round as well as use the Barrier spell. He can also attack twice per round. BiKill your attackers while using SAP to lower his defense.

Afterwards, heal up and travel north to fight the final servant.

#### Boss Battle - Barazomb

This guys physical attacks are devastating and he hits twice per round. Increase your defense right away and heal every round. It's possible for him to kill a single character with two blows if they aren't protected. SAP and BiKill as usual to win this battle.

Once this battle is finished, heal up once more and approach Zoma.

#### Boss Battle - Zoma

This battle can be hard, or very hard depending on how you wish to fight it. The first thing you need to do to make the battle easier is to use the Light Orb in the first round. This will change Zoma from Grey to Orange. When Zoma is grey, he is a super powered bad ass. Orange Zoma is a little easier to deal with. Zoma attacks twice per round so make sure you cast all your stat buffing spells like Increase, BiKill, Speedup, Barrier and so on. Without these buffs, you don't stand much of a chance. Zoma can also eliminate all stat increasing spells so you will have to reapply them if he does.

After the battle, Zoma will claim that light will never exist without darkness and that more darkness will follow in his steps. When this time comes, you will be too old or dead to stop it. This obviously references the Dragonlord and the first Dragon Quest.

Zoma's Castle will then start to crumble. As you try to leave, you will fall into a hole and reappear in the cave where you found the Hero's Shield. Exit this cave now and a loud sound will be heard in the sky. It appears that the hole connecting the light and dark worlds have been closed. You are stuck here.

Return to Ludatorm Castle now and speak with the King. He explains that light has been restored to Alefgard and that the gap connecting the two worlds has been closed. You are then given the title of "Loto", the bravest hero in Aliahan.

Various scenes of celebration will now play as peace has finally returned. A screen will pop up saying the Hero mysteriously vanished never to return, but left behind the Sword and Armor just in case the world ever needs another hero. Thus, the legend was born...

The credits will then begin to roll until the screen "To be continued in Dragon Quest I-II" appears. You have just beat the game. Well, most of it.

Items: Strength Seed x 2  
Staff of Reflection  
Gaia Sword  
Small Medal x 6  
Mystic Nut  
Sorrow Shield  
Life Nut  
Hero Guide  
Beast Claw  
Dark Outfit  
Sage's Stone  
Flee Ring  
Ruby Ring  
Wrecking Flail  
Lucky Shoes

Dragon Quest III has a Bonus Dungeon, just like some of the other games in the series. To access it just reset the game from the "To be continued" screen after beating the game. Reload your save file and enter the Dragon Queen's Castle. Enter the beam of sunlight at the north part of the room to be warped to a small island. Enter the cave to the north to begin.

The Bonus Dungeon will be comprised of many sections of past dungeons. The monsters will also be very tough. Head north and then west to find a treasure chest containing a Mimic. Head east now until you reach the area where the path branches north, south and east. Head north and open the chest for a Strength Seed. Head east and then go north all the way and then turn west. Head west all the way now to find a Staff of Reflection in a treasure chest. Now make your way north east to take the stairs.

Head south all the way and then west. Go north and then west to reach a bridge. Cross the bridge and head west, north, and then west to exit the small cavern. Now cross the bridge to the west and travel north to take the stairs.

From here, travel west and then south all the way, passing the branches to the east and west. Once at the south west part of the room, travel east and then north to find the stairs. Don't take them though. Head east to find a treasure chest containing a Gaia Sword.

Take the stairs now and travel west, north, west and south all the way to find a chest containing a Small Medal. Go north now and skip the first branch east, but take the second. Travel east all the way and then go north to take the stairs. Examine the cross on the wall to find a Mystic Nut. Return to the stairs now and backtrack to where you found the Small Medal in the chest. Travel north all the way and then east to find another set of stairs.

Take them and refill your HP/MP in the blue tile if you want. Head west and then north to reach a room that branches north and west. Go north and then enter the western room to find a treasure chest containing a Sorrow Shield. The eastern room has a chest with a Small Medal inside. Now head south west to take the stairs.

Head west and search the fourth statue from the top east to find a Strength Seed. Now search between the third and fourth statues from the south west to find a life Nut. Now take the stairs.



Travel north now and search beside the skeleton in the northern cell for a Hero Guide. Search the pot in the adjacent room for a Small Medal. Take the stairs now and you will be in a battle arena. Fight the Dark Troll before taking the stairs. Take the next set of stairs and you will be in a castle.

Speak to the King who will introduce himself as King Zenith. He informs you that God Dragon will grant you any wish you choose. The man in the eastern room will test you to see if you can solve his riddles.

First riddle:

"A town lies in ruins, and something shines beneath the cross."

He tells you to return once you've solved the riddle. Head west to fall off the castle and return to the normal world if you want to crack the riddle. You can always use the Return spell to come back here. Just choose "Zenethia" from your list. Go to Tedanki during the day and enter the church. Search below the cross to find a Beast Claw.

Return to Zenethia and speak to the man who will see if you can solve his second riddle.

Second riddle:

"A town surrounded by darkness. Something sleeps in the flowers."

Return to Mercado now and enter the large building in the center of town. Search the flowers at the north eastern part to find a Dark Outfit.

Return to Zenethia and he will offer his third and final riddle.

Third riddle:

"Find the one who looks at stars without ever glancing down."

For this one, you need to travel to Luzami which is south east of Aliahan. Enter the eastern house with the telescope and go upstairs. Search beside the man on the eastern side to find a Sage's Stone.

Return to Zenethia and he will concede that you are really smart. As a reward, he will tell you that 110 Small Medals have been scattered all over the world. 5 can be found from Pachisi and you will be informed of how many of the five you still need to find. He will then give you the total number of Small Medals that you have found. You don't get any kind of reward for collecting them all however.

Now take the stairs south from King Zenith and the old man will ask you to take some medicine from the hot boiler. Not sure if this does anything though. Search the pots for a Flee Ring and Small Medal. Now exit the door to the south. Be careful not to fall off the edge of the tower. Go north and enter the western door to find a room with two treasure chests. Inside you will find a Small Medal and Ruby Ring. Exit here and take the eastern door now. Follow the path to reach the stairs. Travel across the ropes with caution and exit out of the southern door. Climb the ladder and enter the next door. Head south west to find a treasure chest with the last Small Medal in the game inside. Travel north up the first small stairwell and make your way to the south western door. Exit it to reach a treasure chest containing a Wrecking Flail. Return and grab the Lucky Shoes from the northern chest before traveling north west to reach the stairs.

From here, take the stairs to the south and heal yourself up. Travel north to reach the God Dragon. He states that he will grant you any wish, but that you must defeat him first. You are then asked if you are ready. Try to be at least at level 65 if you wish to stand a decent chance. Say yes to initiate battle.

#### Boss Battle - God Dragon

The God Dragon has a pretty long list of devastating attacks and is able to attack twice per round. His normal attack can hit a character for over 100HP of damage. He can also cast Explodet as well as a few breath attacks which can hit the whole party for over 125HP of damage. He also has a nap attack which hits the whole party for over 125HP of damage so be careful of that, and a breath attack in the same turn. He also has the annoying ability to put any character to sleep just by glaring at them. Finally, he can remove all stat increasing spells with his Blinding Light. Healing is a must pretty much every round with the Sage's Stone and perhaps Healus. Focus on all stat buffing spells like Barrier, Increase, Speedup and Bikill on your attackers. Lightning seems to do over 200HP of damage which is a good spell to use if the Hero's Bikill ability gets removed which you reapply it with another character. Other than that, use all of your strongest abilities to inflict the most amount of damage.

After the battle, God Dragon will tell you how many turns it took to defeat him. If you beat him in under 35 turns, he will grant you one wish. The options are as follows:

- New Pachisi Track
- Revive your father
- Read the Naughty Book

If you select the New Pachisi Track, a very large new track will be available in the well at Zipangu.

If you wish to revive Ortega, he will be alive and waiting for you in your house at Aliahan.

If you wish to read the Naughty Book, you will receive it as an item. This book allows you to permanently change to the "Lewd" personality for males, or the "Sexy" personality for females.

After making your selections, you will be warped back to the Dragon Queen's Castle. Note that you can battle the Dragon God again to unlock the other wishes. The only catch is that you will have to beat him in under 25 turns to receive the second wish, and under 15 turns to receive the third and final wish.

If you do pick the Pachisi Track, you will find a Starry Ring in the Zipangu well just before entering the track. The third floor of the track will have two hidden items at the north part of the floor. Search both southern squares that are surrounded by flowers for a Life Ring and Gale Bandana. Check the Pachisi Section for items you can receive on this track.

You have now pretty much completed everything there is to do in this game. Hope you enjoyed it.

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Here is a list of all the item shops and weapon and armor shops in each town in Dragon Quest III.

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ALIAHAN

Item Shop:

Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Wing of Wyvern.....25 Gold  
Pot Lid Shield.....50 Gold

Weapon and Armor Shop:

Cypress Stick.....5 Gold  
Club.....30 Gold  
Copper Sword.....100 Gold  
Clothes.....10 Gold  
Traveler Clothes.....70 Gold  
Leather Armor.....150 Gold  
Leather Shield.....90 Gold

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REEVE VILLAGE

Item Shop:

Turban.....160 Gold  
Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold

Weapon and Armor Shop:

Bronze Knife.....80 Gold  
Copper Sword.....100 Gold  
Chain Sickle.....320 Gold  
Training Suit.....80 Gold  
Leather Armor.....150 Gold  
Turtle Shell.....330 Gold  
Leather Hat.....80 Gold

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ROMALY

Item Shop:

Iron Apron.....700 Gold  
Leather Hat.....80 Gold  
Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Full Moon Herb.....30 Gold

Weapon and Armor Shop:

Sacred Knife.....	200 Gold
Chain Sickle.....	220 Gold
Iron Spear.....	650 Gold
Leather Armor.....	150 Gold
Shell Armor.....	350 Gold
Chain Mail.....	480 Gold
Bronze Shield.....	250 Gold

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PACHISI TRACK #1

General Store:

Steel Sword.....	1300 Gold
Leather Dress.....	420 Gold
Iron Shield.....	1200 Gold

=====  
KAZAVE

Item Shop:

Wooden Helmet.....	140 Gold
Medical Herb.....	8 Gold
Antidote Herb.....	10 Gold
Holy Water.....	20 Gold
Wing of Wyvern.....	25 Gold
Full Moon Herb.....	30 Gold
Rabbit's Foot.....	270 Gold

Weapon and Armor Shop:

Iron Spear.....	650 Gold
Iron Claws.....	870 Gold
Chain Whip.....	1000 Gold
Iron Armor.....	1100 Gold
Fighting Suit.....	800 Gold
Bronze Shield.....	250 Gold
Scale Shield.....	600 Gold

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NOANIELS

Item Shop:

Steel Sword.....	1300 Gold
Wizard Staff.....	1500 Gold
Cloak of Evasion.....	2900 Gold
Holy Water.....	20 Gold
Wing of Wyvern.....	25 Gold
Full Moon Herb.....	30 Gold
Spider Web.....	35 Gold

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ASHALAM

Item Shop 1:

Antidote Herb.....10 Gold  
Full Moon Herb.....30 Gold

Item Shop 2 (barter):

Medical Herb.....128-16 Gold  
Antidote Herb.....160-20 Gold  
Holy Water.....320-40 Gold  
Wing of Wyvern.....400-50 Gold  
Spider Web.....560-70 Gold  
Gold Necklace.....16000-2000 Gold

Weapon and Armor Shop 1:

Chain Mail.....480 Gold  
Iron Armor.....1100 Gold  
Bronze Shield.....250 Gold  
Scale Shield.....600 Gold  
Iron Apron.....700 Gold  
Fur Hood.....250 Gold

Weapon and Armor Shop 2 (barter):

Wizard Staff.....24000-3000 Gold  
Holy Spear.....36800-4600 Gold  
Iron Axe.....40000-5000 Gold  
Magical Skirt.....24000-3000 Gold  
Black Coat.....38400-4800 Gold  
Iron Helm.....16000-2000 Gold

Weapon and Armor Shop 3 (Night only):

Sacred Knife.....200 Gold  
Chain Sickle.....320 Gold  
Iron Spear.....650 Gold  
Chain Whip.....1000 Gold  
Iron Claws.....870 Gold  
Iron Axe.....2500 Gold

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PACHISI TRACK #2

General Store:

Magical Skirt.....1500 Gold  
Steel Sword.....1300 Gold  
Mist Staff.....3300 Gold

=====  
ISIS

Item Shop (both):

Turban.....160 Gold  
Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Full Moon Herb.....30 Gold

Weapon and Armor Shop:

Steel Sword.....	1300 Gold
Holy Spear.....	2300 Gold
Iron Axe.....	2500 Gold
Iron Armor.....	1100 Gold
Silk Robe.....	1500 Gold
Iron Shield.....	1200 Gold
Iron Helmet.....	1000 Gold

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PORTOGA

Item Shop:

Medical Herb.....	8 Gold
Antidote Herb.....	10 Gold
Holy Water.....	20 Gold
Wing of Wyvern.....	25 Gold
Full Moon Herb.....	30 Gold

Weapon and Armor Shop:

Steel Sword.....	1300 Gold
Iron Axe.....	2500 Gold
Steel Whip.....	3100 Gold
Iron Armor.....	1100 Gold
Iron Shield.....	1200 Gold
Black Coat.....	2400 Gold

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BAHARATA

Item Shop:

Medical Herb.....	8 Gold
Antidote Herb.....	10 Gold
Holy Water.....	20 Gold
Wing of Wyvern.....	25 Gold
Full Moon Herb.....	30 Gold
Spider Web.....	35 Gold

Weapon and Armor Shop:

Morning Star.....	1700 Gold
Giant Shears.....	4700 Gold
Force Staff.....	2500 Gold
Steel Armor.....	2400 Gold
Magic Shield.....	2000 Gold
Black Hood.....	1200 Gold

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MUOR

Item Shop:

Medical Herb.....	8 Gold
Antidote Herb.....	10 Gold
Holy Water.....	20 Gold
Wing of Wyvern.....	25 Gold

Full Moon Herb.....30 Gold  
Moth Powder.....310 Gold

Weapon and Armor Shop:

Steel Needle.....1300 Gold  
Staff of Judgment.....2700 Gold  
Giant Shears.....4700 Gold  
Cloak of Evasion.....2900 Gold  
Black Coat.....2400 Gold  
Magic Shield.....2000 Gold

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TEDONKI

Weapon and Armor Shop (Night only):

Morning Star.....1700 Gold  
Steel Whip.....3100 Gold  
Giant Shears.....4700 Gold  
Magical Skirt.....1500 Gold  
Magic Robe.....4400 Gold  
Magic Armor.....5800 Gold  
Horned Hat.....2300 Gold

=====  
LANCEL

Item Shop:

Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Invisible Herb.....300 Gold

Weapon and Armor Shop:

Steel Whip.....3100 Gold  
Giant Hammer.....6500 Gold  
Power Knuckle.....7100 Gold  
Cloak of Evasion.....2900 Gold  
Magic Robe.....4400 Gold  
Magic Armor.....5800 Gold  
Iron Mask.....3500 Gold

=====  
NEW TOWN PHASE 1

Item Shop:

Medical Herb.....8 Gold  
Leather Hat.....80 Gold

=====  
SIOUX

Item Shop:

Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Full Moon Herb.....30 Gold

Moth Powder.....310 Gold  
Mohawk Wig.....60 Gold  
Silver Barrette.....760 Gold

Weapon and Armor Shop:

Club.....30 Gold  
Poison Dagger.....10 Gold  
Battle Axe.....8700 Gold  
Leather Kilt.....800 Gold  
Flashy Suit.....1300 Gold  
Magic Shield.....2000 Gold

=====  
PACHISI TRACK #3

General Store:

Flamerang.....6500 Gold  
Speed Ring.....3100 Gold  
Horned Hat.....2300 Gold

=====  
NEW TOWN PHASE 2

Item Shop:

Medical Herb.....8 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Leather Hat.....80 Gold

=====  
SAMANOSA

Item Shop:

Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Full Moon Herb.....30 Gold  
Moth Powder.....310 Gold

Weapon and Armor Shop:

Staff of Judgment.....2700 Gold  
Power Knuckle.....7100 Gold  
Zombie Killer.....9800 Gold  
Magic Armor.....5800 Gold  
Dragon Shield.....3500 Gold  
Black Hood.....1200 Gold  
Iron Mask.....3500 Gold

=====  
NEW TOWN PHASE 3

Item Shop:

Medical Herb.....8 Gold



Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Moth Powder.....310 Gold  
Spider Web.....35 Gold  
Invisible Herb.....300 Gold

Weapon and Armor Shop:

Zombie Killer.....9800 Gold  
War Hammer.....9500 Gold  
Staff of Judgment.....2700 Gold  
Magic Abacus.....7700 Gold  
Magic Apron.....9900 Gold

=====  
NEW TOWN PHASE 4

Item Shop:

Medical Herb.....8 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Moth Powder.....310 Gold  
Spider Web.....35 Gold  
Invisible Herb.....300 Gold

Weapon and Armor Shop:

War Hammer.....9500 Gold  
Dragon Killer.....15000 Gold  
Magic Abacus.....7700 Gold  
Magic Apron.....9900 Gold  
Dragon Shield.....3500 Gold  
Angel Robe.....3000 Gold

=====  
HIDDEN VILLAGE OF THE ELVES

Item Shop:

Angel Robe.....3000 Gold  
Wizard Ring.....2500 Gold  
Morning Star.....1700 Gold  
Sleep Staff.....4200 Gold  
Golden Tiara.....5000 Gold  
Kindly Book.....90 Gold

=====  
NEW TOWN FINAL PHASE

Item Shop:

Medical Herb.....8 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Moth Powder.....310 Gold  
Spider Web.....35 Gold  
Invisible Herb.....300 Gold

Weapon and Armor Shop:

War Hammer.....9500 Gold  
Dragon Killer.....15000 Gold  
Magic Abacus.....7700 Gold  
Magic Apron.....9900 Gold  
Dragon Shield.....3500 Gold  
Angel Robe.....3000 Gold

=====  
LUDATORM

Item Shop:

Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Full Moon Herb.....30 Gold  
Invisible Herb.....300 Gold

Weapon and Armor Shop:

Dragon Killer.....15000 Gold  
Power Knuckle.....7100 Gold  
Angel Robe.....3000 Gold  
Dragon Mail.....9800 Gold  
Dragon Shield.....3500 Gold  
Silver Shield.....8800 Gold  
Mythril Helmet.....18000 Gold

=====  
DOMDORA

Item Shop:

Medical Herb.....8 Gold  
Antidote Herb.....10 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Full Moon Herb.....30 Gold  
Brave Book.....90 Gold

Weapon and Armor Shop:

Dragon Killer.....15000 Gold  
Frost Blade.....23000 Gold  
Magic Robe.....4400 Gold  
Dragon Mail.....9800 Gold  
Heal Shield.....15000 Gold  
Tight Bikini.....78000 Gold

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KOL

Item Shop:

Medical Herb.....8 Gold  
Holy Water.....20 Gold  
Wing of Wyvern.....25 Gold  
Full Moon Herb.....30 Gold

King Sword.....35000 Gold  
Slime Earrings.....950 Gold

Weapon and Armor Shop:

Zombie Killer.....9800 Gold  
War Hammer.....9500 Gold  
Power Knuckle.....7100 Gold  
Blade Armor.....6500 Gold  
Water Dress.....12500 Gold  
Silver Shield.....8800 Gold  
Sage Staff.....15000 Gold

=====  
PACHISI TRACK #4

General Store:

Blade Armor.....6500 Gold  
Dragon Robe.....27000 Gold  
Thor Sword.....65000 Gold

=====  
RIMULDAR

Weapon and Armor Shop:

Falcon Sword.....25000 Gold  
Bastard Sword.....31000 Gold  
Cloak of Evasion.....2900 Gold  
Dragon Shield.....3500 Gold  
Ogre Shield.....25000 Gold  
Great Helm.....35000 Gold

=====  
PACHISI TRACK #5

General Store 1:

Light Dress.....19000 Gold  
Golden Tiara.....5000 Gold  
Pachisi Ticket.....50 Gold

General Store 2:

Wizard Ring.....2500 Gold  
Life Stone.....800 Gold  
Hero Guide.....200 Gold

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ITEMS (ITMS)  
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Here is a list of all of the items in Dragon Quest III.

Agility Seed - Permanently increases Agility by 1-3 points  
Antidote Herb - Cures poison status

Black Pepper - Give to King of Portuga to receive a ship  
Blue Orb - One of six orbs to free Ramia  
Brave Book - Changes characters personality  
Change Staff - Changes your appearance. Exchanged for Sailor's Bone  
Cheater Guide - Changes characters personality  
Darkness Lamp - Turns daytime into night  
Defy Book - Changes characters personality  
Dream Ruby - Give to the Elf Queen in exchange for Wake-Up Powder  
Echo Flute - Echoes if one of the six orbs are near by when used  
Fairy Flute - Breaks the curse on Rubiss. Also casts Sleep when used in battle  
Fairy Map - View Alefgard map  
Final Key - Unlocks any door  
Full Moon Herb - Cures numb status  
Gaia Sword - Allows passage to the Necrogond when thrown into the volcano  
Gold Pass - Play Pachisi as often as you like  
Golden Crown - Give to King of Romaly  
Green Orb - One of six orbs to free Ramia  
Hero Guide - Changes characters personality  
Holy Water - Prevents weak random encounters on the world map (Repel spell)  
Invisible Herb - Causes party to be temporarily invisible for a short period  
Joke Book - Changes characters personality  
Kindly Book - Changes characters personality  
King's Letter - Give to Norud to allow passage through his cave  
Lady Manual - Changes characters personality  
Life Nut - Permanently increases Max HP by 1-5 points  
Life Stone - Breaks if enemy successfully casts instant death spell on holder  
Light Orb - Severely weakens Zoma  
Lovely Memories - Breaks the curse of Olivia  
Luck Seed - Permanently increases Luck by 1-3 points  
Lucky Book - Changes characters personality  
Magic Ball - Used to break seal on traveler door in Aliahan  
Magic Key - Unlocks silver doors  
Magic Map - View the world map  
Medical Herb - Restores around 30HP  
Mirror of Ra - Shows anyone's true form  
Moth Powder - Attempts to confuse monster (Chaos spell)  
Muscle Guidebook - Changes characters personality  
Mystic Nut - Permanently increases Max MP by 1-3 points  
Naughty Book - Changes characters personality  
Orichalcum - Used to create the King's Sword  
Pachisi Ticket - Allows for one game of Pachisi  
Purple Orb - One of six orbs to free Ramia  
Rain Staff - Used to make a Rainbow Drop. Casts Stopspell when used in battle  
Rainbow Drop - Creates a bridge to Zoma's Castle  
Red Orb - One of six orbs to free Ramia  
Sacred Talisman - Proof of being a Hero. Needed to create Rainbow Drop  
Sage's Stone - Casts Healus when used as an item in battle  
Sailor's Bone - Displays coordinates of the Phantom Ship  
Silver Harp - Causes an instant battle (Whistle spell)  
Silver Orb - One of six orbs to free Ramia  
Small Medal - Collect for the Medal King and exchange for prizes  
Smart Book - Changes characters personality  
Spider Web - Reduces monsters agility (Slow spell)  
Stamina Seed - Permanently increases Stamina by 1-3 points  
Strength Seed - Permanently increases Strength by 1-3 points  
Sun Stone - Used to make a Rainbow Drop. Casts Awake when used in battle  
Thief Key - Unlocks red doors  
Thirsty Pitcher - Use on shoals to reveal shrine south of Aliahan  
Tomboy Book - Changes characters personality  
Tragic Tale - Changes characters personality

Wake-Up Powder - Use to break the curse on Noaniels  
 Wimpy Book - Changes characters personality  
 Wing of Wyvern - Returns to a previously visited place (Return spell)  
 Wisdom Seed - Permanently increases Wisdom by 1-3 points  
 Yellow Orb - One of six orbs to free Ramia  
 Yggdrasil Leaf - Revives a dead party member  
 Zen Book - Allows a Level 20 or higher character (non Hero) to become a Sage

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 EQUIPMENT (EQMT)  
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Weapons:

ATK = Attack Power  
 CLASS = Class that can use Weapon  
 Special = Attribute and action when used as an item in battle

W = Warrior  
 F = Fighter  
 M = Mage  
 C = Cleric  
 D = Dealer  
 J = Jester  
 T = Thief  
 S = Sage  
 H = Hero

	ATK	CLASS	SPECIAL
Assassin Dagger.....	25	MT	Can instantly kill an enemy
Bastard Sword.....	105	HW	
Battle Axe.....	60	W	
Beast Claw.....	95	MT	
Bladerang.....	24	HMDJT	Attacks all enemies
Bolt Staff.....	45	MS	Casts Firebane
Boomerang.....	19	HMDJT	Attacks all enemies
Bronze Knife.....	8	FJT	
Chain Sickle.....	18	HWFCSDJT	
Chain Whip.....	27	SDJT	Attacks an enemy group
Club.....	7	HWFCSDJ	
Copper Sword.....	12	HWFCSDJ	
Cypress Stick.....	2	EVERYONE	
Demon Axe.....	105	W	
Double-Edged Sword.....	115	HF	Cursed. User absorbs 1/4 of damage
Dragon Claw.....	85	FT	Extra damage against dragons
Dragon Tail.....	52	HFSJT	Attacks an enemy group
Dragon Killer.....	79	HW	Extra damage against dragons
Falcon Sword.....	5	HSDT	Attacks twice per round
Flamerang.....	42	HMDJT	Attacks all enemies
Force Staff.....	65	MCS	Uses MP to increase attack power
Frost Blade.....	90	HW	Casts Snowstorm
Gaia Sword.....	51	HW	
Giant Hammer.....	55	W	
Giant Shears.....	47	W	
Golden Claws.....	50	F	
Gringham Whip.....	105	HWSJT	Attacks an enemy group
Holy Spear.....	35	CS	
Iron Axe.....	38	HWFDJ	

Iron Claws.....	25	F
Iron Spear.....	26	HWFCSDJ
Justice Abacus.....	110	D
King's Sword.....	120	H Casts Infermost
Magic Abacus.....	45	D
Mist Staff.....	20	MCS Casts Stopspell
Morning Star.....	30	CS Attacks an enemy group
Orochi Sword.....	65	HWS Casts Defense
Poison Dagger.....	10	MT Can instantly kill an enemy
Power Knuckle.....	40	FT
Rune Staff.....	40	MCS
Sacred Knife.....	14	EVERYONE
Sage Staff.....	50	MCS Casts Healmore
Sleep Staff.....	30	MCS Casts Sleep
Spiny Whip.....	18	HMSJT Attacks an enemy group
Staff of Judgment.....	37	CS Casts Infernos
Staff of Reflection.....	33	MCS Casts Bounce
Steel Needle.....	31	DJ
Steel Sword.....	33	HWFS
Steel Whip.....	40	HWJT
Sword of Destruction.....	110	HW Cursed. Randomly paralyzes user
Sword of Seduction.....	50	WDJT Casts Chaos. Only female can use
Thor Sword.....	95	HW Casts Firevolt
Thunder Sword.....	82	HW Casts Boom
Vivify Staff.....	33	CS Casts Vivify
War Hammer.....	70	W
Wizard Staff.....	14	MS Casts Blaze
Wrecking Flail.....	135	HWFST Attacks all enemies
Zombie Killer.....	67	HWCDSD Extra Damage against the Undead

Armor:

DEF = Defensive Power  
CLASS = Class that can use Armor  
Special = Attribute gained by equipping

W = Warrior  
F = Fighter  
M = Mage  
C = Cleric  
D = Dealer  
J = Jester  
T = Thief  
S = Sage  
H = Hero

	DEF	CLASS	SPECIAL
Angel Robe.....	35	MCS	Protects against instant death
Black Coat.....	29	FT	
Blade Armor.....	55	HW	Reflects 50% of damage to attacker
Boxer Shorts.....	10	WCDJT	Only male can use
Chain Mail.....	20	HWCDSD	
Cloak of Evasion.....	23	EVERYONE	
Clothes.....	4	EVERYONE	
Dark Outfit.....	74	FJT	
Devil's Armor.....	65	HW	Cursed
Dragon Mail.....	45	HW	Reduces damage from breath attacks
Dragon Robe.....	76	MCS	Reduces damage from breath attacks
Fighting Suit.....	23	FS	

Flashy Suit.....	24	J
Iron Apron.....	22	D
Iron Armor.....	25	HWD
Leather Kilt.....	24	HWDJ
Leather Armor.....	12	HWCSDT
Leather Dress.....	15	EVERYONE Only female can use
Light Armor.....	82	H +1HP per step. Reduced damage
Light Dress.....	90	EVERYONE Only female can use
Magic Apron.....	45	D Reduces damage from magic
Magic Armor.....	40	HWCS Reduces damage from magic
Magic Bikini.....	65	EVERYONE Reduces damage from magic
Magic Robe.....	30	CS Reduces damage from magic
Magical Skirt.....	25	EVERYONE
Mystery Bolero.....	30	EVERYONE Reduces MP consumption by 50%
Ninja Suit.....	58	FT
Party Dress.....	40	JT
Plush Suit.....	35	EVERYONE changes appearance
Sacred Bikini.....	92	HDST +1HP per step. Only female can use
Shell Armor.....	16	HWCD
Silk Robe.....	20	EVERYONE Only female can use
Slick Suit.....	38	JT Only male can use
Steel Armor.....	32	HW
Terra Armor.....	50	HW
Tight Bikini.....	1	EVERYONE Only female can use
Training Suit.....	10	FTS
Traveler Clothes.....	8	HWMCDJTS
Turtle Shell.....	15	MDJ
Water Dress.....	50	MS Reduces damage from breath attacks

#### Shields:

DEF = Defensive Power

CLASS = Class that can use Shield

Special = Attribute gained by equipping

W = Warrior

F = Fighter

M = Mage

C = Cleric

D = Dealer

J = Jester

T = Thief

S = Sage

H = Hero

	DEF	CLASS	SPECIAL
Bronze Shield.....	7	HWCDTS	
Dragon Shield.....	32	HWT	Reduces damage from breath attacks
Expel Shield.....	35	HWFDJTS	Casts Expel
Heal Shield.....	50	HW	Casts Healmore
Hero Shield.....	65	H	
Iron Shield.....	20	HWD	
Leather Shield.....	4	HWCDJTS	
Magic Shield.....	25	HWMCDJTS	Reduces damage from magic
Ogre Shield.....	60	HW	
Pot Lid Shield.....	2	EVERYONE	
Scale Shield.....	12	HWCDJTS	
Silver Shield.....	40	HWCTS	
Sorrow Shield.....	42	HW	Cursed

Helmets:

DEF = Defensive Power

CLASS = Class that can use Helmet

Special = Attribute gained by equipping

W = Warrior

F = Fighter

M = Mage

C = Cleric

D = Dealer

J = Jester

T = Thief

S = Sage

H = Hero

	DEF	CLASS	SPECIAL
All-Knowing Mask.....	255	EVERYONE	Cursed. Confuses wearer
Black Hood.....	18	FT	
Fur Hood.....	10	EVERYONE	Only female can use
Great Helm.....	45	HW	
Horned Hat.....	21	CJS	
Iron Helmet.....	16	HWCS	
Iron Mask.....	25	HW	
Leather Hat.....	2	EVERYONE	
Magic Hat.....	8	MCDJTS	Reduces MP amount to cast spells
Misery Helmet.....	35	HW	Cursed. Reduces Luck to 0
Mythril Helmet.....	38	HWMCJTS	
Ortega's Helmet.....	30	H	
Silk Hat.....	20	DJ	Only male can use
Silver Barrette.....	20	EVERYONE	Only female can use
Turban.....	8	DJ	
Wooden Helmet.....	6	HWCDJTS	

Accessories:

CLASS = Class that can use Accessory

Special = Applicable stat change/action if equipped

W = Warrior

F = Fighter

M = Mage

C = Cleric

D = Dealer

J = Jester

T = Thief

S = Sage

H = Hero

	CLASS	SPECIAL
Angry Tattoo.....	EVERYONE	Increases Attack by 8. "Bully"
Benevolent Ring.....	EVERYONE	Increases Wisdom by 15. "Kindly"
Bunny Ears.....	DJ	Increases Defense by 15. Female only
Flee Ring.....	EVERYONE	Increases Agility by 7. "Cowardly"
Gale Bandana.....	EVERYONE	Increases Agility by 30. "Hyper"



Garter Belt.....|EVERYONE|Increases Defense by 3. Female "Sexy"  
 Goddess Ring.....|EVERYONE|Increases Wisdom by 33. Restores MP  
 Gold Necklace.....|EVERYONE|Increases Stamina by 10. Male "Lewd"  
 Golden Beak.....|EVERYONE|Increases Luck by 20. Male "Lucky"  
 Golden Tiara.....|EVERYONE|Increases Luck by 13. Female "Ladylike"  
 Hard Heart.....|EVERYONE|Increases Stamina by 10. Male "Worldly"  
 Hero Ring.....| HWCT|Increases Attack by 15. "Valiant"  
 Life Ring.....|EVERYONE|Increases Stamina by 25. Restores HP  
 Lucky Shoes.....|EVERYONE|Increases Luck by 50. Gain exp by walk  
 Mohawk Wig.....|EVERYONE|Increases Defense by 2. "Silly"  
 Pacifier.....|EVERYONE|"Helpless"  
 Power Belt.....|EVERYONE|Increases Stamina by 15.  
 Rabbit's Foot.....|EVERYONE|Increases Luck by 8. "Happy"  
 Rockstar Ring.....|EVERYONE|Increases Agility by 10. "Solitary"  
 Ruby Ring.....|EVERYONE|"Vain"  
 Silver Rosary.....|EVERYONE|Increases Defense by 4. "Romantic"  
 Slime Earrings.....|EVERYONE|"Lonesome"  
 Smart Glasses.....|EVERYONE|Increases Wisdom by 15. "Smart"  
 Speed Ring.....|EVERYONE|Increases Agility by 15. "Agile"  
 Starry Ring.....|EVERYONE|Doubles Agility  
 Stone Wig.....|EVERYONE|Increases Defense by 15. "Stubborn"  
 Strength Ring.....|EVERYONE|Increases Attack by 7. "Jock"  
 Tube Socks.....|EVERYONE|Increases Defense by 5  
 Wizard Ring.....|EVERYONE|Restores MP. Can break.

Note that equipping an accessory with a special condition in quotations means that the character will temporarily assume the listed personality as long as the accessory is equipped.

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 SPELLS (SPLS)  
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Here are some of the various spells that can be learned in Dragon Quest III. Note that most spells are learned from certain classes in this game, others will be learned by the Hero.

MP = Magic Points needed to cast the spell  
 TARGET = Who the spell hits  
 EFFECT = What the spell does

	MP	TARGET	EFFECT
Aerocross.....	9	Group	Inflicts around 100HP of damage
Antidote.....	3	Ally	Removes Poison
Awaken.....	3	Party	Removes Sleep
Bang.....	5	All	Inflicts around 25HP of damage
Barrier.....	6	Party	Reduces damage from breath attacks
Beat.....	7	Enemy	Attempts to instantly kill a foe
Bedragon.....	24	User	Turns user into a Fierce Dragon
Bikill.....	6	Ally	Doubles the targets attack power
Blaze.....	2	Enemy	Inflicts around 25HP of damage
Blazemore.....	6	Enemy	Inflicts around 75HP of damage
Blazemost.....	12	Enemy	Inflicts around 200HP of damage
Boom.....	9	All	Inflicts around 75HP of damage
Bounce.....	6	User	Magic spells will bounce back to the caster
Chance.....	20	Random	Random effect, sometimes good, sometimes bad
Chaos.....	5	Enemy	Attempts to confuse a foe
Curseoff.....	18	Ally	Removes a Curse

Day-Night.....	12	N/A	Turns day into night and vice versa
Defeat.....	7	Group	Attempts to instantly kill a group of foes
Defense.....	4	Group	Attempts to lower the defense of a group of foes
Dig Hole.....	0	N/A	Attempts to find items and gold by digging
Disperse.....	7	Enemy	Attempts to remove enemy. No experience gained
Expel.....	2	Group	Attempts to remove group. No experience gained
Explodet.....	18	All	Inflicts around 150HP of damage
Fireball.....	4	Group	Inflicts around 20HP of damage
Firebane.....	6	Group	Inflicts around 40HP of damage
Firevolt.....	12	Group	Inflicts around 100HP of damage
Forget.....	0	User	Forgets any memorized conversation
Gale.....	4	Group	Inflicts around 25HP of damage
Hawk Eye.....	0	N/A	Displays coordinates for nearest town or dungeon
Heal.....	3	Ally	Recovers around 30HP
Healmore.....	5	Ally	Recovers around 75HP
Healall.....	7	Ally	Recovers all HP
Healus.....	18	Party	Recovers around 75HP for whole party
Healusall.....	62	Party	Recovers all HP for whole party
Icebolt.....	3	Enemy	Inflicts around 30HP of damage
Icespears.....	9	All	Inflicts around 75HP of damage
Increase.....	4	Party	Increases everyone's Defense by 50%
Invisible.....	15	Party	Turns party Invisible
Ironize.....	6	Party	Turns party to Iron, can't be attacked.
Lightning.....	30	All	Inflicts over 200HP of damage
Location.....	2	N/A	Displays party's current location
Numboff.....	6	Ally	Cures Paralysis
Open.....	0	N/A	Unlocks any door
Outside.....	8	Party	Warps party outside of dungeon or cave
Recall.....	0	User	Remembers a conversation
Remember.....	0	User	Remembers a conversation
Repel.....	4	Party	Same as Holy Water. Reduced random encounters
Retain.....	0	User	Remembers a conversation
Return.....	8	Party	Warps party to a previously visited location
Revive.....	20	Ally	Revives fallen ally to full health
Robmagic.....	0	Enemy	Attempts to steal MP from a foe
Sap.....	3	Enemy	Attempts to reduce the defense of a foe
Sacrifice.....	1	All	Kills the caster and all monsters
Seek Out.....	2	N/A	Hidden items will sparkle on the screen
Shop Call.....	15	N/A	Summons a shop
Sleep.....	3	Group	Attempts to put enemies to sleep
Slow.....	3	All	Attempts to reduce agility of a foe. Spider Web
Snowblast.....	6	Group	Inflicts around 50HP of damage
Snowstorm.....	12	Group	Inflicts around 100HP of damage
Speed Up.....	3	Party	Doubles the agility of the party
Stepguard.....	2	Party	Allows safe passage over damage tiles
Stopspell.....	3	Group	Attempts to prevent spells from a group of foes
Surround.....	4	Group	Attempts to reduce hit rate of a group of foes
Thief Nose.....	0	N/A	Detects how many items/chests are in a location
Tiptoe.....	0	Party	Same as Repel/Holy Water. Works in dungeons
Tornado.....	6	Group	Inflicts around 40HP of damage
Transform.....	12	User	Transforms into another party member
Upper.....	2	Ally	Increases Defense
Vivify.....	10	Ally	50% chance of Reviving a fallen ally
Whistle.....	0	N/A	Cause a random battle
X-Ray.....	3	N/A	Use on chest. Red is monster. Blue is treasure
Zap.....	8	Enemy	Inflicts around 90HP of damage

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In Dragon Quest III, very early in the game you will have a chance to create some companions that will help you with your journey. You will have the option to select which class your companion will be. Below is a summary of all the classes in the game.

#### Warrior:

The Warrior is a fighting class that relies on strong expensive weapons and armor. This class doesn't learn any magic as it's a purely physical class.

#### Fighter:

The Fighter has a high chance of landing a critical hit and doesn't rely on expensive equipment. High Agility makes this class very useful

#### Mage:

The Mage is your typical offensive magic user. Low on physical strength, this character also doesn't have much HP. Very useful if you want a character for attack magic.

#### Cleric:

The Cleric is your basic healer. This class learns many healing and defensive magic's. Very useful

#### Dealer:

The Dealer is a pretty balanced character. They have the ability to find extra gold after battles as well as appraise items.

#### Jester:

This Jester is your basic goof off class and has a mind of it's own. It has very random actions in battle and is the one class that doesn't require the Zen Book at level 20 to change classes.

#### Thief:

The Thief is a very useful class as it has decent stats and high agility. This class also learns skills that let you know how much treasure is in an area, as well as pin pointing exactly where some hidden treasure may lie. This class also randomly steals items from enemies after battles.

#### Sage:

The Sage is the one class that cannot be selected. You need the Zen Book in order to become a Sage, and have a level above 20. This class learns most of the Mage and Cleric spells. I recommend changing at least one character to a Sage during your adventure.

#### Hero:

This is the default class for the main character of the game, Ortega's child. This class learns a mix of offensive and defensive spells as well as remains one of the strongest character in the game.

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MONSTERS (MSTR)  
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HP = Hit Points  
EXP = Experience gained  
GOLD = Gold  
ITEM = Items monster sometimes drops

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	HP	EXP	GOLD	ITEM
Aeroknight.....	60	315	57	Iron Armor
Almiraj.....	20	14	8	Leather Hat
Antbear.....	21	12	7	Medical Herb
Anteater.....	13	12	4	Leather Hat
Archmage.....	130	2850	140	Staff of Reflection
Army Crab.....	28	35	12	Traveler Clothes

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	HP	EXP	GOLD	ITEM
Babble.....	10	16	8	Antidote Herb
Barabros.....	1100	13500	450	Sorrow Shield
Baramevil.....	900	7300	150	Mystic Nut
Baramos.....	2500	65535	0	Nothing
Barazomb.....	3000	14300	115	Sword of Destruction
Barnabas.....	58	235	52	Traveler Clothes
Balrog.....	93	3270	80	Magic Hat
Bat Man.....	28	29	18	Sacred Knife
Bighorn.....	75	353	68	Holy Water
Blue Beak.....	60	372	32	None
Bomb Crag.....	500	660	105	Life Stone
Boss Troll.....	1500	2500	105	None
Bruin.....	90	440	55	Strength Seed
Butterfly.....	12	9	4	Wing of Wyvern

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	HP	EXP	GOLD	ITEM
Cannibox.....	120	137	60	None
Catapilla.....	50	35	12	Medical Herb
Catpire.....	40	65	20	Plush Suit
Catula.....	35	135	35	Plush Suit
Crabus.....	50	290	45	Shell Armor
Curer.....	50	278	38	Stamina Seed

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	HP	EXP	GOLD	ITEM
Dark Troll.....	700	3700	63	Smart Book
Darth Bear.....	150	2080	130	Agility Seed
Dead Hound.....	50	29	15	Life Nut
Deadstool.....	30	56	20	Wing of Wyvern
Deathstalk.....	115	940	42	Iron Axe
Death Nite.....	70	418	80	Steel Armor
DemonSword.....	300	2800	52	Double-Edged Sword
Demonite.....	70	100	45	Wizard Ring
Demonstool.....	24	39	18	Holy Water
Deranger.....	80	343	48	Pachisi Ticket
Devil Wiz.....	350	4300	210	Wizard Ring
Dragon.....	120	2600	107	Stamina Seed
Druid.....	35	82	35	Luck Seed

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	HP	EXP	GOLD	ITEM
Eliminator.....	120	376	53	Chain Sickle
Evil Crab.....	180	2500	80	Giant Shears
Evil Mage.....	95	1650	85	Yggdrasil Leaf
Evil Moth.....	26	55	15	Poison Dagger
Executer.....	45	150	35	Poison Dagger

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	HP	EXP	GOLD	ITEM
Flamapede.....	45	72	35	Wisdom Seed
Froggore.....	15	12	5	Medical Herb

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	HP	EXP	GOLD	ITEM
Garuda.....	60	220	71	Pachisi Ticket
Gate Guard.....	700	8500	130	Angry Tattoo
Gas Cloud.....	25	35	14	Stamina Seed
Ghoul.....	170	1270	48	Cloak of Evasion
Goategon.....	70	297	50	Strength Seed
God Dragon.....	7300	50000	0	Strength Seed
Gold Man.....	210	390	1023	Golden Claws
Goopi.....	70	720	78	Iron Claws
GrandTitan.....	350	2500	150	Thor Sword
Great Beak.....	43	175	44	Wisdom Seed
Grizzly.....	110	523	65	Strength Seed

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	HP	EXP	GOLD	ITEM
Healer.....	30	24	8	Strength Seed
Heat Cloud.....	37	105	28	Luck Seed
Hell Crab.....	40	78	23	Bronze Shield

Henchmen (first fight).....	60	80	0 None
Henchmen (2nd fight).....	120	100	0 None
Hologhost.....	85	1040	42 Pachisi Ticket
Hork.....	98	120	15 Clothes
Horny Hare.....	10	8	3 Medical Herb
Hunter Fly.....	30	98	25 Cloak of Evasion
Hydra.....	150	3090	95 Yggdrasil Leaf

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	HP	EXP	GOLD	ITEM
Ice Cloud.....	80	1070	68	Pachisi Ticket
Ice Dragon.....	110	440	90	Life Nut
Ice Man.....	140	405	74	Magic Hat

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	HP	EXP	GOLD	ITEM
Jewelbag.....	50	10	1023	Flashy Suit

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	HP	EXP	GOLD	ITEM
Kandar (first fight).....	300	2200	0	None
Kandar (second fight).....	700	4600	0	None
Killer Ape.....	40	170	45	Wing of Wyvern
Killer Bee.....	25	26	13	Full Moon Herb
King Hydra.....	1600	12200	350	Dragon Mail
King Squid.....	135	355	90	Life Nut
King Toad.....	38	70	23	Spiny Whip
Kong.....	95	432	68	Life Nut
Kragon.....	450	2090	160	Life Nut

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	HP	EXP	GOLD	ITEM
Lava Man.....	60	417	61	Yggdrasil Leaf
Leona.....	140	2780	90	Sorrow Shield
Lion Head.....	115	1350	98	Sorrow Shield
Lionroar.....	160	3060	120	Sorrow Shield

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	HP	EXP	GOLD	ITEM
Mad Jackal.....	42	95	20	Life Nut
Mad Pecker.....	55	228	37	Agility Seed
Magestool.....	40	92	40	Wing of Wyvern
Magician.....	23	20	10	Holy Water
Magic Hag.....	70	563	63	None
Magiwyvern.....	100	2240	125	Magic Hat

Man O' War.....		40	180	38	Full Moon Herb
Marauder.....		130	1190	73	Agility Seed
Merking.....		120	1590	110	Magic Bikini
Merzon.....		54	240	48	Strength Seed
Merzoncian.....		60	263	58	Leather Hat
Metabble.....		6	40200	10	Lucky Shoes
Metally.....		4	4140	5	Agility Seed
Minidemon.....		80	587	89	Misery Helmet
Mimic.....		240	735	110	Demon Axe
Mtl Wyvern.....		150	9000	50	Lucky Shoes
Mummy.....		55	82	36	Holy Water
Mummy Man.....		35	73	25	Pachisi Ticket

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		HP		EXP		GOLD		ITEM
Nev.....		42		128		55		Pachisi Ticket

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		HP		EXP		GOLD		ITEM
Orochi (first battle).....		1800		2080		0		Orochi Sword
Orochi (second battle).....		2000		8040		1000		None

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		HP		EXP		GOLD		ITEM
Parabird.....		90		980		85		Pachisi Ticket
Phoenix.....		350		3700		150		Yggdrasil Leaf
Putrigon.....		350		3500		53		Strength Seed

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R  
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		HP		EXP		GOLD		ITEM
Rabidhound.....		40		53		14		Wisdom Seed
Rammore.....		60		162		45		Leather Shield
Raven.....		9		6		3		Medical Herb
Ravenger.....		25		45		22		Agility Seed
Red Slime.....		6		8		2		Medical Herb
Rogue Nite.....		55		68		30		Copper Sword

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S  
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		HP		EXP		GOLD		ITEM
Salamander.....		200		6000		180		Strength Seed
Sea Slime.....		38		197		35		Wing of Wyvern
Shadow.....		70		743		31		Spiny Whip
Shadower.....		*		*		*		Traveler Clothes
Shaman.....		93		358		50		Luck Seed
Skeleton.....		75		843		68		Steel Sword

Skullgon.....	200	2350	78	Strength Seed
Sky Dragon.....	80	800	180	Life Nut
Slime.....	8	4	2	Medical Herb
Snaily.....	20	210	28	Cypress Stick
Sting Wasp.....	12	14	6	Luck Seed
Stingwing.....	40	165	35	Full Moon Herb
Stone Man.....	195	1780	82	Terra Armor
Swordoid.....	170	3180	87	Frost Blade

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T

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	HP	EXP	GOLD	ITEM
Tentacles.....	200	1280	120	Fighting Suit
Tonguebear.....	50	110	25	Iron Spear
Tortralord.....	120	1420	120	Luck Seed
Tortragon.....	68	652	88	Iron Helmet
Trick Bag.....	40	5	350	Stamina Seed
Troll.....	250	1030	105	Club
Troll King.....	250	3050	120	Thor Sword

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V

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	HP	EXP	GOLD	ITEM
Vampire.....	35	61	25	Luck Seed
Venom Toad.....	25	20	9	Antidote Herb
Venom Worm.....	35	47	20	Antidote Herb
Vile Shade.....	130	1710	77	Life Stone
Voodoo Man.....	120	673	95	Yggdrasil Leaf
Voodoo Wiz.....	150	1930	105	Moth Powder

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W

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	HP	EXP	GOLD	ITEM
Wild Ape.....	60	60	30	Strength Seed
Wing Demon.....	125	2490	90	Sword of Temptation
Witch.....	54	305	52	Invisible Herb
Wyvern.....	80	1780	75	Wing of Wyvern

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Z

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	HP	EXP	GOLD	ITEM
Zoma.....	4700	0	0	None
Zombie.....	80	368	25	Antidote Herb

\*Shadow has randomized statistical properties

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SMALL MEDALS

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(SMDL)



There are 110 Small Medals to be collected in Dragon Quest III. Collecting Small Medals enables you to receive prizes from the Medal King who lives in the house in the well at Aliahan. The order below is the order you will receive the them if you follow my walkthrough.

Here are the prizes you get for exchanging your Small Medals:

Spiny Whip.....	5
Garter Belt.....	10
Bladerang.....	20
Strength Ring.....	30
Smart Glasses.....	35
Ninja Suit.....	50
Justice Abacus.....	60
Gale Bandana.....	70
Dragon Claw.....	80
Vivify Staff.....	90
Sacred Bikini.....	95
Gold Pass.....	100

Here is the location of every single Small Medal in the game.

- 1 - Aliahan Castle barrel
- 2 - Aliahan dresser in house
- 3 - Reeve Village under boulder
- 4 - Najimi Tower treasure chest
- 5 - Aliahan Castle dresser
- 6 - Small Shrine east of Aliahan, pot
- 7 - Romaly town pot
- 8 - Romaly town beside the torch by the castle
- 9 - Romaly Castle flower bed
- 10 - Kazave gravestone
- 11 - Hidden Village of the Elves northern square west of the Queen
- 12 - Underworld Lake treasure chest
- 13 - Second Pachisi Track, middle of the floor to west surrounded by blue tiles
- 14 - Second Pachisi Track, south west pot on game board
- 15 - Second Pachisi Track, treasure chest at the goal
- 16 - Shrine south east of Isis, pot
- 17 - Isis Castle town, middle gravestone
- 18 - Isis Castle town, pot at the weapon shop
- 19 - Pyramid treasure chest
- 20 - Pyramid treasure chest
- 21 - Pyramid summit, north west corner
- 22 - Isis Castle, treasure chest
- 23 - Ashalam, blue tile on second floor of magic key room.
- 24 - Romaly Castle, bush in Magic Key room
- 25 - Portoga, north eastern square in the horse field
- 26 - Portoga, pot in underground room
- 27 - Baharata dresser at the inn
- 28 - Kidnapper's Base treasure chest
- 29 - Dharma Temple statue
- 30 - Garuna Tower treasure chest
- 31 - Shrine south of Muor, dresser
- 32 - Muor pot
- 33 - Tedanki poison marsh
- 34 - Lancel outside temple on eastern side
- 35 - Edinbear Castle western garden flower bed
- 36 - Edinbear Castle eastern garden, south west bottom corner
- 37 - Shoal Shrine tiled floor

- 38 - Romaly Castle prison cell sink
- 39 - Romaly Barrier north west corner of travel door
- 40 - Traveler's Shrine blue square
- 41 - Olivia Cape, western wall between two traveler doors
- 42 - Muor, north east corner of bushes in jail
- 43 - Ramia Altar, eastern corner at bottom of ladder
- 44 - Sioux Village above well
- 45 - Sioux Village pot
- 46 - Greenland drawer
- 47 - Arp Tower treasure chest
- 48 - Arp Tower treasure chest
- 49 - Third Pachisi track grass patch
- 50 - Third Pachisi track south east corner of grass on second floor
- 51 - Third Pachisi track last pot on game board
- 52 - Hobbit's Shrine behind chair
- 53 - Luzami flower bed
- 54 - Lancel Temple treasure chest
- 55 - Gaia's Navel treasure chest
- 56 - Gaia's Navel treasure chest
- 57 - Zipangu pot
- 58 - Zipangu pot in Himiko's house
- 59 - Pirates Base barrel
- 60 - Pirates Base prison cell
- 61 - Samanosa graveyard
- 62 - Samanosa Castle, western side outside of castle
- 63 - Samanosa Castle, kitchen barrel
- 64 - Samanosa Castle, pot in prison
- 65 - Cave of Ra treasure chest
- 66 - Cave of Ra treasure chest
- 67 - New Town, treasure chest in Dealers house. (Limited time, miss able)
- 68 - Phantom Ship, barrel
- 69 - Phantom Ship, barrel
- 70 - Shrine Prison pot
- 71 - Necrogond Cave treasure chest
- 72 - Necrogond Cave middle of middle of large room
- 73 - Necrogond Shrine gravestone
- 74 - New Town dresser (Final form)
- 75 - Dragon Queen's Castle sunlit floor
- 76 - Baramos' Castle by a corpse in cell
- 77 - Baramos' Castle by a corpse on a throne
- 78 - Dark World entrance north east branch above water
- 79 - Ludatorm castle town near tree
- 80 - Ludatorm Castle barrel
- 81 - Cave north of Ludatorm treasure chest
- 82 - Garin's house dresser
- 83 - Cave of the Craggs treasure chest
- 84 - Domdora pot
- 85 - Domdora north eastern horse stable
- 86 - Domdora well, south west area
- 87 - Shrine south of Mercado flower design
- 88 - Mercado north west room in north west corner
- 89 - Kol village stairs leading into the bath
- 90 - Kol village hanging sack
- 91 - Kol village in the water of the well
- 92 - Fourth Pachisi Track second floor bushes west of the goal
- 93 - Fourth Pachisi Track first dresser on board
- 94 - Fourth Pachisi Track second floor pot on eastern side of game board
- 95 - Marsh Cave between two people at the southern end
- 96 - Rubiss Tower treasure chest
- 97 - Rubiss Tower treasure chest

- 98 - Rimuldar prison by the table
- 99 - Rimuldar pot
- 100 - Rimuldar dresser
- 101 - Holy Shrine left cross
- 102 - Zoma Castle, in the eastern barrier
- 103 - Zoma Castle in front of the throne
- 104 - Zoma Castle treasure chest
- 105 - Bonus Dungeon treasure chest
- 106 - Bonus Dungeon treasure chest
- 107 - Bonus Dungeon pot
- 108 - Bonus Dungeon pot
- 109 - Bonus Dungeon treasure chest
- 110 - Bonus Dungeon treasure chest

\*\*\*\*\*  
 NEW TOWN (NWTN)  
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Just after receiving the ship from the King of Portuga, the "New Town" section of the game becomes available. This event requires you to bring a Dealer to help develop the town and make it grow. This is not similar to Dragon Warrior 7, or even the Dragon Quest IV remake on the DS where you have to actively recruit people to join the town. This event takes place during the quest for the six orbs and the town will change from time to time based on how many orbs you have recovered. Be sure to chest back constantly to see the development.

There are a few items that you can receive during the town phases, including a Small Medal which is miss able if you don't get it during one of the phases.

Ultimately, developing the town is something you have to do to advance the game as one of the orbs will be in the final form of the town.

\*\*\*\*\*  
 PERSONALITIES (PRSN)  
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The personality system is unique to Dragon Quest III, and basically determines the statistical gains that you will receive during level up. Personalities can and will change during the course of the game. Most accessories that you can equip will cause a character to temporarily switch personalities as long as they are equipping the accessory. This can be used to your advantage to cover weaknesses in your party. For example, say you have a character who is low on Agility. Equipping this character with an accessory that changes their personality to one that gains agility at a faster pace can give this character extra agility stats at level up for as long as they are wearing the accessory.

Below is a chart of all of the personalities in the game, as well as their statistical increases at level up.

	Strength	Agility	Stamina	Wisdom	Luck
Agile.....	90%	120%	90%	100%	80%
Alert.....	90%	110%	90%	120%	100%
Amazon.....	130%	90%	100%	80%	80% Females Only
Bully.....	120%	90%	90%	60%	70%
Carefree.....	100%	75%	110%	105%	105%

Careless.....	100%	110%	120%	110%	70%	
Cowardly.....	90%	70%	90%	120%	120%	
Defiant.....	95%	105%	105%	95%	95%	
Eager.....	105%	90%	110%	100%	80%	
Fearless.....	95%	120%	115%	100%	100%	
Foolish.....	85%	115%	80%	80%	90%	
Gourmet.....	110%	60%	110%	50%	80%	
Happy.....	90%	100%	90%	100%	130%	
Helpless.....	95%	100%	90%	105%	100%	
Honest.....	100%	90%	100%	110%	90%	
Hyper.....	100%	140%	100%	100%	100%	
Ironman.....	105%	80%	130%	90%	80%	
Jock.....	130%	80%	100%	70%	80%	
Kindly.....	105%	95%	105%	110%	95%	
Ladylike.....	100%	80%	95%	110%	140%	Females Only
Lazy.....	115%	60%	120%	65%	110%	
Lewd.....	105%	95%	120%	105%	90%	Male Only
Logical.....	80%	105%	90%	125%	80%	
Lonesome.....	100%	90%	80%	110%	110%	
Lucky.....	100%	110%	100%	100%	150%	Male Only
Macho.....	115%	100%	100%	90%	60%	
Meddler.....	105%	85%	110%	80%	70%	
Naive.....	100%	90%	90%	70%	110%	
Ordinary.....	100%	100%	100%	100%	100%	
Romantic.....	95%	110%	95%	115%	100%	
Selfish.....	95%	105%	90%	90%	90%	
Sexy.....	110%	120%	105%	115%	120%	Female Only
Sharp.....	100%	120%	80%	140%	90%	
Silly.....	100%	120%	95%	115%	110%	
Smart.....	95%	100%	100%	130%	90%	
Solitary.....	100%	110%	120%	110%	70%	
Stubborn.....	100%	60%	120%	60%	70%	
Timid.....	110%	60%	120%	110%	90%	
Tomboy.....	110%	110%	80%	90%	90%	Females Only
Tough.....	115%	90%	140%	80%	70%	
Twisted.....	70%	120%	70%	110%	130%	
Vain.....	105%	110%	95%	105%	95%	
Valiant.....	140%	70%	100%	80%	70%	
Weepy.....	90%	90%	100%	110%	115%	
Worldly.....	110%	85%	120%	90%	70%	

Based on this chart, you can see that Valiant, Amazon and Jock personalities will grant you better stat gains for Strength at level up, but are low on other stats. Hyper, Agile and Fearless have the most Agility gains while Tough and Ironman will have the better Stamina increase. Sharp and Smart will increase Wisdom which is beneficial to magic users, while Lucky and Ladylike have the best Luck stat gains which is helpful for the Jester class.

The Hero's personality is created at the beginning of the game during the Introduction where you answer the various questions and then complete a scenario based on how you answered the questions. Your actions in the scenario determine your base personality.

Some of the scenarios include:

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Castle

- A king is about to start war with another kingdom due to the Queen discovering that they are to be attacked by this kingdom. The Queen has lied

to the King and only wants a treasure that the other kingdom possesses. The Minister will ask you what should be done if you don't believe in the King's decision. The answer will determine your personality.

If you decide that you must obey the King, you will be given the "Lewd" personality.

If you decide to follow your conscious you will be given the "Smart" personality.

If you just pretend to follow the orders you will be given the "Silly" personality.

If you just keep selecting "no", you will be given the "Kindly" personality.

If you complete this scenario and ignore the Minster, you will be given the "Happy" personality.

=====  
Dancer

You will be watching a dancer while the dancers fiancé will be worried that she isn't interested in him anymore and wants you to find out. Do so and he will be correct as you will have to tell him that she wants nothing to do with him. The option you select will determine your personality.

Lie to him to receive the "Weepy" personality.

Tell him the truth to receive the "Solitary" personality.

Pretend to be ignorant of the situation to receive the "Naive" personality.

Leave the theater and ignoring the situation gets you the "Carefree" personality.

=====  
Desert

You will come upon two brothers in the desert. The older brother will be too exhausted to continue and wants his younger brother to continue. The younger brother will ask you what he should do. Your answer will determine your personality.

Telling him to leave his brother behind will give you the "Bully" personality.

Tell them to continue on together will give you the "Macho" personality.

Telling him to leave the water with his older brother will give you the "Fearless" personality.

=====  
Forest

This scenario will have an old man who pays you 10 Gold for every boulder that you bring to him. You bring him boulders by pushing them to him. The number of boulders that you bring him will determine your personality.

1 or less boulders will give you the "Lazy" personality.

2 to 5 boulders will give you the "Vain" personality.

6 to 19 boulders will give you the "Worldly" personality.

20 to 39 boulders will give you the "Eager" personality.

More than 40 boulders will give you the "Tough" personality.

=====  
Maze

This scenario will put you in a maze that has directions on where to go at every intersection. Your choices while going through the maze will determine your personality.

If you fall down the first pit you will receive the "Selfish" personality.

If you fall down the second or third pit you will receive the "Defiant" personality.

If you fail to get the treasure, you will receive the "Foolish" personality.

If you rescue the woman you will receive the "Honest" personality.

If you make it to the exit of the maze you will receive the "Stubborn" personality.

=====  
Monster

This is an interesting scenario. You will be a fire breathing monster and pressing any button will cause you to breath fire. Your personality is determined by how many people you kill, as well as who you kill.

If you don't kill the boy hiding behind his mother, and kill less than two people, you will receive the "Valiant" personality.

If you don't kill the boy hiding behind his mother, and kill the priest and nun or everyone else except for them, you will receive the "Cowardly" personality.

If you don't kill the boy hiding behind his mother, and kill more than three people you will receive the "Helpless" personality.

If you do kill the boy hiding behind his mother and everyone else except for the man by the inn, you will receive the "Careless" personality.

If you do kill the boy hiding behind his mother and everyone, or at least the man by the inn, you will receive the "Logical" personality.

=====  
Tower

This is similar to the question of "if your friends jumped off a bridge, would you?" The two options you can choose will determine your personality.

Jumping off the tower will give you the "Romantic" personality.

Not jumping off the tower and leaving will give you the "Lonesome" personality.

=====  
Wallet

In this scenario and old man will request that you retrieve his wallet from a near by house so he can purchase food. If you do this request, you will find that the wallet doesn't belong to the old man and that he has used you and you are arrested and brought to the priest. The option you choose will determine your personality.

If you confess to the crime you will be given the "Vain" personality.

If you claim innocence and say that you were tricked, you will be given the "Alert" personality.

If you don't take the wallet and simply exit the scenario, you will be given the "Timid" personality.

=====

The characters that you can recruit in the game will have their personalities determined based on the five seeds that you give them and the applicable stat gains they receive. Most of this is random due to the fact that the stat gains given by the seeds are actually random.

\*\*\*\*\*  
PACHISI (PCSI)  
\*\*\*\*\*

During the course of the game, you will occasionally collect items called Pachisi Tickets. These tickets allow you to play a game of Pachisi. There are a total of five Pachisi game boards all over the world. Pachisi is a board game where the point is to make it to the goal, while collecting items and treasure along the way. Only the character in the party's lead can play the game. During the game, this character may get randomly attacked by monsters, open chests, check pots, land on squares that can either reduce or increase certain statistical properties as well as many other things. Below I will outline all five Pachisi Tracks in the game.

There are a few basic rules of thumb when it comes to Pachisi.

- You lose the game when you either run out of turns, lose a battle, lose due to a damage tile, fall down a trap door, quitting or reaching the goal.
- Grass squares will yield either a random battle, or some gold or items. Occasionally you may find a trap door which can end the game.
- Forest areas have a higher chance of a random battle than the grass squares. They can also contain items or gold and the odd trap door.
- Mountain areas have a very high chance of a random battle. The same rule applies that you may get gold, items or a trap door.
- Red directional areas with numbers will indicate the number of spaces forward you are forced to move.
- blue directional areas with numbers will indicate the number of spaces in reverse that you are forced to move.
- Red dice with numbers will add the number to the amount of rolls left to complete the game.

- Blue dice with numbers will subtract the number from the amount of rolls left to complete the game.
- Directional signs will indicate the direction that you must travel on the board.
- Warp squares will warp you to a different section of the board.
- Grey doors are trap doors and will cause you to either fall to the floor below, or cause the game to end.
- U turn arrows will send you back to the start of the game board.
- Inns will let you restore all HP and MP for a price.
- Item shop symbol will allow you to shop on the Pachisi Track. Note that most Pachisi Tracks have rare items that you don't normally find in stores, or items available that normally wouldn't be available until later in the game.
- Treasure chests contain items that are always the same, and can only be discovered once.
- Pots will contain items that are always the same, and can only be discovered once.
- Dressers also contain items that are always the same, and can only be discovered once.
- Red Gold symbol with a positive number indicates the amount of gold you will receive if you land on the square.
- Blue Gold symbol with a negative number indicates the amount of gold you will lose if you land on the square.
- Slime square will trigger a random battle.
- Swamp square will reduce your HP by 25% of the maximum.
- Skull square will reduce your MP by 25% of the maximum.
- Skull square with explosion will reduce your MP to zero. This only applies to the fifth Pachisi Track.
- Circular Star square will fully restore all HP and MP.
- ? squares will have a random effect
- ! squares will be statistical changing squares. After landing on the square you will roll the die once more. The number you roll will effect which stat will get increased or decreased.
  - 1 - Strength
  - 2 - Agility
  - 3 - Stamina
  - 4 - Wisdom
  - 5 - Luck
  - 6 - Max HPAfter this you will roll once more. If you roll a 1, 2 or 3 the points from the statistical category will be permanently reduced. If you roll a 4, 5 or 6, the points will be permanently increased.



First Pachisi Track between Romaly and Kazave:

- The pots will contain a Medical Herb and Leather Hat.
- The dresser will contain a Pachisi Ticket.
- The treasure chests will contain a Sacred Knife, Boomerang, and Life Nut.
- The goal will contain a Steel Sword and 500 Gold.

Second Pachisi Track south west of Ashalam:

- The pots will contain a Strength Seed and Small Medal.
- The dressers will contain a Wooden Helmet and Pachisi Ticket.
- The treasure chest will contain Iron Claws and Steel Needle.
- The goal will contain a Small Medal and Morning Star

Third Pachisi Track south west of the Dragon Queen Castle:

- The pots will contain a Strength, Luck Seed, Mystic Nut and Small Medal.
- The dressers will contain a Turban, Silver Barrette, Pachisi Ticket x 2, and Party Dress.
- The treasure chests will contain a Power Belt, Magical Skirt, Flashy Suit, and Assassin Dagger.
- The goal will contain an Agility Seed and Dragon Tail.

Fourth Pachisi Track in Kol well:

- The pots will contain a Life Nut, Mystic Nut, Stamina Seed, Small Medal, Agility Seed, and another Life Nut.
- The dressers will contain a Small Medal, Turban, Muscle Guidebook and Yggdrasil Leaf.
- The treasure chests will contain a Life Stone, Flee Ring, Dragon Tail, Dark Outfit and Mimic.
- The goal with the "key" symbol on it will contain a Life Ring and Gringham Whip.
- The normal goal will contain a Light Dress.

Fifth Pachisi Track in Zipangu well (after defeating the God Dragon):

- The pots will contain a Life Nut, Sorrow Helmet, Stone Wig, Strength Seed, Wizard Ring, Silver Rosary, Strength Seed, Luck Seed, Wisdom Seed, Wizard Ring, Stamina Seed, Starry Ring, Strength Seed.
- The dressers will contain a Mystic Nut, Silk Hat, Tube Socks, Pacifier, Mohawk Wig, Power Belt, Tube Socks, Ruby Ring, Tight Bikini, Speed Ring, Sorrow Shield.
- The treasure chests will contain a Demon Axe, Change Staff, Dragon Claw, Ninja Suit, Thor Sword, Sword of Destruction, Expel Shield.
- The goal will contain a Mystery Bolero and Goddess Ring.

Note that in all these Pachisi games that you can search a tile that you step on if you are not attacked to find an item that may not be listed here. Most tracks have a bunch of randomized findings so to speak where you can find some rare items.

\*\*\*\*\*  
TRAVEL DOORS (TRDR)  
\*\*\*\*\*

In Dragon Quest III there are quite a few shrines that intersect with one

another. To be truthful, there isn't much use of these shrines since the Hero will learn the Return spell which is much more useful for traveling. Below will be the names of the shrines, and the shrines that they link to.

Cave of Temptation <-----> Shrine of Temptation  
Romaly Barrier <-----> Travel Door Shrine (Western)  
Cape Olivia (Northern) <-----> Traveler's Church (Eastern)  
Cape Olivia (Southern) <-----> Travel Door Shrine (Northern)  
Forest Opening south of Reeve <-----> Portoga Lighthouse  
Traveler's Church <-----> Travel Door Shrine (Eastern)  
Traveler's Shrine <-----> Traveler's Inn

\*\*\*\*\*  
ORB LOCATIONS (ORBL)  
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The locations of the six orbs are as follows:

Green Orb.....Prisoner in Tedanki (nighttime)  
Blue Orb.....Treasure chest in Gaia's Navel  
Purple Orb.....Treasure chest after defeating Orochi  
Red Orb.....Treasure chest in Pirates Base  
Yellow Orb.....Dealers house in New Town after he is jailed  
Silver Orb.....Given to you at the Necrogond Shrine

\*\*\*\*\*  
SECRETS/MISCELLANEOUS (MISC)  
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Besides the Bonus Dungeon, there's not too many secrets in Dragon Quest III. The only real "secret" I would list is the mysterious pond north of Arb Tower. To access this you must step on the south western tile under the lake on the world map.

When you enter this pond and walk to the edge, the lead character will drop their weapon into the water. A spirit will then appear and ask you if you dropped a Cypress Stick. Answer truthfully and as your weapon comes up, confirm that it's yours and you will be rewarded for your honesty. Your reward? A Cypress Stick....

You can do this again, but this time the spirit will seem to lose your weapon after you mention that you dropped it on purpose. She will then ask you for forgiveness. She was just playing with you though, forgive her to receive your weapon back, along with 50 Gold when you search at your feet.

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CONTACT AND ACKNOWLEDGEMENTS (CONT)  
\*\*\*\*\*

This is my seventh walkthrough I have written and I hope it has been helpful. If you have any questions about this game that are not answered in this FAQ, feel free to email me at [corystahlbaum@yahoo.com](mailto:corystahlbaum@yahoo.com) (remove quotes) and put "Dragon Quest III" in the subject line. Please note that I check my email very infrequently so it may be a while before I get back to you if at all. If your

question is in this guide it will probably be ignored. Feel free to contact me if you see any errors or wish to make any contributions to this FAQ. Credit will be given of course. I don't view emails that have any attachments and whatnot so send text only.

I've only played through this version of the game once (played through the NES version and GBC version many times) and have accumulated a lot of the factual information. With that being said, credit needs to be given to the following:

DaMarsMan - He is the romhacker who let me be one of his beta testers for this game (hence the early release). The wiki was a great help in getting all the weapons, spells and item sections up with the proper translations.

Aryuze RV and Red Scarlet - I used their guides to cross reference any items that I may have missed.

AJackson - His guide was used to cross reference the scenarios that happen at the beginning of the game, as well as how certain personalities were developed.

Enix - For making this great game.

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